

DARK RANGER

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

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The Blackstaff and a priestess of Selûne seek adventurers to find and destroy a powerful servant of Shar, ending an ancient threat to Waterdeep. But evil waits on no one. A two-round continuous-play *Living Forgotten Realms* adventure set in Waterdeep for characters of the Paragon tier (levels 11-20). This adventure concludes the *Brightcloaks* Major Quest and should be played immediately after WATE3-2, if possible.

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

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

PREPARING FOR PLAY

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

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

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

READING MONSTER STAT BLOCKS

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

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

IMPORTANT DM INFORMATION

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

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

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

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

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

APPROPRIATE CHARACTER LEVELS

This adventure supports the entire Paragon tier of play (levels 11-20). The highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

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

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

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

CHARACTER DEATH

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

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

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

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

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

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

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

MILESTONES

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

LASTING EFFECTS

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

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

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

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

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

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

DCs BY ADVENTURE LEVEL

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

Since 1130 DR (some 350 years ago), a schism has existed in House Moonstar due to Lord Vanrak Moonstar's alignment with Shar and the opposition of Lady Alathene Moonstar, a devout worshipper of Selune.

Vanrak seeks nothing less than the destruction of the Moonmaiden (Selune), but is content to begin by destroying House Moonstar, the House of the Moon (temple of Selune in Waterdeep) and subjugating all of Waterdeep to the bitter comfort of the Dark Maiden (Shar). Vanrak, a former ranger and worshipper of Selune, was turned to Shar, becoming her priest and eventually a Death Knight. He is sometimes known as "The Dark Ranger."

For centuries Vanrak has been plotting and preparing for that day of destruction. He took over a dwarven stronghold deep in Undermountain he dubbed Vanrakdoom and begin amassing an army. Vanrak recovered an artifact known as a Shard of True Darkness and used it to open portals from Vanrakdoom to the Plane of Shadow. When the Spellplague hit, Vanrakdoom shifted to the Shadowfell version of Undermountain, known as the Shadowdark.

In WATE3-1, adventurers traveled to the Gates of the Moon to obtain information from, and perhaps return to Waterdeep with the current form of Lady Alathene Moonstar, a crystal statue. The fate of Alathene depended upon the actions of the adventurers. Lady Alathene may or may not appear in this adventure based upon the outcome of WATE3-1.

In WATE3-2, adventurers discovered traitors within House Moonstar and within the ranks of the Lords of Waterdeep. They also traveled to the Foundation of Loss (former palace of Shar) in the Shadowfell where they obtained the Covenant of Vanrak and a Ring of Sorrow.

With his plans near completion Vanrak discovered that his enemies were also laying plans against him. He has accelerated his schedule so that he strikes first.

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

DM'S INTRODUCTION

This adventure begins where WATE3-2 leaves off, with the adventurers having just completed that adventure. If they have not, then they are recruited by the Blackstaff of Waterdeep.

The heroes meet Vajra Safhar (the Blackstaff), Jhessail Eveningfall, and Lord Stedd Moonstar. The three of them explain that they believe Vanrak Moonstar is planning more evil for Waterdeep and they wish to stop him. Furthermore, with new information that has come to light, they believe they can put a final end to this threat to the followers of Selune. They give the PCs the necessary information to accomplish this task, including a method of entrance to Vanrakdoom itself. The meeting is interrupted by an attack on Waterdeep. Vanrak has sent his servants and allies to strike first and in multiple locations (the Lords' Palace, the House of the Moon, and villa of House Moonstar). Vajra heads to the Lords' Palace; Jhessail Eveningfall goes to the aid of the temple of Selune (House of the Moon) while Lord Stedd goes to the aid of his House. The PCs must decide which one they aid (or if they sit out the fight).

After battling Vanrak's forces, the PCs discover the outcomes at the two battles which they did not aid. Depending upon their choice, the House of the Moon has been encased in a Void Shadow that forebodes its destruction, Stedd Moonstar, (possibly) Lady Alathene, and Dala Silmerhelve have been kidnapped, and two powerful magic items were stolen from the Lords' Palace.

The PCs are requested to undertake an urgent mission to destroy Vanrak Moonstar, and reverse the above bad outcomes.

The PCs must enter Vanrakdoom. They are given a choice as to the path they must take, a frontal assault which is combat intensive or a more sneaky rear assault. (DM Note: While the Writing Director prefers the PCs get the choice of adventure paths, you may choose whichever path seems most compatible to the group if you desire the reduction in adventure preparation.) No matter the path, the final confrontation is the same.

The description of Vanrakdoom and its occupants was inspired by the super adventure, *Expedition to Undermountain*, by Eric Boyd, Ed Greenwood, Christopher Lindsay and Sean Reynolds, yet the arrangement was intentionally changed from the thumbnail description provided on pages 31-32.

This adventure offers the option of using the Despair Deck (from *The Shadowfell: Gloomwrought and Beyond*) while the PCs are in the Shadowfell. An appendix is included for that option. The option is not encouraged for limited game time situations.

This adventure is designed to challenge resources (healing surges and daily powers) with four to five combats and no extended rest (as suggested in DMG2). If the players are not aware of a need to conserve their resources, they may be unpleasantly surprised. The DM is encouraged to make the players aware of this need, in character preferably.

You are encouraged to be flexible on running the skill challenges. So long as the PCs accomplish the goal of the skill challenge, allow creativity, reward ingenious ideas, and do not obsess over the exact number of successes required for a given complexity.

PCs with a Shade Coin or who are shadra-kai may expect to fool the residents of Vanrakdoom, but this rather tight-knit community does not automatically team with the Shades of Netheril nor their servants. Vanrak owes no allegiance to the Shade Princes although he worships the same Deity. You are encouraged to use judgment as to possible bonuses on social skill checks in Vanrakdoom.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players if the last adventure they played was WATE3-2:

Lord Stedd Moonstar requested you attend a secret meeting pre-dawn the next morning to discuss another adventure on his behalf. His request was not surprising but that Blackstaff Tower was the location of the meeting may have been. According to the street chat in Waterdeep, few get invited into Blackstaff Tower. More over, not all who enter, leave. The invitation states to touch the gate and announce your name.

Blackstaff Tower is located in the north end of Castle Ward on Sword Street, within a few blocks of the Font of Knowledge (temple of Oghma) and the Halls of Justice (temple of Torm). What looks to be a 3-story black stone tower is surrounded by 20-foot high stone curtain wall with a single black wrought iron gate with patterns of rose bushes (complete with thorns), wands,

and staves in the ironwork. The gate has no latch nor lock, but magically unweaves an opening when an invited guest touches the ironwork and announces her presence. This act gains access to the courtyard. The gate, curtain wall and the stone tower all radiate powerful enchantments.

Read or paraphrase the following to the players if the last adventure they played was not WATE3-2:

Lying on a nightstand in your room at whatever inn you chose was a sealed letter. The seal is that of the Blackstaff, Archmage of Waterdeep. Upon opening the letter, you read the request of Vajra Safhar, Blackstaff, to arrive pre-dawn the next morning at Blackstaff Tower to discuss an adventure worthy of your talents and vital to the City of Splendors. The letter instructs you to touch the ironwork gate and announce your name.

For all PCs, regardless of who invited them, read the following:

Thus, you stand in courtyard of Blackstaff Tower awaiting an audience, but no door is observed in the Tower itself. Other adventurers stand with you. Perhaps introducing yourself to the ones you are unfamiliar with would prove to be a good use of the time while you wait.

The PCs may now take this opportunity to introduce themselves to each other.

At the appointed time, you hear a soft gong of a bell, a rune glows white on the stone, and an open door appears in the otherwise solid stone wall of the Tower. An illusion of a butler appears, bows, welcomes you to Blackstaff Tower, and bids you enter.

ENCOUNTER 1: LIGHTING A CANDLE

IMPORTANT NPCs

Vajra Safhar (Blackstaff and Archmage of Waterdeep), female human from Tethyr

Lord Stedd Moonstar (head of House Moonstar), male human

Jhessail Eveningfall (High Priestess of the House of the Moon), female half moon-elf (Eladrin)

Read or paraphrase the following. You may skip most of the descriptions if the PCs are already familiar with the NPCs.

Having stepped inside the Tower, you find yourselves in a vast space with floating flagstones, arches, statues and doors. The illusionary butler says, “Walk up these steps to the stone platform, and say ‘Nhurlaen.’”

Assuming the PCs do as instructed, read:

Upon following the instructions, you find yourself in a library, with three walls of bookcases reaching up to the 20-foot high ceiling, a massive stone fireplace with a cheery fire, a tall, smoked-glass cabinet, a sideboard laden with beverages, ten comfortable leather chairs, five interspersed small side tables, and floating globes of light which zip about the room to positions just over your respective shoulders—perfect reading illumination. The flagstone floor has several runes and six glowing wizard sigils.

Standing in the room are three people. First is a short, lithe, but imposing young woman with bright indigo eyes. She holds a black staff capped with silver and is dressed in a simple tunic and pants of black and grey. Next to her stands a pale-skinned, half moon elf woman wearing blue and silvery robes and a holy symbol of Selune. Finally is a young, thin dark-haired man dressed in fine, fashionable clothing.

All three greet you courteously as you enter and introduce themselves respectively as Vajra Safhar, the Blackstaff, Jhessail Eveningfall, high priestess of Selune in Waterdeep, and Lord Stedd Moonstar, head of House Moonstar, a staunch ally of the temple of Selune in Waterdeep. They bid you sit and offer refreshment.

Vajra Safhar is the Blackstaff and Archmage of Waterdeep. She lives in Blackstaff Tower. As Blackstaff, Vajra is extremely powerful; she is the defender of Waterdeep and much of her power lies within

Waterdeep and the Blackstaff Tower itself. Vajra became the Blackstaff relatively recently (in Nightal, Year of the Ageless One (1479 DR)), roughly two years ago. She does not engage in the politics of Waterdeep and is cautious about asserting her authority outside of attacks on the city.

Lord Stedd Moonstar is young but sincere. With the past help of adventurers, he has started to turn the fortunes of House Moonstar around. Stedd is engaged to Dala Silmerhelve, the daughter of House Silmerhelve.

Jhessail Eveningfall is the high priestess of Selune in Waterdeep.

The three of them explain why the PCs have been brought before them. Through the use of role-playing or knowledge checks, give the PCs the information contained in the following bullet points. Adjust the information as necessary if the PCs are already aware of what is going on from having played WATE3-1 and WATE3-2. Adjust whether or not the crystal statue of Lady Alathene Moonstar is in Waterdeep (at House Moonstar) upon the PCs' experience and outcome in WATE3-1.

- Adventurers (possibly these adventurers) have discovered that an ancient evil that has long plagued the worshippers of Selune in Waterdeep is preparing an attack against the House of the Moon (the temple of Selune in Waterdeep). Much of the included information comes from information found by these adventurers and research done by the Blackstaff.
- This ancient evil is Lord Vanrak Moonstar, the Dark Ranger. Vanrak was once the head of house Moonstar centuries ago, but he turned against his own house and the teachings of Selune to follow the path of Shar. As a reward for his betrayal, Shar gave him immortality by turning him into a death knight. From his stronghold of Vanrakdoom, Vanrak has launched many foul attacks against the servants of Selune in Waterdeep.
- While the exact nature of Vanrak's plan is unknown, recently, details have been uncovered about Vanrakdoom and its current whereabouts.
- Vanrakdoom was believed to be located in Undermountain but no searches were successful. Information from a Moonstar ancestor, Lady Alathene Moonstar, led to the conclusion that Vanrakdoom may be found in a Shadowfell version of Undermountain (also called Shadowdark), preventing any mundane path to it through Undermountain.

- Not long ago, a group of adventurers discovered a keyed portal to Vanrakdoom on an earthmote high above the Sword Mountains, north of Waterdeep. Vajra has confirmed the destination of the portal using the ritual, *Analyze Portal*. Using a key (a Ring of Sorrow) found in WATE3-2, the adventurers can activate the portal. However, given this portal was apparently used to welcome guests to Vanrakdoom and Vanrak is certain to know it was discovered, this path is likely to be met with a severe combat challenge.
- The adventurers may not have succeeded in WATE3-2 in obtaining the Ring of Sorrow. In that circumstance, the City probably made a deal with Korras Anteos the Third for an alternate (single-use) key to the portal in exchange for his life. In that event, usage of the portal on the earthmote is still an option in this adventure.
- With the help of the temple of Oghma and information from the journal of Lady Alathene Moonstar, Jhessail has pieced together a second path to Vanrakdoom—one more circuitous and secretive. The path uses several portals within Undermountain to reach crypts of the dwarven clan which originally built the dwarven hold seized by Vanrak. Jhessail believes Vanrak is unlikely to expect attack via this path, but certainly traps and alarms may be present.
- The PCs' mission is to find and destroy Vanrak. Suitable rewards are available. The cost of consumables which are **expended** are reimbursable.
- Vanrak is an extremely powerful servant of Shar and the PCs battle him on his home ground. They need every advantage they can get.
- The PCs are given the Covenant of Vanrak, a contract between Shar and Vanrak that gives him much of his power. (The Covenant was recovered in WATE3-2.) The PCs are told that if they destroy the Covenant in the presence of Lord Vanrak, the destruction strips him of much of his power and give them a fair chance of defeating him. However, both Vanrak and Shar sense the destruction of the Covenant so to prevent Vanrak from fleeing, perhaps petitioning Shar for a new Covenant, it is critical that the PCs do not destroy the Covenant until they know they have Vanrak cornered and he cannot escape.
- DM Note: Please make this point clear to the players so they do not feel a "gotcha" if they insist on destroying the Covenant of Vanrak earlier than they were told.
- If these adventurers attempted in WATE3-2 to retrieve the Covenant of Vanrak but failed, then

Waterdeep sent a second time of (other) adventurers to retrieve the Covenant.

- The PCs are also given a Ring of Sorrow which unlocks the earthmote portal which leads to Vanrakdoom.
- Lord Stedd loans you the sextant of House Moonstar.
- If asked as to the payment, the Blackstaff says 2000/3400/6800/14000/21000 gp for each, plus bonus magic items depending upon performance and accomplishments.

Lord Stedd shares the following information which he learned from the journal of Lady Alathene Moonstar:

- The sextant of House Moonstar (recovered in WATE1-1) is a family heirloom "find the way to family members in even the deepest of darkness." Stedd thinks that may include Vanrak himself and could help the PCs navigate through the unknown layout of Vanrakdoom. (Note: the DM may use the sextant of House Moonstar as a guide to the PCs path, but it does not overcome traps, locks, etc.)

ENDING THE ENCOUNTER

As the planning session winds down and the PCs get ready to leave to prepare for the coming assault, read or paraphrase the following:

Suddenly, a bell starts chiming and three sprites teleport into the room in rapid succession. Each of the sprites bears a different message of dire news which they quickly babble.

"City Guardsmen at the Lords' Palace are being attacked by shadow creatures from a new portal!"

"Magical beasts are killing clergy at the House of the Moon and an alarm is being sounded!"

"Shadow creatures assault the House Moonstar villa and the City Watchmen are sounding alarm!"

Jhessail and Stedd leap to their feet and exclaim they must return to their people. Vajra points to a particular rune-marked flagstone while she lifts her staff. "These attacks must be the work of Vanrak. Quickly, step on that stone and say the Waterdeep location you seek—you will teleport there." While Jhessail and Stedd make use of the teleporting flagstone, Vajra looks at you. "I must go to the Lords' Palace first. I ask that you go as a group to one of the three locations to aid in the defense of Waterdeep but the choice is yours." With that, she

treads on the flagstone and says “Lords’ Palace” and is gone. What do you do?

Vanrak has found out about Blackstaff, Jhessail, and Stedd’s plans and has accelerated his own plans in a preemptive strike. The PCs must decide who to help, if any. While the PCs may split the party, this is highly inadvisable as any one encounter should be challenging to a full sized party, and the cost in game time would be costly. Urge a quick decision.

If the PCs choose to help out Jhessail and the temple of Selune, go to Encounter 2A. If they choose to help out Stedd and House Moonstar, go to Encounter 2B. If they choose to help out the Blackstaff and the Lords’ Palace, go to Encounter 2C. The PCs’ choice now also has a consequence in Encounter 16 (later in the adventure).

TROUBLESHOOTING

The PCs are teleported outside the curtain wall of Blackstaff Tower if they delay to snoop around or attempt to steal from the Tower. On foot, the PCs cannot not reach any of the combat sites while the battle rages.

The PCs may want to purchase some equipment before they leave Waterdeep. We suggest any purchases are handled in Encounter Three.

MILESTONE

The encounter does not count towards a milestone.

TREASURE

No treasure is awarded in this encounter. However, if asked how much payment is offered to the PCs, the Blackstaff says: 2000/3400/6800/14000/21000 gp each, plus bonus magic items depending upon performance and accomplishments.

ENCOUNTER 2A: DARK MATTERS

ENCOUNTER LEVEL 14/16/18/20/22
(4,800/7,200/9,600/14,400/19,200 XP)

CREATURES

This encounter includes the following creatures at 12 AL:

- 1 ghost talon death dealer (D)
- 1 umber hulk (H)
- 2 bulette (B)

This encounter includes the following creatures at 14 AL:

- 1 ghost talon death dealer (D)
- 1 umber hulk (H)
- 2 dire bulette (B)

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

- 1 ghost talon death dealer (D)
- 1 deep hulk (H)
- 2 dire bulette (B)

SCALING THE ENCOUNTER

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

Four PCs: Remove one bulette and increase the level of the remaining bulette by 1 (add 16 hp, increase all of its defenses and attacks by 1).

Six PCs: Add another bulette and decrease the level of all bulettes by one (remove 16 hp, reduce all their defenses and attacks by 1).

SETUP

Vanrak has directed his shadar-kai servant to sneak close to the temple of Selune in Waterdeep and at dawn, attack. The death dealer has called the umber hulks and bulette for defense and to eliminate responders while he uses a clone of an artifact known as the *Shard of True Darkness*. With the Shard, he is weaving a Void Shadow to surround the temple on all sides, cutting through surrounding buildings and the ground. He waves the shard as if it were a baton in the hands of an orchestra director. If unhindered, when complete, the Void Shadow shifts its contents to the Shadowfell but any living creature inside dies. Several priests and wizards from the Benevolent Order are attempting to freeze or counter the Void Shadow so effect is delayed or negated. Several clergy and temple guards have already been

slain by the umber hulk. City Guards from the West Gate of the City are running towards the battle.

The PCs may attack the death dealer and/or the umber hulk as they deem best.

Read or paraphrase the following as the PCs arrive, adjusting the description to account for scaling:

In a flash you arrive on Diamond Street, in front of the House of the Moon. A grey skinned man, a shadar kai, waves a black crystal shard from which black threads of necrotic energy swirl around the temple, rapidly forming an enclosure, much like a giant black egg. The shadar-kai is protected by a large insect-like creature with enormous claws from responding City Watchmen and temple guards. Ten bodies already lie strewn about the area. Jhessail has joined a group of priests and wizards who are directing arcane and divine energies to damage the Shadowy enclosure being formed. They are successfully countering the necrotic energy from the black shard, but their protectors are failing. Jhessail shouts at you, "Defeat the shadar-kai and slay the beast, and we may defeat the attack!"

When the initiative count reaches the bulettes, read the following:

Suddenly the ground shakes, and two huge, gray four-legged armored beasts with massive jaws erupts from under the street and moves towards you.

Not knowing the technique being used on the Void Shadow, the best help the PCs can render is to kill or defeat the death dealer and the beasts quickly.

NPC Priests and Wizards: Each has an AC equal to the AL + 18. The rest of their defenses are equal to the AL + 16. Their hit points are not relevant as all of them are powerful enough to survive the initial attacks of the monsters.

Without the help of the PCs, all but Jhessail die, but the effects of the Void Shadow is delayed. With the help of the PCs, the group of wizards and priests survive and they destroy enough of the necrotic shadow such that it collapses and disappears.

FEATURES OF THE AREA

This area has a few important features.

Illumination: Dawn has just occurred so the area in front of the temple has bright illumination.

Void Shadow: The red line on the map represents where the forming Void Shadow begins. Any creature who starts a turn or enters the Void Shadow suffers 5 points of necrotic damage.

Buildings: The buildings in this area of Waterdeep are 30 feet tall. They are relatively easy to climb (DC 15). All of the doors and windows are locked but can be opened with a Thievery (DC Moderate) or Athletics check (DC Easy +2).

Wall: The 10 foot wide wall encloses a villa with extensive gardens. The wall is 3 squares high (DC 20 Athletics check) to climb.

Sewer Grates: The sewer grates can be opened providing line of effect to any creature burrowing no more than 15 feet directly below the grate. The grates require a standard action and Athletics check (DC 15) to open.

TACTICS

Note: The bulettes (or dire bulette) start the encounter underground and should not be placed on the map at the start.

The creatures here are mostly dumb beasts led by the ghost talon death dealer (shadar-kai). As long as the death dealer is alive to command them, they use whatever tactics he gives them. Once he is gone, however, the creatures simply fight to the death out of rage and bloodlust, attacking whatever target is most opportune. (You may call the fight after the death dealer is gone if the fight seems to be a grind.)

The death dealer is a servant of Vanrak but does not desire to fight to the death. His primary purpose is to destroy the Waterdeep temple of Selune, but if he feels seriously threatened, he cares more for his life than the mission. He carries a small black crystal ball when smashed creates a temporary portal back to the Shadowfell for his escape. He expects future opportunities to attack the temple and thought the three-pronged attack was overly ambitious. He usually delays until after the hulk goes to better use it to shield him.

He sustains the shard with a minor action, holding his staff in one hand and the shard in the other. The death dealer avoids melee, using *freeze to death* whenever he can and *freezing rebuke* the rest of the time. He keeps his allies within his aura whenever possible.

The bulettes starts the battle underground, under a building and uses *earth furrow* and *rising burst* to attack the PCs and allies in the first round. They use the action point only if doing so would allow it to attack a prone creature. The death dealer sends a bulette to attack the NPC casters unless he feels too threatened by the PCs.

The hulk uses *maddening gaze* when it can get multiple PCs with it, then alternate it with *double attack*. It focuses the double attack on a single creature, usually one that is not subject to its *maddening gaze*. It uses

rending claws whenever possible. The death dealer uses the hulk as a guard to keep away enemy attackers.

The bulettes and hulk are considered expendable by Vanrak and, if they retreat, they would burrow into the ground to reach the sewers and eventually Undermountain.

TROUBLESHOOTING THE ENCOUNTER

If a PC is forced by a deep hulk (AL 16, 18 or 20) to charge an ally due to *maddening gaze*, we recommend that the deep hulk does not get an opportunity attack on that PC when she leaves her original square. However, since the PC still retains a sense of the monsters as her enemy, she may provoke attacks of opportunity during her charge if she cannot charge without passing through threatened squares.

ENDING THE ENCOUNTER

The sounds of battle die down. Jhessail says to you, "We have defeated this attack and destroyed the Void Shadow surrounding the temple. We should send aid to the other sites. The villa of House Moonstar is close; a block east on Diamond Street and around the corner on the Street of the Singing Dolphin. The Lords' Palace is near the southern edge of Castle Ward."

Although relatively close, the villa is roughly 650 feet (130 squares) from the temple. By the time the PCs arrive, the battle there is done.

The combat at the Lords' Palace (Encounter 2C) is also completed if the PCs head there after defending the Temple of Selune.

Whether they wait or move to another site, Vajra teleports to their location. Adjust the wording depending if Lady Alathene was returned to Waterdeep by the adventurers in WATE3-1.

Rest and tell me how you fared. Lord Moonstar, Lady Alathene and Dala Silmerhelve have been kidnapped from the villa, and several powerful magic items have been stolen from the Lords' Palace. These attacks were significant. As soon as you catch your breaths, we need you to launch a counterstrike.

Allow the PCs a single short rest while they participate in Encounter 3.

MILESTONE

The encounter counts towards a milestone.

TREASURE

There is no treasure for this encounter.

ENCOUNTER 2A: DARK MATTERS STATISTICS (ADVENTURE LEVEL 12)

Ghost Talon Death Dealer		Level 11 Controller (Leader)	
Medium shadow humanoid (shadar-kai)		XP 600	
HP 91; Bloodied 45		Initiative +5	
AC 25, Fortitude 21, Reflex 22, Will 25		Perception +12	
Speed 6		Low-light vision	
TRAITS			
Dealer's Intercession • Aura 3			
When an ally in the aura drops to 0 hit points, it doesn't die or fall unconscious until the end of its next turn.			
STANDARD ACTIONS			
M Staff (cold, necrotic, weapon) • At-Will			
Attack: Melee 1 (one creature); +16 vs. AC			
Hit: 3d6 + 5 cold and necrotic damage.			
R Freezing Rebuke (cold, implement) • At-Will			
Attack: Ranged 5 (one creature); +14 vs. Reflex			
Hit: 2d10 + 2 cold damage, and ongoing 5 cold damage (save ends). The dealer becomes insubstantial until the end of its next turn.			
R Freeze to Death (cold implement) • At-Will			
Attack: Ranged 5 (one creature taking ongoing cold damage); +13 vs. Fortitude			
Hit: 2d6 + 1 cold damage, and the target is petrified (save ends). If the target is targeted by an attack that deals fire damage, it can make a saving throw against the effect after that attack is resolved.			
MOVE ACTIONS			
Shadow Jaunt (cold, necrotic, teleportation) • Encounter			
Effect: The death dealer teleports up to 3 squares. Each enemy adjacent to it before the teleport takes 5 cold and necrotic damage.			
Skills Arcana +14			
Str 11 (+5)		Dex 10 (+5)	
Con 16 (+8)		Int 18 (+9)	
		Wis 24 (+12)	
		Cha 15 (+7)	
Alignment unaligned		Languages Common, Elven, Netherese	
Equipment staff			

Note: added languages and Arcana skill

Umber Hulk	Level 12 Elite Soldier
Large natural magical beast	XP 1,400
HP 248; Bloodied 124	Initiative +11
AC 28, Fortitude 25, Reflex 23, Will 22	Perception +13
Speed 5, burrow 2 (tunneling)	Darkvision,
Saving Throws +2; Action Points 1	Tremorsense 5
STANDARD ACTIONS	
m Claw • At-Will	
Requirement: The deep hulk must not have a creature grabbed.	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 3d6 + 10 damage.	
M Double Attack • At-Will	
Effect: The deep hulk uses claw twice. If both attacks hit the same target, the deep hulk grabs the target (escape DC 20).	
M Rending Claws • At-Will	
Effect: Melee 2 (one creature grabbed by the deep hulk). The target takes 40 damage.	
C Maddening Gaze (charm) • At-Will	
Attack: Close blast 5 (creatures in the blast); +15 vs. Will	
Hit: The umber hulk slides the target up to 5 squares, and the target is dazed until the end of the umber hulk's next turn.	
Str 26 (+14)	Dex 16 (+9) Wis 14 (+8)
Con 20 (+11)	Int 5 (+3) Cha 11 (+6)
Alignment unaligned	Languages -

1-3 Bulette	Level 12 Elite Skirmisher
Large natural beast	XP 1,400
HP 248; Bloodied 124	Initiative +12
AC 27, Fortitude 25, Reflex 23, Will 22	Perception +9
Speed 6, burrow 6	Darkvision,
Saving Throws +2; Action Points 1	Tremorsense 20
TRAITS	
Ground Eruption	
The squares of ground the bulette burrows into or emerges from become difficult terrain until the end of the encounter.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d6 + 10 damage; or 5d6 + 10 against a prone target.	
M Leaping Bite • At-Will	
Effect: Effect: The bulette jumps up to 5 squares and then uses bite. This movement does not provoke opportunity attacks..	
C Rising Burst • At-Will	
Requirement: The bulette must be underground.	
Effect: The bulette moves up to its speed to a square aboveground. The movement does not provoke opportunity attacks. When it first enters a square aboveground during this movement, it makes the following attack.	
Attack: Close burst 2 (creatures in burst); +17 vs. AC	
Hit: 2d8 + 8 damage.	
Miss: Half damage.	
MOVE ACTIONS	
M Earth Furrow • At-Will	
Effect: The bulette burrows up to its speed at a depth of 1 square beneath the surface of the ground. This movement does not provoke opportunity attacks. Each time it moves beneath an enemy space for the first time during the movement, it makes the following attack against that enemy.	
Attack: Melee 1 (creature in space); +15 vs. Fortitude	
Hit: The target falls prone.	
Skills Athletics +17, Endurance +16	
Str 22 (+12)	Dex 18 (+10) Wis 16 (+9)
Con 20 (+11)	Int 2 (+2) Cha 8 (+5)
Alignment unaligned	Languages -

ENCOUNTER 2A: DARK MATTERS STATISTICS (ADVENTURE LEVEL 14)

Ghost Talon Death Dealer	Level 13 Controller (Leader)
Medium shadow humanoid (shadar-kai)	XP 800
HP 107; Bloodied 53	Initiative +6
AC 27, Fortitude 23, Reflex 24, Will 27	Perception +13
Speed 6	Low-light vision
TRAITS	
Dealer's Intercession • Aura 3	
When an ally in the aura drops to 0 hit points, it doesn't die or fall unconscious until the end of its next turn.	
STANDARD ACTIONS	
M Staff (cold, necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d6 + 7 cold and necrotic damage.	
R Freezing Rebuke (cold, implement) • At-Will	
Attack: Ranged 5 (one creature); +16 vs. Reflex	
Hit: 2d10 + 4 cold damage, and ongoing 5 cold damage (save ends). The dealer becomes insubstantial until the end of its next turn.	
R Freeze to Death (cold implement) • At-Will	
Attack: Ranged 5 (one creature taking ongoing cold damage); +15 vs. Fortitude	
Hit: 2d6 + 4 cold damage, and the target is petrified (save ends). If the target is targeted by an attack that deals fire damage, it can make a saving throw against the effect after that attack is resolved.	
MOVE ACTIONS	
Shadow Jaunt (cold, necrotic, teleportation) • Encounter	
Effect: The death dealer teleports up to 3 squares. Each enemy adjacent to it before the teleport takes 5 cold and necrotic damage.	
Skills Arcana +15	
Str 11 (+6)	Dex 10 (+6) Wis 24 (+13)
Con 16 (+9)	Int 18 (+10) Cha 15 (+8)
Alignment unaligned Languages Common, Elven, Netherese	
Equipment staff	

Note: added languages and Arcana skill

Umber Hulk	Level 14 Elite Soldier
Large natural magical beast	XP 2,000
HP 280; Bloodied 140	Initiative +12
AC 30, Fortitude 27, Reflex 25, Will 24	Perception +14
Speed 5, burrow 2 (tunneling)	Darkvision,
Saving Throws +2; Action Points 1	Tremorsense 5
STANDARD ACTIONS	
M Claw • At-Will	
Requirement: The deep hulk must not have a creature grabbed.	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 3d6 + 12 damage.	
M Double Attack • At-Will	
Effect: The deep hulk uses claw twice. If both attacks hit the same target, the deep hulk grabs the target (escape DC 21).	
M Rending Claws • At-Will	
Effect: Melee 2 (one creature grabbed by the deep hulk). The target takes 40 damage.	
C Maddening Gaze (charm) • At-Will	
Attack: Close blast 5 (creatures in the blast); +17 vs. Will	
Hit: The umber hulk slides the target up to 5 squares, and the target is dazed until the end of the umber hulk's next turn.	
Str 26 (+15)	Dex 16 (+10) Wis 14 (+9)
Con 20 (+12)	Int 5 (+4) Cha 11 (+7)
Alignment unaligned Languages -	

1-3 Dire Bulette	Level 14 Elite Skirmisher
Huge natural beast	XP 2,000
HP 286; Bloodied 143	Initiative +15
AC 30, Fortitude 28, Reflex 26, Will 25	Perception +12
Speed 8, burrow 8	Darkvision,
Saving Throws +2; Action Points 1	Tremorsense 20
TRAITS	
Ground Eruption	
The squares of ground the bulette burrows into or emerges from become difficult terrain until the end of the encounter.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d10 + 6 damage; or 5d10 + 6 against a prone target.	
M Leaping Bite • At-Will	
Effect: The bulette jumps up to 7 squares and can use bite at any point during the movement. This movement does not provoke opportunity attacks.	
C Rising Burst • At-Will	
Requirement: The bulette must be underground.	
Effect: The bulette moves up to its speed to a square aboveground. The movement does not provoke opportunity attacks. When it first enters a square aboveground during this movement, it makes the following attack.	
Attack: Close burst 3 (creatures in burst); +19 vs. AC	
Hit: 2d12 + 6 damage.	
Miss: half damage.	
MOVE ACTIONS	
M Earth Furrow • At-Will	
Effect: The bulette burrows up to its speed at the depth of 1 square beneath the surface of the ground. This movement does not provoke opportunity attacks. Each time it moves beneath an enemy space for the first time during the movement, it makes the following attack against that enemy.	
Attack: Melee 1 (creature in space); +17 vs. Fortitude	
Hit: The target falls prone.	
Skills Athletics +20, Endurance +18	
STR 26 (+15)	Dex 22 (+13)
Con 23 (+13)	Int 5 (+4)
	Cha 10 (+7)
Alignment unaligned	Languages -

ENCOUNTER 2A: DARK MATTERS STATISTICS (ADVENTURE LEVEL 16)

Ghost Talon Death Dealer		Level 15 Controller (Leader)	
Medium shadow humanoid (shadar-kai)		XP 1,200	
HP 123; Bloodied 61		Initiative +7	
AC 29, Fortitude 25, Reflex 26, Will 29		Perception +14	
Speed 6		Low-light vision	
TRAITS			
Dealer's Intercession • Aura 3			
When an ally in the aura drops to 0 hit points, it doesn't die or fall unconscious until the end of its next turn.			
STANDARD ACTIONS			
m Staff (cold, necrotic, weapon) • At-Will			
Attack: Melee 1 (one creature); +20 vs. AC			
Hit: 3d6 + 9 cold and necrotic damage.			
R Freezing Rebuke (cold, implement) • At-Will			
Attack: Ranged 5 (one creature); +18 vs. Reflex			
Hit: 2d10 + 6 cold damage, and ongoing 5 cold damage (save ends). The dealer becomes insubstantial until the end of its next turn.			
R Freeze to Death (cold implement) • At-Will			
Attack: Ranged 5 (one creature taking ongoing cold damage); +17 vs. Fortitude			
Hit: 2d6 + 5 cold damage, and the target is petrified (save ends). If the target is targeted by an attack that deals fire damage, it can make a saving throw against the effect after that attack is resolved.			
MOVE ACTIONS			
Shadow Jaunt (cold, necrotic, teleportation) • Encounter			
Effect: The death dealer teleports up to 3 squares. Each enemy adjacent to it before the teleport takes 5 cold and necrotic damage.			
Skills Arcana +16			
Str 11 (+7)	Dex 10 (+7)	Wis 24 (+14)	
Con 16 (+10)	Int 18 (+11)	Cha 15 (+9)	
Alignment unaligned		Languages Common, Elven, Netherese	
Equipment staff			

Note: added languages and Arcana skill

Deep Hulk		Level 16 Elite Brute	
Large natural magical beast		XP 2,800	
HP 384; Bloodied 192		Initiative +12	
AC 28, Fortitude 29, Reflex 27, Will 25		Perception +16	
Speed 5, burrow 2 (tunneling)		Darkvision	
Saving Throws +2; Action Points 1		Tremorsense 5	
STANDARD ACTIONS			
m Claw • At-Will			
Requirement: The deep hulk must not have a creature grabbed.			
Attack: Melee 2 (one creature); +21 vs. AC			
Hit: 4d8 + 11 damage.			
M Double Attack • At-Will			
Effect: The deep hulk uses claw twice. If both attacks hit the same target, the deep hulk grabs the target (escape DC 23).			
M Rending Claws • At-Will			
Effect: Melee 2 (one creature grabbed by the deep hulk). The target takes 60 damage.			
C Maddening Gaze (charm) • At-Will			
Attack: close blast 5 (enemies in the blast); +19 vs. Will			
Hit: During its next turn, the target takes a standard action to make a basic attack against its nearest ally. If no ally is within range, the target instead take a standard action to charge its nearest ally it is able to charge.			
Str 26 (+16)	Dex 18 (+12)	Wis 16 (+11)	
Con 22 (+14)	Int 5 (+5)	Cha 11 (+8)	
Alignment unaligned		Languages -	

Dire Bulette	Level 16 Elite Skirmisher
Huge natural beast	XP 2,800
HP 318; Bloodied 159	Initiative +16
AC 31, Fortitude 29, Reflex 27, Will 26	Perception +13
Speed 8, burrow 8	Darkvision,
Saving Throws +2; Action Points 1	Tremorsense 20
TRAITS	
Ground Eruption	
The squares of ground the bulette burrows into or emerges from become difficult terrain until the end of the encounter.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d10 + 8 damage; or 5d10 + 8 against a prone target.	
M Leaping Bite • At-Will	
Effect: The bulette jumps up to 7 squares and can use bite at any point during the movement. This movement does not provoke opportunity attacks.	
C Rising Burst • At-Will	
Requirement: The bulette must be underground.	
Effect: The bulette moves up to its speed to a square aboveground. The movement does not provoke opportunity attacks. When it first enters a square aboveground during this movement, it makes the following attack.	
Attack: Close burst 3 (creatures in burst); +21 vs. AC	
Hit: 2d12 + 8 damage.	
Miss: Half damage.	
MOVE ACTIONS	
M Earth Furrow • At-Will	
Effect: The bulette burrows up to its speed at the depth of 1 square beneath the surface of the ground. This movement does not provoke opportunity attacks. Each time it moves beneath an enemy space for the first time during the movement, it makes the following attack against that enemy.	
Attack: Melee 1 (creature in space); +19 vs. Fortitude	
Hit: The target falls prone.	
Skills Athletics +21, Endurance +19	
STR 26 (+16)	Dex 22 (+14)
Con 23 (+14)	Int 5 (+5)
	Wis 20 (+13)
	Cha 10 (+8)
Alignment unaligned	Languages -

ENCOUNTER 2A: DARK MATTERS STATISTICS (ADVENTURE LEVEL 18)

Ghost Talon Death Dealer	Level 17 Controller (Leader)
Medium shadow humanoid (shadar-kai)	XP 1,600
HP 139; Bloodied 69	Initiative +8
AC 31, Fortitude 27, Reflex 28, Will 31	Perception +15
Speed 6	Low-light vision
TRAITS	
Dealer's Intercession • Aura 3	
When an ally in the aura drops to 0 hit points, it doesn't die or fall unconscious until the end of its next turn.	
STANDARD ACTIONS	
M Staff (cold, necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d6 + 11 cold and necrotic damage.	
R Freezing Rebuke (cold, implement) • At-Will	
Attack: Ranged 5 (one creature); +20 vs. Reflex	
Hit: 2d10 + 8 cold damage, and ongoing 5 cold damage (save ends). The dealer becomes insubstantial until the end of its next turn.	
R Freeze to Death (cold implement) • At-Will	
Attack: Ranged 5 (one creature taking ongoing cold damage); +19 vs. Fortitude	
Hit: 2d6 + 7 cold damage, and the target is petrified (save ends). If the target is targeted by an attack that deals fire damage, it can make a saving throw against the effect after that attack is resolved.	
MOVE ACTIONS	
Shadow Jaunt (cold, necrotic, teleportation) • Encounter	
Effect: The death dealer teleports up to 3 squares. Each enemy adjacent to it before the teleport takes 5 cold and necrotic damage.	
Skills Arcana +17	
Str 11 (+8)	Dex 10 (+8) Wis 24 (+15)
Con 16 (+11)	Int 18 (+12) Cha 15 (+10)
Alignment unaligned Languages Common, Elven, Netherese	
Equipment staff	

Note: added languages and Arcana skill

Deep Hulk	Level 18 Elite Brute
Large natural magical beast	XP 4,000
HP 424; Bloodied 212	Initiative +13
AC 30, Fortitude 31, Reflex 29, Will 28	Perception +19
Speed 5, burrow 2 (tunneling)	Darkvision,
Saving Throws +2; Action Points 1	Tremorsense 5
STANDARD ACTIONS	
M Claw • At-Will	
Requirement: The deep hulk must not have a creature grabbed.	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 4d8 + 13 damage.	
M Double Attack • At-Will	
Effect: The deep hulk uses claw twice. If both attacks hit the same target, the deep hulk grabs the target (escape DC 24).	
M Rending Claws • At-Will	
Effect: Melee 2 (one creature grabbed by the deep hulk). The target takes 60 damage.	
C Maddening Gaze (charm) • At-Will	
Attack: close blast 5 (enemies in the blast); +21 vs. Will	
Hit: During its next turn, the target takes a standard action to make a basic attack against its nearest ally. If no ally is within range, the target instead take a standard action to charge its nearest ally it is able to charge.	
Str 26 (+17)	Dex 18 (+13) Wis 16 (+12)
Con 22 (+15)	Int 5 (+6) Cha 11 (+9)
Alignment unaligned Languages -	

Dire Bulette	Level 18 Elite Skirmisher	
Huge natural beast	XP 4,000	
HP 350; Bloodied 175	Initiative +17	
AC 33, Fortitude 31, Reflex 29, Will 28	Perception +14	
Speed 8, burrow 8	Darkvision,	
Saving Throws +2; Action Points 1	Tremorsense 20	
TRAITS		
Ground Eruption		
The squares of ground the bulette burrows into or emerges from become difficult terrain until the end of the encounter.		
STANDARD ACTIONS		
m Bite • At-Will		
Attack: Melee 1 (one creature); +23 vs. AC		
Hit: 3d10 + 10 damage; or 5d10 + 10 against a prone target.		
M Leaping Bite • At-Will		
Effect: The bulette jumps up to 7 squares and can use bite at any point during the movement. This movement does not provoke opportunity attacks.		
C Rising Burst • At-Will		
Requirement: The bulette must be underground.		
Effect: The bulette moves up to its speed to a square aboveground. The movement does not provoke opportunity attacks. When it first enters a square aboveground during this movement, it makes the following attack.		
Attack: Close burst 3 (creatures in burst); +23 vs. AC		
Hit: 2d12 + 10 damage.		
Miss: Half damage.		
MOVE ACTIONS		
M Earth Furrow • At-Will		
Effect: The bulette burrows up to its speed at the depth of 1 square beneath the surface of the ground. This movement does not provoke opportunity attacks. Each time it moves beneath an enemy space for the first time during the movement, it makes the following attack against that enemy.		
Attack: Melee 1 (creature in space); +21 vs. Fortitude		
Hit: The target falls prone.		
Skills Athletics +22, Endurance +20		
STR 26 (+17)	Dex 22 (+15)	Wis 20 (+14)
Con 23 (+15)	Int 5 (+6)	Cha 10 (+9)
Alignment unaligned	Languages -	

ENCOUNTER 2A: DARK MATTERS STATISTICS (ADVENTURE LEVEL 20)

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

Note: added languages and Arcana skill

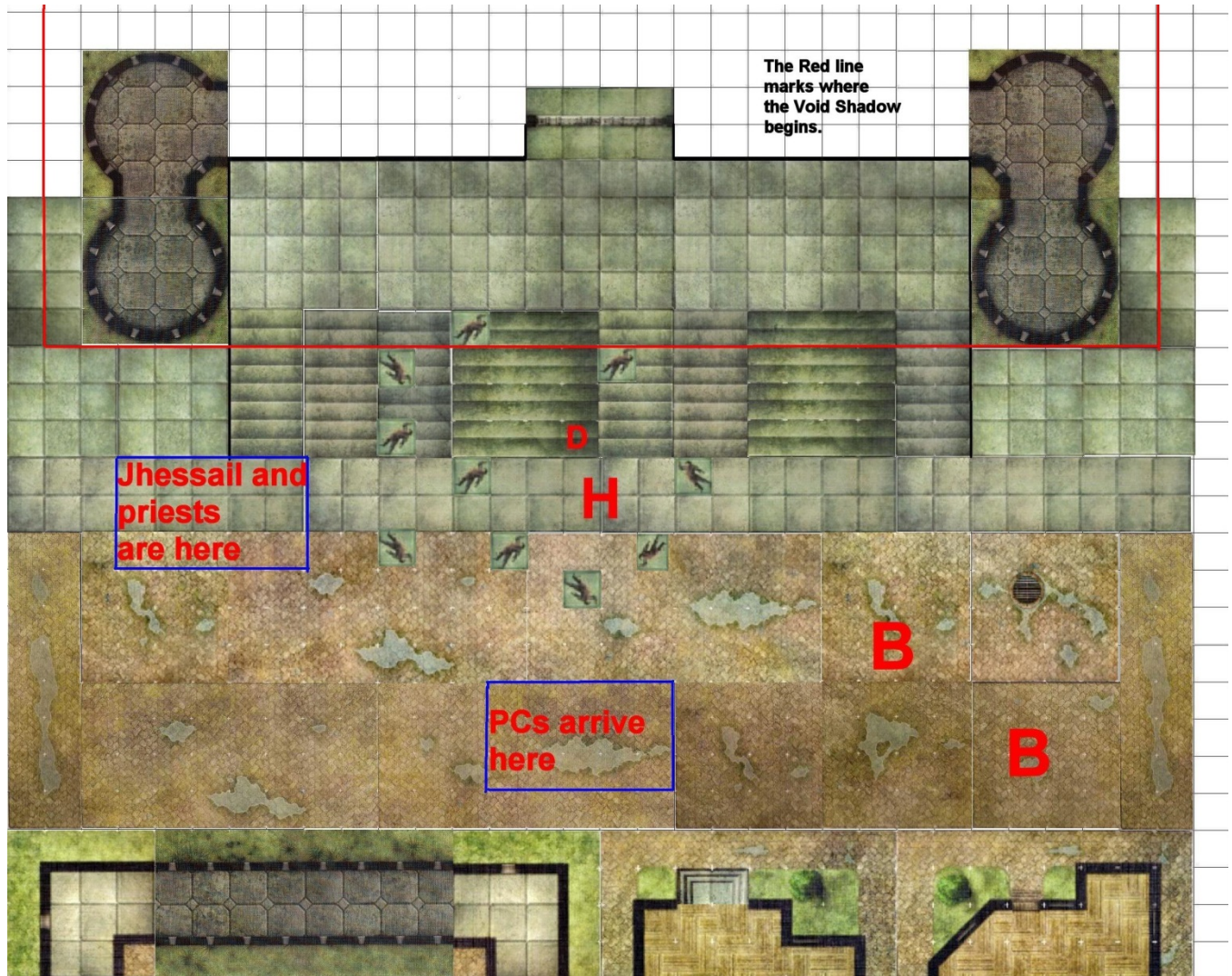
Deep Hulk	Level 20 Elite Brute
Large natural magical beast	XP 5,600
HP 464; Bloodied 232	Initiative +14
AC 32, Fortitude 33, Reflex 31, Will 30	Perception +18
Speed 5, burrow 2 (tunneling)	Darkvision,
Saving Throws +2; Action Points 1	Tremorsense 5
STANDARD ACTIONS	
M Claw • At-Will	
Requirement: The deep hulk must not have a creature grabbed.	
Attack: Melee 2 (one creature); +25 vs. AC	
Hit: 4d8 + 15 damage.	
M Double Attack • At-Will	
Effect: The deep hulk uses claw twice. If both attacks hit the same target, the deep hulk grabs the target (escape DC 25).	
M Rending Claws • At-Will	
Effect: Melee 2 (one creature grabbed by the deep hulk). The target takes 60 damage.	
C Maddening Gaze (charm) • At-Will	
Attack: close blast 5 (enemies in the blast); +23 vs. Will	
Hit: During its next turn, the target takes a standard action to make a basic attack against its nearest ally. If no ally is within range, the target instead take a standard action to charge its nearest ally it is able to charge.	
Str 26 (+18)	Dex 18 (+14) Wis 16 (+13)
Con 22 (+16)	Int 5 (+7) Cha 11 (+10)
Alignment unaligned Languages -	

1-3 Dire Bulette	Level 20 Elite Skirmisher
Huge natural beast	XP 5,600
HP 382; Bloodied 191	Initiative +18
AC 35, Fortitude 33, Reflex 32, Will 31	Perception +15
Speed 8, burrow 8	Darkvision,
Saving Throws +2; Action Points 1	Tremorsense 20
TRAITS	
Ground Eruption	
The squares of ground the bulette burrows into or emerges from become difficult terrain until the end of the encounter.	
STANDARD ACTIONS	
m Bite • At-Will	
<i>Attack:</i> Melee 1 (one creature); +25 vs. AC	
<i>Hit:</i> 3d10 + 12 damage; or 5d10 + 12 against a prone target.	
M Leaping Bite • At-Will	
<i>Effect:</i> The bulette jumps up to 7 squares and can use bite at any point during the movement. This movement does not provoke opportunity attacks.	
C Rising Burst • At-Will	
<i>Requirement:</i> The bulette must be underground.	
<i>Effect:</i> The bulette moves up to its speed to a square aboveground. The movement does not provoke opportunity attacks. When it first enters a square aboveground during this movement, it makes the following attack.	
<i>Attack:</i> Close burst 3 (creatures in burst); +25 vs. AC	
<i>Hit:</i> 2d12 + 12 damage.	
<i>Miss:</i> Half damage.	
MOVE ACTIONS	
M Earth Furrow • At-Will	
<i>Effect:</i> The bulette burrows up to its speed at the depth of 1 square beneath the surface of the ground. This movement does not provoke opportunity attacks. Each time it moves beneath an enemy space for the first time during the movement, it makes the following attack against that enemy.	
<i>Attack:</i> Melee 1 (creature in space); +23 vs. Fortitude	
<i>Hit:</i> The target falls prone.	
Skills Athletics +23, Endurance +21	
STR 26 (+18)	Dex 22 (+16)
Con 23 (+16)	Int 5 (+7)
	Cha 10 (+10)
Alignment unaligned	Languages -

ENCOUNTER 2A: DARK MATTERS MAP

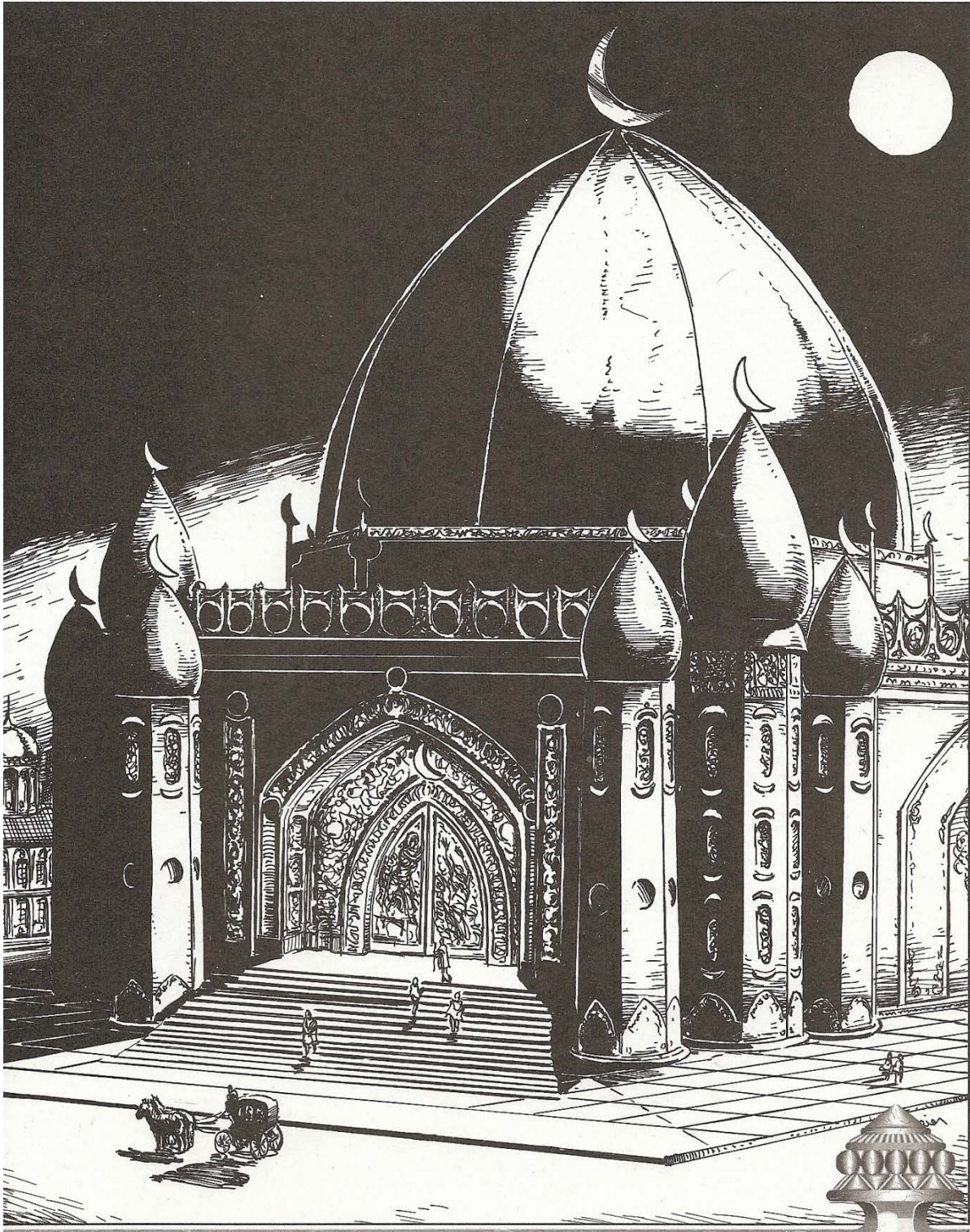
TILE SETS NEEDED

DT Master Set - The City 1x, DT Master Set - The Dungeon 2x, Streets of Shadow 1x, Castle Grimstead 2x



D=ghost talon death dealer, H= umber hulk/ deep hulk, B= bulette / dire bulette

ENCOUNTER 2A: DARK MATTERS: THE HOUSE OF THE MOON



ENCOUNTER 2B: MISSING IN THE DARK

ENCOUNTER LEVEL 14/16/18/20/22
(4,800/7,200/9,600/14,400/19,200 XP)

CREATURES

This encounter includes the following creatures at all ALs:

1 banderhobb abductor (B)

3 banderhobb filche (F)

2 banderhobb warder (W)

Lord Stedd Moonstar (S)

Dala Silmerhelve (D)

Lady Alathene (A)

SCALING THE ENCOUNTER

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

Four PCs: Remove one banderhobb filch.

Six PCs: Add one banderhobb abductor.

SETUP

Vanrak sent his servants to the House of the Moon to abduct Lord Stedd Moonstar, Lady Alathene Moonstar (if present), and Dala Silmerhelve, and bring them to him in Vanrakdoom. The PCs must prevent the banderhobbs from leaving the area with members of House Moonstar.

Read or paraphrase the following as the PCs arrive:

In a flash you arrive on the Street of the Singing Dolphin, in Sea Ward. Near you a large portal shimmers in the street. The wrought iron gates to the Moonstar villa have been wrenched open. Several bulbous, shadowy creatures are in the process of slaughtering the remnants of the house guards and a City Watch patrol, the last of whom drop as you arrive. One of the creatures is grappling with Stedd. Another creature is dragging Dala Silmerhelve towards the path.

If Lady Alathene was returned to Waterdeep by the PCs in WATE3-1, then add the following:

A large shadowy creature is carrying chain-wrapped, crystal statue of Lady Alathene Moonstar out of the mansion and is heading towards the portal.

PCs who are residents or native of Waterdeep, or make a Streetwise check (Easy DC), estimate two minutes may pass before more help arrives. The banderhobbs do not carry away any captives besides the three already identified.

FEATURES OF THE AREA

This area has a few important features.

Illumination: As the time of day is dawn, illumination is normal.

The Dark Portal: The portal near the gate is a portal to the Shadowfell. Only banderhobbs and creatures that are carried or swallowed by them can enter the portal. Stepping through the portal occurs as part of a move action. The portal does not lead to Vanrakdoom directly, so it is of no help to the PCs. The Portal is otherwise blocking terrain. It disappears when the last of the banderhobbs is slain or escapes through the portal.

Stairs: The stairs count as difficult terrain when moving up them but not down.

Fountain: The fountain includes a statue of Selune and counts as difficult terrain. The statue is blocking terrain and can provide cover.

Trees: Any square that contains mostly foliage in it counts as covering terrain. The center square of the big trees (where the trunk is located) counts as blocking terrain. The trees are 40-ft. high.

Bushes: The bushes are difficult terrain.

Villa Moonstar: The walls of the villa are 40 feet high and easy to climb (DC 10).

Buildings: The buildings on the other side of the street are 30 feet high and easy to climb (DC 10).

Gazebo: The gazebo is 3 feet off the ground and provides cover.

Iron fence: The fence in front of the villa is decorative, but sturdy wrought iron. They are 10 feet high and present only a moderate challenge to climb (DC 20). It does not provide cover.

Wooden fence: around the sides of the property is a tall wooden fence. It is blocking terrain.

TACTICS

The banderhobbs are attempting to abduct Lord Stedd Moonstar, Lady Alathene, and Dala Silmerhelve, and escape back to the Shadowfell. Their order of preference is Lady Alathene, Lord Stedd, and Dala. Once a banderhobb has left through the portal with a captive, it does not return to the battle.

The banderhobb abductors use *grasping tongue* against the nearest House Moonstar members. Once the House Moonstar member is grabbed and bloodied, they

may swallow on them. They use their move actions to move towards the portal and with their prisoner, but save their other actions to attack those trying to stop them. If they become bloodied, they end the swallow effect and use *gobble* on any PCs attacking them.

The banderhobb filches use *hook strike* against the nearest House Moonstar members in order to grab them. Then they use *drag away* in order to drag them through the portal. They use only 1 move action per turn to do this, saving the remaining actions to attack the PCs. The filches use *distracting frenzy* when more than one PC is adjacent to them. If they have no one grabbed, they use *shadow blink* to escape any PCs in melee with them and get to a House Moonstar members.

The banderhobb warders focus on the PCs, attempting to keep them from getting to filches and abductors that have House Moonstar member captives. They use *swallow* whenever possible to achieve this. Otherwise they rely on *longfinger clutch*, *no escape*, and *lightning tongue* to hinder the PCs. If all of the filches and abductors are dead or escaped with House Moonstar members, the warders attempt to capture any remaining House Moonstar members, then retreat through the portal.

Freed House Moonstar members move at full speed away from any of the banderhobbs and try to find a safe place. If Lady Alathene is freed of the enchanted chain which binds her (prevents spells and teleportation), she uses her darkbolt at-will attack power at hostiles. Ignore damage to her in this encounter. Her stat block is in an Appendix.

STANDARD ACTIONS
r Dark Bolts (lightning, necrotic) • At-Will <i>Attack:</i> Ranged 20 (one creature); +32 vs. Reflex <i>Hit:</i> 3d6 + 15 lightning and necrotic damage and an ally adjacent to the target shifts up to 2 squares.

ENDING THE ENCOUNTER

The encounter ends when all of the banderhobbs are dead, or escaped through the portal. The PCs are not able to join the combat in either Encounter 2A (Temple of Selune) or 2C (the Lords' Palace) before they are complete.

Read or paraphrase the following.

The sounds of battle die down. Stedd, Dala, and Lady Alathene have been saved, although many house guards and City Watchmen are dead or gravely injured.

Stedd thanks you for your aid; they would probably all be captives or perished without you. Perhaps aid should be sent to one of the other sites? The House of the

Moon is not far, just up the street and around the corner on Diamond Street, perhaps 650 feet.

Just then, the Blackstaff teleports to the front of the villa. "Rest and tell me how you fared. I see Lord Moonstar, Lady Alathene and Dala Silmerhelve have been saved. Jhessail lives, but the temple of Selune is enclosed in a Void Shadow that threatens its destruction and all inside. Also, several powerful magic items dear to Waterdeep have been stolen from the Lords' Palace. These attacks were significant. As soon as you catch your breaths, we need you to launch a counterstrike."

Allow the PCs a single short rest while they participate in Encounter 3.

MILESTONE

The encounter counts towards a milestone.

TREASURE

There is no treasure for this encounter.

ENCOUNTER 2B: MISSING IN THE DARK (ADVENTURE LEVEL 12)

1-2 Banderhobb Abductor	Level 13 Brute
Large shadow magical beast	XP 800
HP 161; Bloodied 80	Initiative +14
AC 25, Fortitude 24, Reflex 27, Will 25	Perception +13
Speed 6, swim 6	Darkvision
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d12 + 8 damage.	
r Grasping Tongue • At-Will	
Attack: Ranged 5 (one creature); +16 vs. Reflex	
Hit: 2d10 + 2 damage, and the abductor pulls the target 4 squares to a space adjacent to the abductor and grabs the creature.	
M Gobble • At-Will	
Requirements: The abductor must be bloodied.	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 4d12 + 2 damage, and the abductor grabs the target. If the target is bloodied, the abductor recharges swallow and uses it against the target.	
M Swallow • Recharge 5 6	
Attack: Melee 1 (one bloodied creature grabbed by the abductor); +16 vs. Fortitude	
Hit: The target is removed from play. Until the effect ends, the target takes ongoing 10 damage. The target can take actions as normal and can make melee and close attacks against the abductor. The effect ends when the abductor drops to 0 hit points or when the abductor ends the effect as a free action. When the effect ends, the target appears in an unoccupied space of its choice adjacent to the abductor.	
TRIGGERED ACTIONS	
Cross into Shadow (teleportation) • Encounter	
Trigger: The abductor is first bloodied.	
Effect: The abductor is removed from play until the start of its next turn. The abductor then appears in an unoccupied space within 10 squares of its last location.	
Skills Athletics +17, Stealth +19	
Str 22 (+12)	Dex 27 (+14) Wis 25 (+13)
Con 21 (+11)	Int 22 (+12) Cha 12 (+7)
Alignment evil	Languages understands goblin

2-3 Banderhobb Filch	Level 13 Skirmisher (Leader)
Small shadow magical beast	XP 800
HP 132; Bloodied 66	Initiative +16
AC 27, Fortitude 24, Reflex 28, Will 23	Perception +12
Speed 6, climb 3, swim 6	Darkvision
STANDARD ACTIONS	
m Quick Claw • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d6 + 11 damage, and the filch shifts 1 square.	
r Stinking Gob • At-Will	
Attack: Ranged 5 (one creature); +18 vs. AC	
Hit: 2d12 damage.	
Effect: The filch shifts 1 square.	
M Hook Strike • At-Will	
Attack: Melee 1 (one creature); +16 vs. Reflex	
Hit: 3d6 damage, and the filch grabs the target.	
M Shadow Blink (teleportation) • Recharge 5 6	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 4d8 + 16 damage.	
Effect: The filch teleports 5 squares before or after the attack.	
C Distracting Frenzy • Encounter	
Attack: Close burst 1 (enemies in the burst); +18 vs. AC	
Hit: 2d8 + 1 damage.	
Effect: An ally within 5 squares of the filch immediately takes a standard action as a free action.	
MOVE ACTIONS	
Drag Away • At-Will	
Requirement: The filch must have a creature grabbed.	
Effect: The filch moves its speed, pulling the grabbed creature with it. The filch and the creature grabbed by it do not provoke opportunity attacks from each other for this movement.	
Skills Athletics +18, Stealth +19	
Str 24 (+13)	Dex 27 (+14) Wis 23 (+12)
Con 20 (+11)	Int 21 (+11) Cha 10 (+6)
Alignment evil	Languages understands goblin

2 Banderhobb Warder		Level 13 Soldier	
Large shadow magical beast		XP 800	
HP 136; Bloodied 68		Initiative +14	
AC 29, Fortitude 27, Reflex 25 Will 23		Perception +13	
Speed 6, swim 6		Darkvision	
STANDARD ACTIONS			
m Longfinger Claw • At-Will			
Attack: Melee 2 (one creature); +18 vs. AC			
Hit: 3d8 + 8 damage, and the target is marked until the end of the warder's next turn.			
r Lightning Tongue (lightning) • At-Will			
Attack: Ranged 5 (one creature); +16 vs. Reflex			
Hit: 2d8 + 4 lightning damage, and the target falls prone.			
M Longfinger Clutch • At-Will			
Attack: Melee 2 (one or two creatures); +18 vs. AC			
Hit: 2d8 + 4 damage, and the target is marked until the end of the warder's next turn.			
TRIGGERED ACTIONS			
M Swallow • At-Will			
Trigger: A Large or smaller enemy marked by the warder makes an attack that does not include the warder as a target.			
Effect: The warder shifts 3 squares to a space adjacent to the triggering enemy and makes the following attack.			
Attack (Immediate Reaction): Melee 1 (the triggering enemy); +16 vs. Fortitude			
Hit: The target is removed from play. Until the effect ends, the target takes ongoing 10 damage. The target can take actions as normal and can make melee and close attacks against the warder. The effect ends when the warder drops to 0 hit points or when the warder ends the effect as a free action. When the effect ends, the target appears in an unoccupied space of its choice adjacent to the warder.			
No Escape (teleportation) • Encounter			
Trigger: An enemy marked by the warder ends its move.			
Effect: The warder teleports 10 squares to a space adjacent to the triggering enemy.			
Skills Athletics +19			
Str 26 (+14)	Dex 23 (+12)	Wis 24 (+13)	
Con 24 (+13)	Int 22 (+12)	Cha 11 (+6)	
Alignment evil		Languages understands goblin	

ENCOUNTER 2B: MISSING IN THE DARK (ADVENTURE LEVEL 14)

1-2 Banderhobb Abductor	Level 15 Brute
Large shadow magical beast	XP 1,200
HP 181; Bloodied 90	Initiative +15
AC 27, Fortitude 26, Reflex 29, Will 27	Perception +14
Speed 6, swim 6	Darkvision
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d12 + 10 damage.	
r Grasping Tongue • At-Will	
Attack: Ranged 5 (one creature); +18 vs. Reflex	
Hit: 2d12 damage, and the abductor pulls the target 4 squares to a space adjacent to the abductor and grabs the creature.	
M Gobble • At-Will	
Requirements: The abductor must be bloodied.	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 4d12 + 4 damage, and the abductor grabs the target. If the target is bloodied, the abductor recharges swallow and uses it against the target.	
M Swallow • Recharge 5 6	
Attack: Melee 1 (one bloodied creature grabbed by the abductor); +18 vs. Fortitude	
Hit: The target is removed from play. Until the effect ends, the target takes ongoing 10 damage. The target can take actions as normal and can make melee and close attacks against the abductor. The effect ends when the abductor drops to 0 hit points or when the abductor ends the effect as a free action. When the effect ends, the target appears in an unoccupied space of its choice adjacent to the abductor.	
TRIGGERED ACTIONS	
Cross into Shadow (teleportation) • Encounter	
Trigger: The abductor is first bloodied.	
Effect: The abductor is removed from play until the start of its next turn. The abductor then appears in an unoccupied space within 10 squares of its last location.	
Skills Athletics +18, Stealth +20	
Str 22 (+13)	Dex 27 (+15) Wis 25 (+14)
Con 21 (+12)	Int 22 (+13) Cha 12 (+8)
Alignment evil Languages understands goblin	

2-3 Banderhobb Filch	Level 15 Skirmisher (Leader)
Small shadow magical beast	XP 1,200
HP 148; Bloodied 74	Initiative +17
AC 29, Fortitude 26, Reflex 30, Will 25	Perception +13
Speed 6, climb 3, swim 6	Darkvision
STANDARD ACTIONS	
m Quick Claw • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d6 + 13 damage, and the filch shifts 1 square.	
r Stinking Gob • At-Will	
Attack: Ranged 5 (one creature); +20 vs. AC	
Hit: 2d12 + 2 damage.	
Effect: The filch shifts 1 square.	
M Hook Strike • At-Will	
Attack: Melee 1 (one creature); +18 vs. Reflex	
Hit: 3d6 + 2 damage, and the filch grabs the target.	
M Shadow Blink (teleportation) • Recharge 5 6	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 4d8 + 18 damage.	
Effect: The filch teleports 5 squares before or after the attack.	
C Distracting Frenzy • Encounter	
Attack: Close burst 1 (enemies in the burst); +20 vs. AC	
Hit: 2d8 + 3 damage.	
Effect: An ally within 5 squares of the filch immediately takes a standard action as a free action.	
MOVE ACTIONS	
Drag Away • At-Will	
Requirement: The filch must have a creature grabbed.	
Effect: The filch moves its speed, pulling the grabbed creature with it. The filch and the creature grabbed by it do not provoke opportunity attacks from each other for this movement.	
Skills Athletics +19, Stealth +20	
Str 24 (+14)	Dex 27 (+15) Wis 23 (+13)
Con 20 (+12)	Int 21 (+12) Cha 10 (+7)
Alignment evil Languages understands goblin	

Banderhobb Warder	Level 15 Soldier
Large shadow magical beast	XP 1,200
HP 152; Bloodied 76	Initiative +15
AC 31, Fortitude 29, Reflex 27 Will 25	Perception +14
Speed 6, swim 6	Darkvision
STANDARD ACTIONS	
m Longfinger Claw • At-Will	
<i>Attack:</i> Melee 2 (one creature); +20 vs. AC	
<i>Hit:</i> 3d8 + 10 damage, and the target is marked until the end of the warder's next turn.	
r Lightning Tongue (lightning) • At-Will	
<i>Attack:</i> Ranged 5 (one creature); +18 vs. Reflex	
<i>Hit:</i> 2d8 + 6 lightning damage, and the target falls prone.	
M Longfinger Clutch • At-Will	
<i>Attack:</i> Melee 2 (one or two creatures); +20 vs. AC	
<i>Hit:</i> 2d8 + 6 damage, and the target is marked until the end of the warder's next turn.	
TRIGGERED ACTIONS	
M Swallow • At-Will	
<i>Trigger:</i> A Large or smaller enemy marked by the warder makes an attack that does not include the warder as a target.	
<i>Effect:</i> The warder shifts 3 squares to a space adjacent to the triggering enemy and makes the following attack.	
<i>Attack (Immediate Reaction):</i> Melee 1 (the triggering enemy); +18 vs. Fortitude	
<i>Hit:</i> The target is removed from play. Until the effect ends, the target takes ongoing 10 damage. The target can take actions as normal and can make melee and close attacks against the warder. The effect ends when the warder drops to 0 hit points or when the warder ends the effect as a free action. When the effect ends, the target appears in an unoccupied space of its choice adjacent to the warder.	
No Escape (teleportation) • Encounter	
<i>Trigger:</i> An enemy marked by the warder ends its move.	
<i>Effect:</i> The warder teleports 10 squares to a space adjacent to the triggering enemy.	
Skills Athletics +20	
Str 26 (+15)	Dex 23 (+13) Wis 24 (+14)
Con 24 (+14)	Int 22 (+13) Cha 11 (+7)
Alignment evil	Languages understands goblin

ENCOUNTER 2B: MISSING IN THE DARK (ADVENTURE LEVEL 16)

1-2 Banderhobb Abductor	Level 17 Brute
Large shadow magical beast	XP 1,600
HP 201; Bloodied 100	Initiative +16
AC 29, Fortitude 28, Reflex 31, Will 29	Perception +15
Speed 6, swim 6	Darkvision
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d12 + 12 damage.	
r Grasping Tongue • At-Will	
Attack: Ranged 5 (one creature); +20 vs. Reflex	
Hit: 2d12 + 2 damage, and the abductor pulls the target 4 squares to a space adjacent to the abductor and grabs the creature.	
M Gobble • At-Will	
Requirements: The abductor must be bloodied.	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 4d12 + 6 damage, and the abductor grabs the target. If the target is bloodied, the abductor recharges swallow and uses it against the target.	
M Swallow • Recharge 5 6	
Attack: Melee 1 (one bloodied creature grabbed by the abductor); +20 vs. Fortitude	
Hit: The target is removed from play. Until the effect ends, the target takes ongoing 10 damage. The target can take actions as normal and can make melee and close attacks against the abductor. The effect ends when the abductor drops to 0 hit points or when the abductor ends the effect as a free action. When the effect ends, the target appears in an unoccupied space of its choice adjacent to the abductor.	
TRIGGERED ACTIONS	
Cross into Shadow (teleportation) • Encounter	
Trigger: The abductor is first bloodied.	
Effect: The abductor is removed from play until the start of its next turn. The abductor then appears in an unoccupied space within 10 squares of its last location.	
Skills Athletics +19, Stealth +21	
Str 22 (+14)	Dex 27 (+16) Wis 25 (+15)
Con 21 (+13)	Int 22 (+14) Cha 12 (+9)
Alignment evil Languages understands goblin	

2-3 Banderhobb Filch	Level 17 Skirmisher (Leader)
Small shadow magical beast	XP 1,600
HP 164; Bloodied 82	Initiative +18
AC 31, Fortitude 28, Reflex 32, Will 27	Perception +14
Speed 6, climb 3, swim 6	Darkvision
STANDARD ACTIONS	
m Quick Claw • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d6 + 15 damage, and the filch shifts 1 square.	
r Stinking Gob • At-Will	
Attack: Ranged 5 (one creature); +22 vs. AC	
Hit: 2d12 + 4 damage.	
Effect: The filch shifts 1 square.	
M Hook Strike • At-Will	
Attack: Melee 1 (one creature); +20 vs. Reflex	
Hit: 3d6 + 4 damage, and the filch grabs the target.	
M Shadow Blink (teleportation) • Recharge 5 6	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 4d8 + 20 damage.	
Effect: The filch teleports 5 squares before or after the attack.	
C Distracting Frenzy • Encounter	
Attack: Close burst 1 (enemies in the burst); +22 vs. AC	
Hit: 2d8 + 5 damage.	
Effect: An ally within 5 squares of the filch immediately takes a standard action as a free action.	
MOVE ACTIONS	
Drag Away • At-Will	
Requirement: The filch must have a creature grabbed.	
Effect: The filch moves its speed, pulling the grabbed creature with it. The filch and the creature grabbed by it do not provoke opportunity attacks from each other for this movement.	
Skills Athletics +20, Stealth +21	
Str 24 (+15)	Dex 27 (+16) Wis 23 (+14)
Con 20 (+13)	Int 21 (+13) Cha 10 (+8)
Alignment evil Languages understands goblin	

Banderhobb Warder	Level 17 Soldier
Large shadow magical beast	XP 1,600
HP 168; Bloodied 84	Initiative +16
AC 33, Fortitude 31, Reflex 29, Will 27	Perception +15
Speed 6, swim 6	Darkvision
STANDARD ACTIONS	
m Longfinger Claw • At-Will	
<i>Attack:</i> Melee 2 (one creature); +22 vs. AC	
<i>Hit:</i> 3d8 + 12 damage, and the target is marked until the end of the warder's next turn.	
r Lightning Tongue (lightning) • At-Will	
<i>Attack:</i> Ranged 5 (one creature); +20 vs. Reflex	
<i>Hit:</i> 2d8 + 8 lightning damage, and the target falls prone.	
M Longfinger Clutch • At-Will	
<i>Attack:</i> Melee 2 (one or two creatures); +22 vs. AC	
<i>Hit:</i> 2d8 + 8 damage, and the target is marked until the end of the warder's next turn.	
TRIGGERED ACTIONS	
M Swallow • At-Will	
<i>Trigger:</i> A Large or smaller enemy marked by the warder makes an attack that does not include the warder as a target.	
<i>Effect:</i> The warder shifts 3 squares to a space adjacent to the triggering enemy and makes the following attack.	
<i>Attack (Immediate Reaction):</i> Melee 1 (the triggering enemy); +20 vs. Fortitude	
<i>Hit:</i> The target is removed from play. Until the effect ends, the target takes ongoing 10 damage. The target can take actions as normal and can make melee and close attacks against the warder. The effect ends when the warder drops to 0 hit points or when the warder ends the effect as a free action. When the effect ends, the target appears in an unoccupied space of its choice adjacent to the warder.	
No Escape (teleportation) • Encounter	
<i>Trigger:</i> An enemy marked by the warder ends its move.	
<i>Effect:</i> The warder teleports 10 squares to a space adjacent to the triggering enemy.	
Skills Athletics +21	
Str 26 (+16)	Dex 23 (+14) Wis 24 (+15)
Con 24 (+15)	Int 22 (+14) Cha 11 (+8)
Alignment evil	Languages understands goblin

ENCOUNTER 2B: MISSING IN THE DARK (ADVENTURE LEVEL 18)

1-2 Banderhobb Abductor	Level 19 Brute
Large shadow magical beast	XP 2,400
HP 221; Bloodied 110	Initiative +17
AC 31, Fortitude 30, Reflex 33, Will 31	Perception +16
Speed 6, swim 6	Darkvision
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 3d12 + 14 damage.	
r Grasping Tongue • At-Will	
Attack: Ranged 5 (one creature); +22 vs. Reflex	
Hit: 2d12 + 4 damage, and the abductor pulls the target 4 squares to a space adjacent to the abductor and grabs the creature.	
M Gobble • At-Will	
Requirements: The abductor must be bloodied.	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 4d12 + 8 damage, and the abductor grabs the target. If the target is bloodied, the abductor recharges swallow and uses it against the target.	
M Swallow • Recharge 5 6	
Attack: Melee 1 (one bloodied creature grabbed by the abductor); +22 vs. Fortitude	
Hit: The target is removed from play. Until the effect ends, the target takes ongoing 10 damage. The target can take actions as normal and can make melee and close attacks against the abductor. The effect ends when the abductor drops to 0 hit points or when the abductor ends the effect as a free action. When the effect ends, the target appears in an unoccupied space of its choice adjacent to the abductor.	
TRIGGERED ACTIONS	
Cross into Shadow (teleportation) • Encounter	
Trigger: The abductor is first bloodied.	
Effect: The abductor is removed from play until the start of its next turn. The abductor then appears in an unoccupied space within 10 squares of its last location.	
Skills Athletics +20, Stealth +22	
Str 22 (+15)	Dex 27 (+17) Wis 25 (+16)
Con 21 (+14)	Int 22 (+15) Cha 12 (+10)
Alignment evil Languages understands goblin	

2-3 Banderhobb Filch	Level 19 Skirmisher (Leader)
Small shadow magical beast	XP 2,400
HP 180; Bloodied 90	Initiative +19
AC 33, Fortitude 30, Reflex 34, Will 29	Perception +15
Speed 6, climb 3, swim 6	Darkvision
STANDARD ACTIONS	
m Quick Claw • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 3d6 + 17 damage, and the filch shifts 1 square.	
r Stinking Gob • At-Will	
Attack: Ranged 5 (one creature); +24 vs. AC	
Hit: 2d12 + 6 damage.	
Effect: The filch shifts 1 square.	
M Hook Strike • At-Will	
Attack: Melee 1 (one creature); +22 vs. Reflex	
Hit: 3d6 + 6 damage, and the filch grabs the target.	
M Shadow Blink (teleportation) • Recharge 5 6	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 4d8 + 22 damage.	
Effect: The filch teleports 5 squares before or after the attack.	
C Distracting Frenzy • Encounter	
Attack: Close burst 1 (enemies in the burst); +24 vs. AC	
Hit: 2d8 + 7 damage.	
Effect: An ally within 5 squares of the filch immediately takes a standard action as a free action.	
MOVE ACTIONS	
Drag Away • At-Will	
Requirement: The filch must have a creature grabbed.	
Effect: The filch moves its speed, pulling the grabbed creature with it. The filch and the creature grabbed by it do not provoke opportunity attacks from each other for this movement.	
Skills Athletics +21, Stealth +22	
Str 24 (+16)	Dex 27 (+17) Wis 23 (+15)
Con 20 (+14)	Int 21 (+14) Cha 10 (+9)
Alignment evil Languages understands goblin	

Banderhobb Warder	Level 19 Soldier
Large shadow magical beast	XP 2,400
HP 184; Bloodied 92	Initiative +17
AC 35, Fortitude 33, Reflex 31, Will 29	Perception +16
Speed 6, swim 6	Darkvision
STANDARD ACTIONS	
m Longfinger Claw • At-Will	
<i>Attack:</i> Melee 2 (one creature); +24 vs. AC	
<i>Hit:</i> 3d8 + 14 damage, and the target is marked until the end of the warder's next turn.	
r Lightning Tongue (lightning) • At-Will	
<i>Attack:</i> Ranged 5 (one creature); +22 vs. Reflex	
<i>Hit:</i> 2d8 + 10 lightning damage, and the target falls prone.	
M Longfinger Clutch • At-Will	
<i>Attack:</i> Melee 2 (one or two creatures); +24 vs. AC	
<i>Hit:</i> 2d8 + 10 damage, and the target is marked until the end of the warder's next turn.	
TRIGGERED ACTIONS	
M Swallow • At-Will	
<i>Trigger:</i> A Large or smaller enemy marked by the warder makes an attack that does not include the warder as a target.	
<i>Effect:</i> The warder shifts 3 squares to a space adjacent to the triggering enemy and makes the following attack.	
<i>Attack (Immediate Reaction):</i> Melee 1 (the triggering enemy); +22 vs. Fortitude	
<i>Hit:</i> The target is removed from play. Until the effect ends, the target takes ongoing 10 damage. The target can take actions as normal and can make melee and close attacks against the warder. The effect ends when the warder drops to 0 hit points or when the warder ends the effect as a free action. When the effect ends, the target appears in an unoccupied space of its choice adjacent to the warder.	
No Escape (teleportation) • Encounter	
<i>Trigger:</i> An enemy marked by the warder ends its move.	
<i>Effect:</i> The warder teleports 10 squares to a space adjacent to the triggering enemy.	
Skills Athletics +22	
Str 26 (+17)	Dex 23 (+15) Wis 24 (+16)
Con 24 (+16)	Int 22 (+15) Cha 11 (+9)
Alignment evil	Languages understands goblin

ENCOUNTER 2B: MISSING IN THE DARK (ADVENTURE LEVEL 20)

1-2 Banderhobb Abductor	Level 21 Brute
Large shadow magical beast	XP 3,200
HP 241; Bloodied 120	Initiative +18
AC 33, Fortitude 32, Reflex 35, Will 33	Perception +17
Speed 6, swim 6	Darkvision
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 3d12 + 16 damage.	
r Grasping Tongue • At-Will	
Attack: Ranged 5 (one creature); +24 vs. Reflex	
Hit: 2d12 + 6 damage, and the abductor pulls the target 4 squares to a space adjacent to the abductor and grabs the creature.	
M Gobble • At-Will	
Requirements: The abductor must be bloodied.	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 4d12 + 10 damage, and the abductor grabs the target. If the target is bloodied, the abductor recharges swallow and uses it against the target.	
M Swallow • Recharge 5 6	
Attack: Melee 1 (one bloodied creature grabbed by the abductor); +24 vs. Fortitude	
Hit: The target is removed from play. Until the effect ends, the target takes ongoing 10 damage. The target can take actions as normal and can make melee and close attacks against the abductor. The effect ends when the abductor drops to 0 hit points or when the abductor ends the effect as a free action. When the effect ends, the target appears in an unoccupied space of its choice adjacent to the abductor.	
TRIGGERED ACTIONS	
Cross into Shadow (teleportation) • Encounter	
Trigger: The abductor is first bloodied.	
Effect: The abductor is removed from play until the start of its next turn. The abductor then appears in an unoccupied space within 10 squares of its last location.	
Skills Athletics +21, Stealth +23	
Str 22 (+16)	Dex 27 (+18) Wis 25 (+17)
Con 21 (+15)	Int 22 (+16) Cha 12 (+11)
Alignment evil Languages understands goblin	

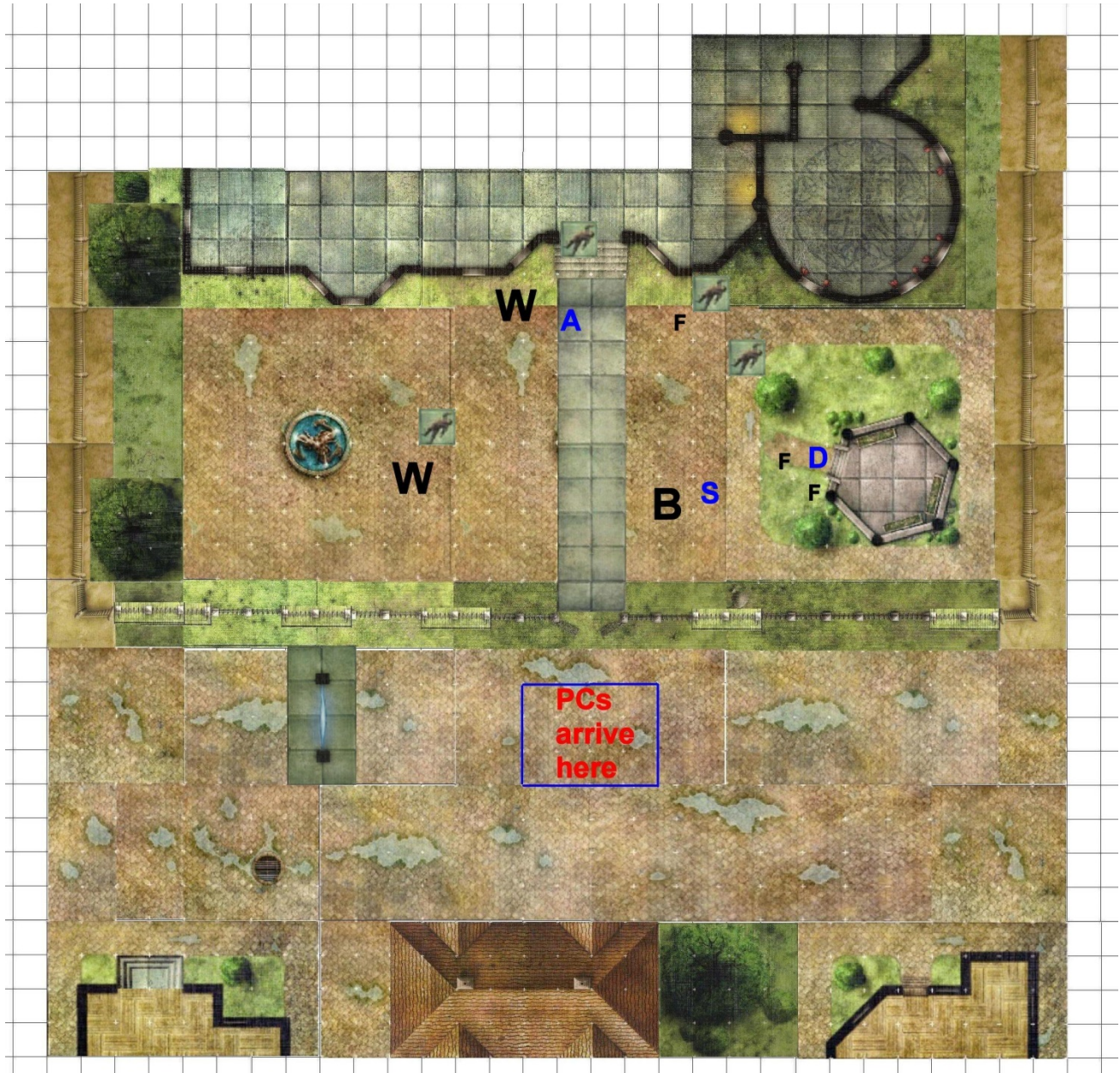
2-3 Banderhobb Filch	Level 21 Skirmisher (Leader)
Small shadow magical beast	XP 3,200
HP 196; Bloodied 98	Initiative +20
AC 35, Fortitude 32, Reflex 36, Will 31	Perception +16
Speed 6, climb 3, swim 6	Darkvision
STANDARD ACTIONS	
m Quick Claw • At-Will	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 3d6 + 19 damage, and the filch shifts 1 square.	
r Stinking Gob • At-Will	
Attack: Ranged 5 (one creature); +26 vs. AC	
Hit: 2d12 + 8 damage.	
Effect: The filch shifts 1 square.	
M Hook Strike • At-Will	
Attack: Melee 1 (one creature); +24 vs. Reflex	
Hit: 3d6 + 8 damage, and the filch grabs the target.	
M Shadow Blink (teleportation) • Recharge 5 6	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 4d8 + 24 damage.	
Effect: The filch teleports 5 squares before or after the attack.	
C Distracting Frenzy • Encounter	
Attack: Close burst 1 (enemies in the burst); +26 vs. AC	
Hit: 2d8 + 9 damage.	
Effect: An ally within 5 squares of the filch immediately takes a standard action as a free action.	
MOVE ACTIONS	
Drag Away • At-Will	
Requirement: The filch must have a creature grabbed.	
Effect: The filch moves its speed, pulling the grabbed creature with it. The filch and the creature grabbed by it do not provoke opportunity attacks from each other for this movement.	
Skills Athletics +22, Stealth +23	
Str 24 (+17)	Dex 27 (+18) Wis 23 (+16)
Con 20 (+15)	Int 21 (+15) Cha 10 (+10)
Alignment evil Languages understands goblin	

Banderhobb Warder	Level 21 Soldier
Large shadow magical beast	XP 3,200
HP 200; Bloodied 100	Initiative +18
AC 37, Fortitude 35, Reflex 33, Will 31	Perception +17
Speed 6, swim 6	Darkvision
STANDARD ACTIONS	
m Longfinger Claw • At-Will	
<i>Attack:</i> Melee 2 (one creature); +26 vs. AC	
<i>Hit:</i> 3d8 + 16 damage, and the target is marked until the end of the warder's next turn.	
r Lightning Tongue (lightning) • At-Will	
<i>Attack:</i> Ranged 5 (one creature); +24 vs. Reflex	
<i>Hit:</i> 2d8 + 12 lightning damage, and the target falls prone.	
M Longfinger Clutch • At-Will	
<i>Attack:</i> Melee 2 (one or two creatures); +26 vs. AC	
<i>Hit:</i> 2d8 + 12 damage, and the target is marked until the end of the warder's next turn.	
TRIGGERED ACTIONS	
M Swallow • At-Will	
<i>Trigger:</i> A Large or smaller enemy marked by the warder makes an attack that does not include the warder as a target.	
<i>Effect:</i> The warder shifts 3 squares to a space adjacent to the triggering enemy and makes the following attack.	
<i>Attack (Immediate Reaction):</i> Melee 1 (the triggering enemy); +24 vs. Fortitude	
<i>Hit:</i> The target is removed from play. Until the effect ends, the target takes ongoing 10 damage. The target can take actions as normal and can make melee and close attacks against the warder. The effect ends when the warder drops to 0 hit points or when the warder ends the effect as a free action. When the effect ends, the target appears in an unoccupied space of its choice adjacent to the warder.	
No Escape (teleportation) • Encounter	
<i>Trigger:</i> An enemy marked by the warder ends its move.	
<i>Effect:</i> The warder teleports 10 squares to a space adjacent to the triggering enemy.	
Skills Athletics +23	
Str 26 (+18)	Dex 23 (+16) Wis 24 (+17)
Con 24 (+17)	Int 22 (+16) Cha 11 (+10)
Alignment evil	Languages understands goblin

ENCOUNTER 2B: MISSING IN THE DARK MAP

TILE SETS NEEDED

Dungeon Tiles Master Set - The City 2x, DTMS - The Wilderness 1x (trees and gazebo), DN3 Shadowghast Manor 1x, DU4Arcane Towers 1x (portal only), DTMS - The Dungeon 1x (pathway only), Streets of Shadow 1x (4x8 building and extra street pieces), DU1 Halls of the Giant Kings2x (fence along the sides only)



banderhobb abductor (B), banderhobb filche (F), banderhobb warder (W)
Lord Stedd Moonstar (S), Dala Silmerhelve (D), Lady Alathene (A)

ENCOUNTER 2C: DEATHLESS DARK

ENCOUNTER LEVEL 14/16/18/20/22
(5,000/7,000/10,000/14,000/20,750 XP)

CREATURES

This encounter includes the following creatures at all ALs:

- 1 deathless berserker (B)
- 2 deathless blademaker (M)
- 2 deathless sniper (D)
- 1 herald of colorless fire

SCALING THE ENCOUNTER

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

Four PCs: Remove one deathless sniper.

Six PCs: Add one deathless sniper.

SETUP

Read or paraphrase the following as the PCs arrive:

In an instant, you are in front of the main entrance to the Lords' Palace in Castle Ward, a very large castle with six huge towers and two minor towers along its perimeter. Immediately behind you and centered in the plaza is Ahgharion's Tower, a 3 story wizard tower with a colossus-size stone griffon on the top...unapproachable due to the glistening wards surrounding it.

The Blackstaff is facing a medium-size creature of colorless flames. Vajra shouts at you to follow the intruders into the Palace and stop them. Humanoids dressed in gray armor disappear in the entrance to the Palace. Bodies of the City Guard are strewn about the plaza and by the entrance to the Palace. To the north and south, more City Guardsmen are rushing to the scene.

If the PCs do not immediately proceed after the intruders, they observe the following:

As the creature of fire leaps into the air, Vajra speaks a command and raps her staff on to the flagstones. The huge stone griffon which has been perched on Ahgharion's Tower for two years stirs and flies at the creature of fire. A ray of icy crystals shoot from Vajra's hand, striking the creature of fire.

At this point, the PCs should realize that Vajra can deal with this creature, but the intruders inside the Palace are certainly up to no good and probably more powerful than most of the City Guardsmen. Vajra emphasizes that point and urges the PCs after the intruders.

The intruders have been slowed by City Guards in their path, enabling the PCs to catch up with them. However, if the PCs insist on staying outside until the Herald of Colorless Fire is defeated, the deathless succeed at their mission to steal two specific magic items. The deathless blademasters each carry a black crystal ball when smashed creates a temporary portal back to the Shadowfell for their escape. Hence the deathless do not return out of the Palace.

The trail of bodies and occasional sounds of combat draw you from the large entry hall to one of the side corridors. A couple of turns later you notice the body of a palace guardsman amid some broken statuary. You are on the right track!

The PCs are entering an area with offices and meeting rooms. In theory the combat should all take place with in the hallways, but just in case furnished rooms are provided on the map. Since it is very early in the day most of the clerks and administrators are not present. However, servants and guards are present (hence the bodies).

FEATURES OF THE AREA

This area has a few important features.

Illumination: Inside the Palace, all the corridors are well lit. Lights inside the rooms along the corridor are not currently lit.

Doors: Only the "office" spaces have locked doors. Doors open out.

Furniture: Squares with furniture pieces are difficult terrain. Tables and desks can be turned on their side for cover.

Stairs: The stairs are difficult terrain going up, but not down.

Secret door: This is one of the entrances designed for use of the Masked Lords.

TACTICS

The deathless have heard the PCs catching up and decided to lay an ambush at a convenient corner. The deathless sniper(s) start hiding around corners further down the hall. They attack anyone giving orders, or wearing light or no armor. The sniper(s) start off with *life* *pierce*, and attempt to keep temporary hit points as long

as they can. They switch targets to focus fire or if someone seem resistant to allies' attacks.

The deathless bladesters attempt to shadow spiral and mark as many targets as possible. If a target violates the mark, the bladester gets temporary hit points and they are transferred to the berserker.

The deathless berserker tries to position for life cut, but focuses on the bladesters targets, and stays close to get temporary hit points.

Do not play out the fight between Vajra and the Herald of Colorless Fire. The non-tiered stat block for the creature was included in case one or more of the PCs insist on fighting it.

ENDING THE ENCOUNTER

The encounter ends once all of the creatures have been defeated or fled. Vajra and her allies defeat the Herald of Colorless Fire in five rounds. If the PCs chased the intruders and defeated them:

The sounds of battle die down. Vajra thanks for your assistance in stopping the intruders. She thinks they may have intended to either kill Lords of Waterdeep or perhaps steal powerful magic items which are kept in the Lords' Palace. Vajra says to rest while she checks on the other two targets of attacks. She disappears.

The PCs are not able to join the combat in either Encounter 2A (Temple of Selune) or 2B (the Moonstar villa) before they are complete.

A few minutes later, the Blackstaff teleports to the front of the Palace. *Jhessail lives, but the temple of Selune is enclosed in a Void Shadow that threatens its destruction and all inside. Lord Moonstar, Lady Alathene and Dala Silmerhelve have been kidnapped from the villa. These attacks were significant. We need you to launch a counterstrike immediately.*

If the PCs did not chase the intruders and the deathless took the magic items:

The sounds of battle die down. Vajra frowns and says, "I know you meant well, but this creature of fire was obviously meant as a delaying tactic. A great many lives would have been lost if I had pursued the intruders myself." Vajra says to rest while she checks on the other two targets of attacks. She disappears.

After a few minutes, the Blackstaff teleports back into view. A City Guardsman reports to the Blackstaff. Two powerful magic items (the mantle of Waterdeep which enables control of the Waterdeep constructs by

someone other than the Blackstaff and a master ring of the Scaladar (scorpion like constructs found in Undermountain)) dear to Waterdeep have been stolen from the Lords' Palace. Jhessail lives, but the temple of Selune is enclosed in a Void Shadow that threatens its destruction and all inside. Lord Moonstar, Lady Alathene and Dala Silmerhelve have been kidnapped from the villa. These attacks were significant. We need you to launch a counterstrike immediately.

Allow the PCs a single short rest while they participate in Encounter 3.

MILESTONE

The encounter counts towards a milestone.

TREASURE

There is no treasure for this encounter.

ENCOUNTER 2C: DEATHLESS DARK (ADVENTURE LEVEL 12)

2 Deathless Berserker	Level 14 Brute
Medium shadow humanoid (dwarf)	XP 1000
HP 140; Bloodied 70	Initiative +11
AC 26, Fortitude 28, Reflex 26, Will 25	Perception +10
Speed 6	Low-light vision
TRAITS	
Vital Rage	
While the berserker has temporary hit points, it can score a critical hit on a roll of 18-20.	
STANDARD ACTIONS	
m War Pick (weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 2d12 + 14 damage.	
C Life Cut (weapon) • Recharge if the power misses every target	
Attack: Close Burst 1 (enemies in burst); +19 vs. AC	
Hit: 2d12 + 14 damage.	
Effect: If the berserker hits two or more targets, the berserker gains 20 temporary hit points.	
TRIGGERED ACTIONS	
C Bloodied Feast • Encounter	
Trigger: An enemy bloodies the berserker.	
Effect: (Immediate Reaction) The berserker shifts up to its speed +2 to a square adjacent to the triggering enemy. <i>Life Cut</i> recharges, and the berserker uses it with a +2 bonus to attack rolls.	
Skills Athletics +18, Intimidate +12	
Str 22 (+13)	Dex 19 (+11) Wis 16 (+10)
Con 20 (+12)	Int 10 (+7) Cha 11 (+7)
Alignment unaligned Languages Common	
Equipment hide armor, war pick X2	

1-3 Deathless Sniper	Level 14 Artillery
Medium shadow humanoid (half-elf)	XP 1000
HP 123; Bloodied 61	Initiative +13
AC 28, Fortitude 25, Reflex 27, Will 26	Perception +11
Speed 6	Low-light vision
TRAITS	
Soul Shot	
Whenever the sniper hits a target that is adjacent to one of the sniper's allies, the target cannot benefit from resistances until the end of its next turn.	
Vital Aim	
While the sniper has temporary hit points, it can score a critical hit on a roll of 18-20.	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 2d6 + 13 damage, and the sniper can shift 1 square.	
R Longbow (weapon) • At-Will	
Attack: Ranged 20 (one creature); +21 vs. AC	
Hit: 2d10 + 13 damage.	
R Life Pierce (weapon) • Recharge if the power misses	
Attack: Ranged 20 (one creature); +21 vs. AC	
Hit: 3d10 + 13 damage, and the sniper gains 15 temporary hit points.	
TRIGGERED ACTIONS	
C Bloodied Feast • Encounter	
Trigger: An enemy bloodies the sniper.	
Effect: (Immediate Reaction) <i>Life Pierce</i> recharges, and the sniper uses it against the triggering enemy with a +2 bonus to attack rolls. The sniper does not provoke opportunity attacks with this use of <i>Life Pierce</i> .	
Skills Acrobatics +18, Athletics +14	
Str 15 (+9)	Dex 23 (+13) Wis 20 (+11)
Con 18 (+10)	Int 11 (+7) Cha 12 (+7)
Alignment unaligned Languages Common	
Equipment chainmail, short sword, longbow, 40 arrows	

2 Deathless Blademaster	Level 14 Soldier
Medium shadow humanoid (human)	XP 1000
HP 127; Bloodied 63	Initiative +12
AC 30, Fortitude 28, Reflex 25, Will 26	Perception +11
Speed 5	Low-light vision
STANDARD ACTIONS	
m Bastard Sword (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +19 vs. AC	
<i>Hit:</i> 2d10 + 10 damage.	
<i>Effect:</i> The target is marked until the end of the blademaster's next turn.	
C Shadow Spiral (weapon) • Recharge 5 6	
<i>Attack:</i> Close Burst 2 (enemies in burst); +17 vs. Fortitude	
<i>Hit:</i> 2d10 + 10 damage and the target is marked until the end of the blademaster's next turn. If the target is already marked by the blademaster, then the target is also slowed (save ends).	
<i>Effect:</i> The blademaster can slide each target 1 square.	
TRIGGERED ACTIONS	
C Life Mark • At-Will	
<i>Trigger:</i> An enemy within 5 squares of the blademaster and marked by it, makes an attack that does not include the blademaster as a target.	
<i>Effect:</i> Close burst 5 (the triggering enemy in the burst). The target takes 10 necrotic damage and the blademaster gains 10 temporary hit points.	
C Life Transfer • At-Will	
<i>Trigger:</i> The blademaster gains temporary hit points.	
<i>Effect:</i> Close burst 10 (one ally in the in the burst). The blademaster transfers 5 or 10 of the triggering hit points to the target.	
Skills Athletics +18, Intimidate +12	
Str 22 (+13)	Dex 16 (+10) Wis 19 (+11)
Con 17 (+10)	Int 11 (+7) Cha 11 (+7)
Alignment unaligned Languages Common	
Equipment scale armor, bastard sword	

ENCOUNTER 2C: DEATHLESS DARK (ADVENTURE LEVEL 14)

2 Deathless Berserker	Level 16 Brute
Medium shadow humanoid (dwarf)	XP 1400
HP 157; Bloodied 78	Initiative +13
AC 28, Fortitude 30, Reflex 28, Will 27	Perception +11
Speed 6	Low-light vision
TRAITS	
Vital Rage	
While the berserker has temporary hit points, it can score a critical hit on a roll of 18-20.	
STANDARD ACTIONS	
m War Pick (weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 2d12 + 16 damage.	
C Life Cut (weapon) • Recharge if the power misses every target	
Attack: Close Burst 1 (enemies in burst); +21 vs. AC	
Hit: 2d12 + 16 damage.	
Effect: If the berserker hits two or more targets, the berserker gains 20 temporary hit points.	
TRIGGERED ACTIONS	
C Bloodied Feast • Encounter	
Trigger: An enemy bloodies the berserker.	
Effect: (Immediate Reaction) The berserker shifts up to its speed +2 to a square adjacent to the triggering enemy. <i>Life Cut</i> recharges, and the berserker uses it with a +2 bonus to attack rolls.	
Skills Athletics +19, Intimidate +14	
Str 23 (+14)	Dex 20 (+13) Wis 17 (+11)
Con 21 (+13)	Int 11 (+8) Cha 12 (+9)
Alignment unaligned Languages Common	
Equipment hide armor, war pick X2	

1-3 Deathless Sniper	Level 16 Artillery
Medium shadow humanoid (half-elf)	XP 1400
HP 135; Bloodied 67	Initiative +14
AC 30, Fortitude 32, Reflex 29, Will 28	Perception +13
Speed 6	Low-light vision
TRAITS	
Soul Shot	
Whenever the sniper hits a target that is adjacent to one of the sniper's allies, the target cannot benefit from resistances until the end of its next turn.	
Vital Aim	
While the sniper has temporary hit points, it can score a critical hit on a roll of 18-20.	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 2d6 + 14 damage, and the sniper can shift 1 square.	
R Longbow (weapon) • At-Will	
Attack: Ranged 20 (one creature); +23 vs. AC	
Hit: 2d10 + 14 damage.	
R Life Pierce (weapon) • Recharge if the power misses	
Attack: Ranged 20 (one creature); +23 vs. AC	
Hit: 3d10 + 14 damage, and the sniper gains 15 temporary hit points.	
TRIGGERED ACTIONS	
C Bloodied Feast • Encounter	
Trigger: An enemy bloodies the sniper.	
Effect: (Immediate Reaction) <i>Life Pierce</i> recharges, and the sniper uses it against the triggering enemy with a +2 bonus to attack rolls. The sniper does not provoke opportunity attacks with this use of <i>Life Pierce</i> .	
Skills Acrobatics +19, Athletics +15	
Str 15 (+10)	Dex 23 (+14) Wis 20 (+13)
Con 18 (+12)	Int 11 (+8) Cha 12 (+9)
Alignment unaligned Languages Common	
Equipment chainmail, short sword, longbow, 40 arrows	

2 Deathless Blademaster	Level 16 Soldier
Medium shadow humanoid (human)	XP 1400
HP 143; Bloodied 71	Initiative +13
AC 32, Fortitude 30, Reflex 27, Will 28	Perception +13
Speed 5	Low-light vision
STANDARD ACTIONS	
m Bastard Sword (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +21 vs. AC	
<i>Hit:</i> 2d10 + 11 damage.	
<i>Effect:</i> The target is marked until the end of the blademaster's next turn.	
C Shadow Spiral (weapon) • Recharge 5 6	
<i>Attack:</i> Close Burst 2 (enemies in burst); +19 vs. Fortitude	
<i>Hit:</i> 2d10 + 11 damage and the target is marked until the end of the blademaster's next turn. If the target is already marked by the blademaster, then the target is also slowed (save ends).	
<i>Effect:</i> The blademaster can slide each target 1 square.	
TRIGGERED ACTIONS	
C Life Mark • At-Will	
<i>Trigger:</i> An enemy within 5 squares of the blademaster and marked by it, makes an attack that does not include the blademaster as a target.	
<i>Effect:</i> Close burst 5 (the triggering enemy in the burst). The target takes 10 necrotic damage and the blademaster gains 10 temporary hit points.	
C Life Transfer • At-Will	
<i>Trigger:</i> The blademaster gains temporary hit points.	
<i>Effect:</i> Close burst 10 (one ally in the in the burst). The blademaster transfers 5 or 10 of the triggering hit points to the target.	
Skills Athletics +19, Intimidate +14	
Str 23 (+14)	Dex 17 (+11)
Con 18 (+12)	Int 12 (+9)
	Cha 12 (+9)
Alignment unaligned	Languages Common
Equipment scale armor, bastard sword	

ENCOUNTER 2C: DEATHLESS DARK (ADVENTURE LEVEL 16)

2 Deathless Berserker	Level 18 Brute
Medium shadow humanoid (dwarf)	XP 2000
HP 174; Bloodied 87	Initiative +14
AC 30, Fortitude 32, Reflex 30, Will 29	Perception +13
Speed 6	Low-light vision
TRAITS	
Vital Rage	
While the berserker has temporary hit points, it can score a critical hit on a roll of 18-20.	
STANDARD ACTIONS	
m War Pick (weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 2d12 + 16 damage.	
C Life Cut (weapon) • Recharge if the power misses every target	
Attack: Close Burst 1 (enemies in burst); +23 vs. AC	
Hit: 2d12 + 16 damage.	
Effect: If the berserker hits two or more targets, the berserker gains 20 temporary hit points.	
TRIGGERED ACTIONS	
C Bloodied Feast • Encounter	
Trigger: An enemy bloodies the berserker.	
Effect: (Immediate Reaction) The berserker shifts up to its speed +2 to a square adjacent to the triggering enemy. <i>Life Cut</i> recharges, and the berserker uses it with a +2 bonus to attack rolls.	
Skills Athletics +21, Intimidate +15	
Str 24 (+16)	Dex 21 (+14) Wis 18 (+13)
Con 22 (+15)	Int 12 (+10) Cha 13 (+10)
Alignment unaligned Languages Common	
Equipment hide armor, war pick X2	

1-3 Deathless Sniper	Level 18 Artillery
Medium shadow humanoid (half-elf)	XP 2000
HP 145; Bloodied 72	Initiative +16
AC 32, Fortitude 29, Reflex 31, Will 30	Perception +14
Speed 6	Low-light vision
TRAITS	
Soul Shot	
Whenever the sniper hits a target that is adjacent to one of the sniper's allies, the target cannot benefit from resistances until the end of its next turn.	
Vital Aim	
While the sniper has temporary hit points, it can score a critical hit on a roll of 18-20.	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 2d6 + 15 damage, and the sniper can shift 1 square.	
R Longbow (weapon) • At-Will	
Attack: Ranged 20 (one creature); +25 vs. AC	
Hit: 2d10 + 15 damage.	
R Life Pierce (weapon) • Recharge if the power misses	
Attack: Ranged 20 (one creature); +25 vs. AC	
Hit: 3d10 + 15 damage, and the sniper gains 15 temporary hit points.	
TRIGGERED ACTIONS	
C Bloodied Feast • Encounter	
Trigger: An enemy bloodies the sniper.	
Effect: (Immediate Reaction) <i>Life Pierce</i> recharges, and the sniper uses it against the triggering enemy with a +2 bonus to attack rolls. The sniper does not provoke opportunity attacks with this use of <i>Life Pierce</i> .	
Skills Acrobatics +21, Athletics +17	
Str 16 (+12)	Dex 24 (+16) Wis 21 (+14)
Con 19 (+13)	Int 12 (+10) Cha 13 (+10)
Alignment unaligned Languages Common	
Equipment chainmail, short sword, longbow, 40 arrows	

2 Deathless Blademaster	Level 18 Soldier
Medium shadow humanoid (human)	XP 2000
HP 159 Bloodied 79	Initiative +15
AC 34, Fortitude 32, Reflex 29, Will 30	Perception +14
Speed 5	Low-light vision
STANDARD ACTIONS	
m Bastard Sword (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +23 vs. AC	
<i>Hit:</i> 2d10 + 15 damage.	
<i>Effect:</i> The target is marked until the end of the blademaster's next turn.	
C Shadow Spiral (weapon) • Recharge 5 6	
<i>Attack:</i> Close Burst 2 (enemies in burst); +21 vs. Fortitude	
<i>Hit:</i> 2d10 + 15 damage and the target is marked until the end of the blademaster's next turn. If the target is already marked by the blademaster, then the target is also slowed (save ends).	
<i>Effect:</i> The blademaster can slide each target 1 square.	
TRIGGERED ACTIONS	
C Life Mark • At-Will	
<i>Trigger:</i> An enemy within 5 squares of the blademaster and marked by it, makes an attack that does not include the blademaster as a target.	
<i>Effect:</i> Close burst 5 (the triggering enemy in the burst). The target takes 10 necrotic damage and the blademaster gains 10 temporary hit points.	
C Life Transfer • At-Will	
<i>Trigger:</i> The blademaster gains temporary hit points.	
<i>Effect:</i> Close burst 10 (one ally in the in the burst). The blademaster transfers 5 or 10 of the triggering hit points to the target.	
Skills Athletics +21, Intimidate +15	
Str 24 (+16)	Dex 18 (+13)
Con 19 (+13)	Int 13 (+10)
	Wis 21 (+14)
	Cha 13 (+10)
Alignment unaligned Languages Common	
Equipment scale armor, bastard sword	

ENCOUNTER 2C: DEATHLESS DARK (ADVENTURE LEVEL 18)

2 Deathless Berserker	Level 20 Brute
Medium shadow humanoid (dwarf)	XP 2800
HP 191; Bloodied 95	Initiative +16
AC 32, Fortitude 34, Reflex 32, Will 31	Perception +14
Speed 6	Low-light vision
TRAITS	
Vital Rage	
While the berserker has temporary hit points, it can score a critical hit on a roll of 18-20.	
STANDARD ACTIONS	
m War Pick (weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 2d12 + 20 damage.	
C Life Cut (weapon) • Recharge if the power misses every target	
Attack: Close Burst 1 (enemies in burst); +25 vs. AC	
Hit: 2d12 + 20 damage.	
Effect: If the berserker hits two or more targets, the berserker gains 20 temporary hit points.	
TRIGGERED ACTIONS	
C Bloodied Feast • Encounter	
Trigger: An enemy bloodies the berserker.	
Effect: (Immediate Reaction) The berserker shifts up to its speed +2 to a square adjacent to the triggering enemy. <i>Life Cut</i> recharges, and the berserker uses it with a +2 bonus to attack rolls.	
Skills Athletics +22, Intimidate +17	
Str 25 (+17)	Dex 22 (+16) Wis 19 (+14)
Con 23 (+16)	Int 13 (+11) Cha 14 (+12)
Alignment unaligned Languages Common	
Equipment hide armor, war pick X2	

1-3 Deathless Sniper	Level 20 Artillery
Medium shadow humanoid (half-elf)	XP 2800
HP 157; Bloodied 78	Initiative +17
AC 34, Fortitude 31, Reflex 33, Will 32	Perception +16
Speed 6	Low-light vision
TRAITS	
Soul Shot	
Whenever the sniper hits a target that is adjacent to one of the sniper's allies, the target cannot benefit from resistances until the end of its next turn.	
Vital Aim	
While the sniper has temporary hit points, it can score a critical hit on a roll of 18-20.	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 2d6 + 19 damage, and the sniper can shift 1 square.	
R Longbow (weapon) • At-Will	
Attack: Ranged 20 (one creature); +27 vs. AC	
Hit: 2d10 + 19 damage.	
R Life Pierce (weapon) • Recharge if the power misses	
Attack: Ranged 20 (one creature); +27 vs. AC	
Hit: 3d10 + 19 damage, and the sniper gains 15 temporary hit points.	
TRIGGERED ACTIONS	
C Bloodied Feast • Encounter	
Trigger: An enemy bloodies the sniper.	
Effect: (Immediate Reaction) <i>Life Pierce</i> recharges, and the sniper uses it against the triggering enemy with a +2 bonus to attack rolls. The sniper does not provoke opportunity attacks with this use of <i>Life Pierce</i> .	
Skills Acrobatics +22, Athletics +18	
Str 17 (+13)	Dex 25 (+17) Wis 22 (+16)
Con 20 (+15)	Int 13 (+11) Cha 14 (+12)
Alignment unaligned Languages Common	
Equipment chainmail, short sword, longbow, 40 arrows	

2 Deathless Blademaster	Level 20 Soldier
Medium shadow humanoid (human)	XP 2800
HP 175; Bloodied 87	Initiative +16
AC 36, Fortitude 34, Reflex 31, Will 32	Perception +16
Speed 5	Low-light vision
STANDARD ACTIONS	
m Bastard Sword (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +25 vs. AC	
<i>Hit:</i> 2d10 + 17 damage.	
<i>Effect:</i> The target is marked until the end of the blademaster's next turn.	
C Shadow Spiral (weapon) • Recharge 5 6	
<i>Attack:</i> Close Burst 2 (enemies in burst); +23 vs. Fortitude	
<i>Hit:</i> 2d10 + 17 damage and the target is marked until the end of the blademaster's next turn. If the target is already marked by the blademaster, then the target is also slowed (save ends).	
<i>Effect:</i> The blademaster can slide each target 1 square.	
TRIGGERED ACTIONS	
C Life Mark • At-Will	
<i>Trigger:</i> An enemy within 5 squares of the blademaster and marked by it, makes an attack that does not include the blademaster as a target.	
<i>Effect:</i> Close burst 5 (the triggering enemy in the burst). The target takes 10 necrotic damage and the blademaster gains 10 temporary hit points.	
C Life Transfer • At-Will	
<i>Trigger:</i> The blademaster gains temporary hit points.	
<i>Effect:</i> Close burst 10 (one ally in the in the burst). The blademaster transfers 5 or 10 of the triggering hit points to the target.	
Skills Athletics +22, Intimidate +17	
Str 25 (+17)	Dex 19 (+14)
Con 20 (+15)	Int 14 (+12)
	Cha 14 (+12)
Alignment unaligned	Languages Common
Equipment scale armor, bastard sword	

ENCOUNTER 2C: DEATHLESS DARK (ADVENTURE LEVEL 20)

2 Deathless Berserker	Level 22 Brute
Medium shadow humanoid (dwarf)	XP 4150
HP 191; Bloodied 95	Initiative +17
AC 34, Fortitude 36, Reflex 34, Will 33	Perception +16
Speed 6	Low-light vision
TRAITS	
Vital Rage	
While the berserker has temporary hit points, it can score a critical hit on a roll of 18-20.	
STANDARD ACTIONS	
m War Pick (weapon) • At-Will	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 2d12 + 22 damage.	
C Life Cut (weapon) • Recharge if the power misses every target	
Attack: Close Burst 1 (enemies in burst); +27 vs. AC	
Hit: 2d12 + 22 damage.	
Effect: If the berserker hits two or more targets, the berserker gains 20 temporary hit points.	
TRIGGERED ACTIONS	
C Bloodied Feast • Encounter	
Trigger: An enemy bloodies the berserker.	
Effect: (Immediate Reaction) The berserker shifts up to its speed +2 to a square adjacent to the triggering enemy. <i>Life Cut</i> recharges, and the berserker uses it with a +2 bonus to attack rolls.	
Skills Athletics +22, Intimidate +17	
Str 26 (+19)	Dex 23 (+17) Wis 20 (+16)
Con 24 (+18)	Int 14 (+13) Cha 15 (+13)
Alignment unaligned Languages Common	
Equipment hide armor, war pick X2	

1-3 Deathless Sniper	Level 22 Artillery
Medium shadow humanoid (half-elf)	XP 4150
HP 169; Bloodied 84	Initiative +19
AC 36, Fortitude 33, Reflex 35, Will 34	Perception +17
Speed 6	Low-light vision
TRAITS	
Soul Shot	
Whenever the sniper hits a target that is adjacent to one of the sniper's allies, the target cannot benefit from resistances until the end of its next turn.	
Vital Aim	
While the sniper has temporary hit points, it can score a critical hit on a roll of 18-20.	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 2d6 + 21 damage, and the sniper can shift 1 square.	
R Longbow (weapon) • At-Will	
Attack: Ranged 20 (one creature); +29 vs. AC	
Hit: 2d10 + 21 damage.	
R Life Pierce (weapon) • Recharge if the power misses	
Attack: Ranged 20 (one creature); +29 vs. AC	
Hit: 3d10 + 21 damage, and the sniper gains 15 temporary hit points.	
TRIGGERED ACTIONS	
C Bloodied Feast • Encounter	
Trigger: An enemy bloodies the sniper.	
Effect: (Immediate Reaction) <i>Life Pierce</i> recharges, and the sniper uses it against the triggering enemy with a +2 bonus to attack rolls. The sniper does not provoke opportunity attacks with this use of <i>Life Pierce</i> .	
Skills Acrobatics +24, Athletics +20	
Str 18 (+15)	Dex 26 (+19) Wis 23 (+17)
Con 21 (+16)	Int 14 (+13) Cha 15 (+13)
Alignment unaligned Languages Common	
Equipment chainmail, short sword, longbow, 40 arrows	

2 Deathless Blademaster	Level 22 Soldier
Medium shadow humanoid (human)	XP 4150
HP 191; Bloodied 95	Initiative +18
AC 38, Fortitude 36, Reflex 33, Will 34	Perception +17
Speed 5	Low-light vision
STANDARD ACTIONS	
m Bastard Sword (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +27 vs. AC	
<i>Hit:</i> 2d10 + 19 damage.	
<i>Effect:</i> The target is marked until the end of the blademaster's next turn.	
C Shadow Spiral (weapon) • Recharge 5 6	
<i>Attack:</i> Close Burst 2 (enemies in burst); +25 vs. Fortitude	
<i>Hit:</i> 2d10 + 19 damage and the target is marked until the end of the blademaster's next turn. If the target is already marked by the blademaster, then the target is also slowed (save ends).	
<i>Effect:</i> The blademaster can slide each target 1 square.	
TRIGGERED ACTIONS	
C Life Mark • At-Will	
<i>Trigger:</i> An enemy within 5 squares of the blademaster and marked by it, makes an attack that does not include the blademaster as a target.	
<i>Effect:</i> Close burst 5 (the triggering enemy in the burst). The target takes 10 necrotic damage and the blademaster gains 10 temporary hit points.	
C Life Transfer • At-Will	
<i>Trigger:</i> The blademaster gains temporary hit points.	
<i>Effect:</i> Close burst 10 (one ally in the in the burst). The blademaster transfers 5 or 10 of the triggering hit points to the target.	
Skills Athletics +24, Intimidate +18	
Str 26 (+19)	Dex 20 (+16) Wis 23 (+17)
Con 21 (+16)	Int 15 (+13) Cha 15 (+13)
Alignment unaligned Languages Common	
Equipment scale armor, bastard sword	

ENCOUNTER 2C: HERALD OF COLORLESS FIRE

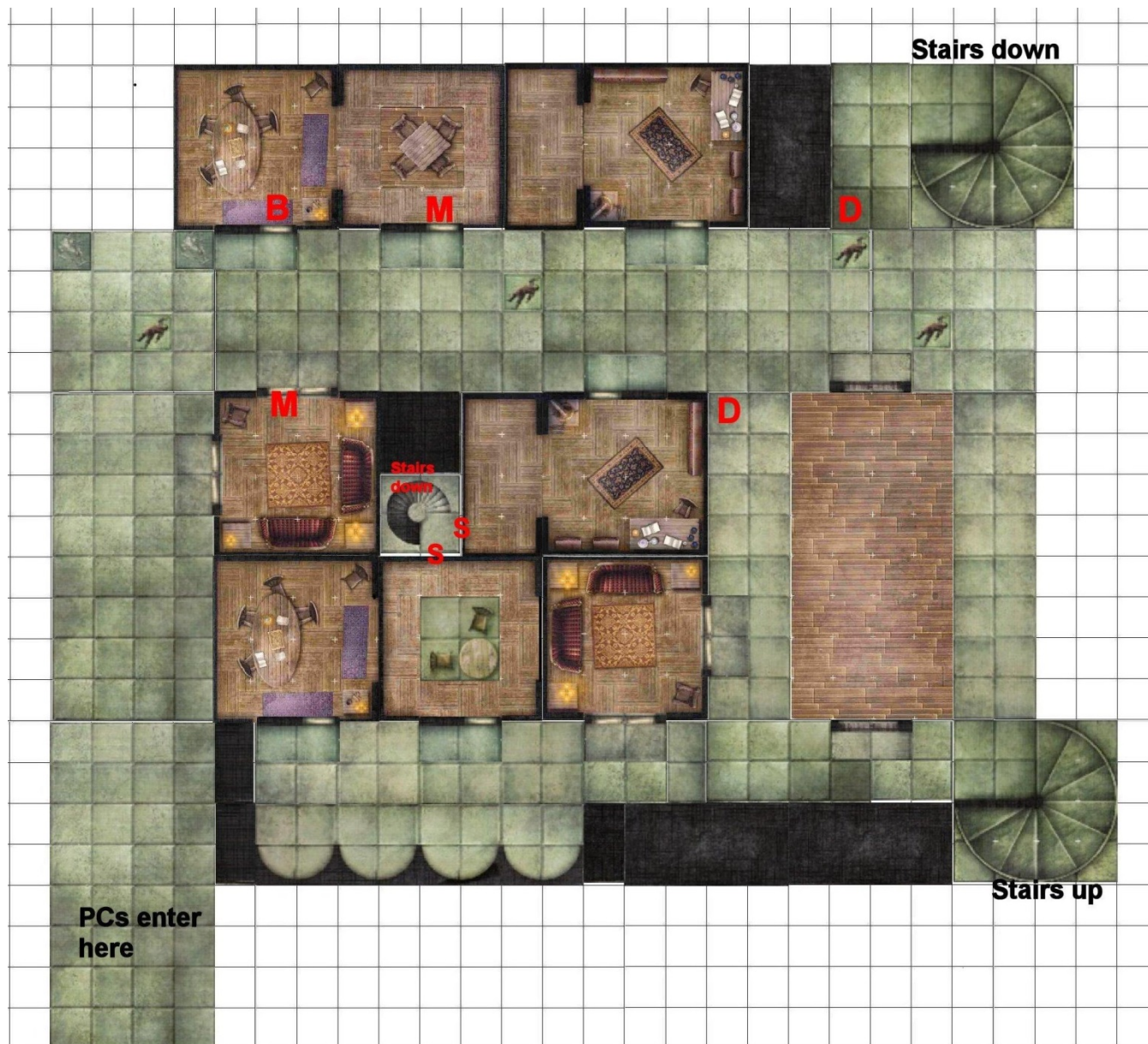
(ALL ADVENTURE LEVELS)

Herald of Colorless Fire	Level 27 Skirmisher
Medium natural animate (construct, fire)	XP 11,000
HP 244; Bloodied 122	Initiative +25
AC 41, Fortitude 37, Reflex 40, Will 37	Perception +19
Speed 8, fly 6	
Resist 15 fire	
TRAITS	
Frozen in Place	
Whenever the herald of colorless fire takes cold damage, it cannot use <i>flickering flame</i> until the end of its next turn.	
STANDARD ACTIONS	
m Caress of Flame (fire, force) • At-Will	
Attack: Melee 1 (one creature); +32 vs. AC	
Hit: 3d10 + 19 fire and force damage.	
C Storm of Colorless Fire (fire, force) • Recharge 5 6	
Effect: The herald makes the following attack twice, shifting half its speed between the attacks. The herald cannot target the same creature with both attacks.	
Attack: Close Burst 1 (enemies in burst); +30 vs. Reflex	
Hit: 4d10 + 16 fire and force damage, and ongoing 15 fire damage (save ends).	
MINOR ACTIONS	
Flickering Flame • At-Will	
Effect: The herald shifts 4 squares.	
TRIGGERED ACTIONS	
Unfettered Apocalypse • Encounter	
Trigger: An enemy scores a critical hit against the herald or the herald is first bloodied.	
Effect (No Action):. The herald creates a duplicate of itself, which appears in the nearest unoccupied square. The duplicate has the same hit points as the herald, is considered to have expended the same powers as the herald, and acts during the herald's turn. Any effects on the herald do not transfer to the duplicate. At the end of the herald's next turn, the duplicate disappears.	
Str 17 (+16)	Dex 30 (+23)
Con 20 (+18)	Int 15 (+15)
	Wis 23 (+19)
	Cha 14 (+15)
Alignment unaligned	Languages Primordial

ENCOUNTER 2C: DEATHLESS DARK MAP

TILE SETS NEEDED

Dungeon Master Tiles Set: The Dungeon 2x (additional set needed for bodies), DU6 Harrowing Halls 2x,



B =deathless berserker , M= deathless blademaker , D= deathless sniper

ENCOUNTER 2C: THE PALACE

EXTERIOR



Piergeiron's Palace

ENCOUNTER 3: MAKING A CHOICE

IMPORTANT NPCs

Vajra Safhar (Blackstaff and Archmage of Waterdeep), female human from Tethyr

Lord Stedd Moonstar (head of House Moonstar), male human (possibly)

Jhessail Eveningfall (High Priestess of the House of the Moon), female half moon-elf (Eladrin)

The Blackstaff, Jhessail and Lord Moonstar (if present) reveal the following pieces of information to the PCs:

- The mission still stands as it did before, but now time is of the essence. Vanrak must be slain as quickly as possible. Fortunately, the PCs do have one advantage, since Vanrak's strike troops are still likely in the process of returning to Vanrakdoom after their strike, the defenses are poorly coordinated and possibly thin when the PCs first arrive.

IF THE PCs DID NOT SUCCEED AT ENCOUNTER 2A

- Vanrak apparently used a clone of an artifact known as the Shard of True Darkness to create a Void Shadow around the temple of Selune. He has long hated the temple and wished its destruction. This is not his first attack on the temple.
- The Void Shadow normally shifts its contents to the Shadowfell but the necrotic energy is deadly to most living creatures. We have temporarily delayed the onset of the effect but only for perhaps a day, maybe less.
- At this point, the only way to destroy the Void Shadow is to disrupt the original, the Shard of True Darkness. If you touch this token of Selune (a silver crescent moon-shaped holy symbol) to the Shard, the Void Shadow collapses without further harm to the people inside the temple.
- The Shard of True Darkness is an artifact; it cannot be destroyed by so simple a means but it may be teleported elsewhere.

IF THE PCs DID NOT SUCCEED AT ENCOUNTER 2B

- Vanrak has taken Lord Stedd Moonstar, Lady Alathene Moonstar, and Dala Silmerhelve. Of course, we seek their rescue and safe return to Waterdeep.

IF THE PCs DID NOT SUCCEED AT ENCOUNTER 2C

- With the Mantle of Waterdeep, Vanrak can control the magical constructs of all sizes which are a vital part of the City's defenses. The City is vulnerable.
- With a Master Ring of the Scaladar, Vanrak can command hordes of these large metal scorpions, providing him with another army of fearless soldiers.

Most likely, the PCs succeeded at one encounter (whether 2A, 2B or 2C) so two bad outcomes have occurred. While clearly Waterdeep wants all bad outcomes reversed, they primarily want Lord Vanrak dead and permanently destroyed. Delays to deal with one option may lower or remove your chance of success with another outcome. The situation is a moral choice for which there is no right or wrong answer.

Jhessail hands one of the PCs a pearl, saying: ***"When you are faced with the choice of which minor objective to pursue, crush the pearl to understand your options and consequences."***

Vajra hands a different PC a modified ring of retreat (see third bullet point below) and conveys the following information. (It is important for the players to have all the information below.)

- You need to choose your method of entrance to Vanrakdoom. The main portal is likely the most straight-forward path but it is very likely to be well defended. We can use a Linked Portal ritual to send you to the teleportation circle on the earthmote if you choose that path. The secret path through Undermountain requires more skills than combat, as unlocking portals and doors are not guaranteed, yet probably fewer guards await on that path. The secret path starts with a visit to the Font of Knowledge.
- Once you are inside Vanrakdoom, use the sextant of House Moonstar. Based upon the notes in Lady Alathene's journal, we believe it can be used to find a path to any desired member of House Moonstar, including Lord Vanrak. Otherwise, you may be lost in a maze of tunnels and traps.
- If you slay Vanrak, there is a risk that the goddess Shar or her servants may come to attack you. We recommend you leave promptly. Use this modified *ring of retreat*, (made by one of her predecessors, Khelben

Arunsun). It returns the wearer and up to 7 allies to Blackstaff Tower. The allies must be within 10 feet of the ring wearer. Otherwise you have to find another way home.

If the PCs did not succeed at Encounter 2B, then they are asked if they have a *ring of retreat*, such as those available to members of the Heirs of Mirt. If not, then they are offered one to allow Stedd and Dala to return to Waterdeep once they find them. (This is in addition to the modified *ring of retreat* described above.)

TROUBLESHOOTING THE ENCOUNTER

The PCs (or players) may feel they should receive a reward/payment now for helping in the Encounter 2 combats instead of waiting for a lump sum amount in the Conclusion of the adventure. Hence, the gp reward is shown here (and is in addition to rewards in the Conclusion).

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

The PCs may ask for help with rituals from the Blackstaff or high priestess Eveningfall. Planar portal is not helpful on the outbound leg as no destination teleportation circle is known in Vanrakdoom and Vanrakdoom may be warded against teleportation (which was historically true for Undermountain).

ENDING THE ENCOUNTER

This encounter ends after the above information has been given to them and the PCs decide as to whether or not they use the main portal or the secret path to enter Vanrakdoom.

If the PCs have decided to use the frontal assault path (through the portal on the earthmote), proceed to Encounter 4, followed by Encounters 5-7, then go to Encounter 15.

If the PCs have decided to use the secret path through Undermountain, proceed to Encounter 8, followed by Encounters 9-14, then go to Encounter 15.

MILESTONE

The encounter does not count towards a milestone.

TREASURE

The PCs are rewarded for their assistance in Encounter 2 (whichever option) with 300/525/1050/2000/3000 gp.

ENCOUNTER 4: THROUGH THE FRONT DOOR!

Use this encounter if the PCs chose to enter Vanrakdoom through the main portal in the earthmote.

Vajra gives each of you a holy symbol of Shar and the group a Ring of Sorrow. The ring activates the portal and the holy symbols are necessary for you to pass through the portal.

In short order, the Blackstaff teleports your party to the earthmote which floats above the Sword Mountains, about 90 miles to the north of Waterdeep.

You arrive in an inner courtyard of the ruined citadel. A permanent teleportation circle is inscribed on the courtyard. A small contingent of Waterdeep City Guards has been stationed here to provide warning of intruders and they greet you.

The rubble and traps which had formerly blocked the path down into the citadel has been cleared. The guards lead you past the guard quarters and into a large circular chamber. On a balcony, the outline of a doorway is carved into the curved stone wall with the name, VANRAK, above.

When you touch the ring given to you by the Blackstaff to the doorway, the portal energizes.

As you enter the portal to Vanrakdoom, you are engulfed in infinite blackness as you step into a world of gloomy shadows. You stand on a raised platform in a large room, perhaps 60 feet wide and 65 feet across. Behind you is the portal you exited. Towering on either side of you are large statues of a dwarf. Several guards stand in the room and draw their weapons as you exit the portal.

The holy symbols of Shar do not have to be openly worn to allow PCs to pass through the portal.

The ring is not destroyed and may be taken by the PCs after activation of the portal. (The Ring of Sorrow also activates the return portal in Vanrakdoom.) If the PCs did not have the Ring of Sorrow due to a partial failure in WATE3-1, a different key was obtained from Korras Anteos (at the cost of foregoing his execution) to activate the portal.

ENDING THE ENCOUNTER

Go to Encounter 5 immediately. If the Despair Deck is being used, each PC should draw a Despair card now.

MILESTONE

The encounter does not count towards a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 5: DOOR GUARDS

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

Use this encounter if the PCs chose to enter Vanrakdoom through the main portal in the earthmote.

CREATURES

This encounter includes the following creatures at all ALs:

- 4 ebony initiates (E)
- 2 ebony thurifers (T)
- 2 ebony knights (K)
- 1 ebony raven speaker fire mage (R)

SCALING THE ENCOUNTER

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

Four PCs: Remove 1 ebony knight.

Six PCs: Add 1 ebony knight.

SETUP

Read or paraphrase the following as the PCs arrive:

A three foot tall decorative iron railing runs along the edge of the platform and along each side of the center stairs. Two 3' high stone slabs, their surfaces stained rusty brown are the only furnishings in the room. Large double doors are recessed in the far wall. A bell hangs to one side. Approximately half-way down each side wall is a single iron banded door.

In this room is a group of shadowy humanoids. They are well armed and they draw weapons.

One of the Ebony Initiates sounds an alarm which brings another 5 Ebony Initiates to the fight in two rounds.

Within Vanrakdoom, shadow creatures and any servant of Vanrak get a +5 bonus to the DC on PC's Intimidation checks (in addition to being hostile). If the PCs succeed on Intimidation, the creatures do not surrender; instead they back-off, negotiate, or flee.

FEATURES OF THE AREA

This area has a few important features.

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

lantern illuminates 5 squares instead of 10. Magical light sources are unaffected.

Illumination: This room is dimly illuminated as are all in Vanrakdoom in addition to the Gloom of Shadowfell.

Alarm: An alarm bell hangs on one wall. When rung, the sound is magically carried in the complex to alert residents to intruders and summon more guards. A creature must be in the square to pull the alarm.

Raised Platform: 2 squares elevated, with steps in the center. A decorative wrought iron railing (3' high edges the platform and the sides of the stairs. It provides only partial cover, but does grant a +2 to saving throws for creatures being pushed off the edge of the platform.

Statues: The statues of dwarfs are blocking terrain

Sarcophagus: These are actually flat stone platforms 3' tall. For those prone or crouching down they provide superior cover, for all others they only provide partial cover.

Smaller Doors: Along each wall is a door (unlocked) to a small room. Each room is equipped with two armoires. One has non-descript clothes; the other is empty (basically a changing room for agents of Vanrak). The rooms are a bit dusty as since the events of WATE2-3 this portal has not seen much use.

TACTICS

The ebony guards are well trained, experienced and fanatical servants of Vanrak and Shar. They fight with coordinated tactics and fight to the death.

The ebony initiates spread out and move forward. The knights move forward and use *death's call* followed by *greatsword* on melee combatants, or charge if *death's call* fails. They use *silence unbelievers* as often as possible. The knights protect the fire mage and aid the thurifers.

The thurifers use *cull unbelievers* as frequently as possible, focusing attacks on opponents they can gain combat advantage and on ranged attackers.

The raven speaker avoids melee, starting the battle with *swirling ravens*, then follows it up with *midwinter wind*, adding the fire keyword to it. He slides creatures into the swirling ravens when possible.

ENDING THE ENCOUNTER

The encounter ends when all of the ebony guards are defeated. If the PCs leave any alive, they can be interrogated. Valued prisoners are kept in holding cells close to the Hall of Dark Reflection. The guards may identify some of the guards in other areas and sufficient directions to set a course.

The PCs may barricade the doors to take a short rest while they question any prisoners.

The Moonstar sextant points the correct direction to reach the identified member of House Moonstar (whether Lord Vanrak, Lord Stedd, or Lady Alathene).

The double doors in the south of the room give access to a veritable maze of rooms and corridors.

Go to Encounter 6.

MILESTONE

The encounter counts towards a milestone.

TREASURE

No treasure is found in this encounter.

ENCOUNTER 5: DOOR GUARDS STATISTICS (ADVENTURE LEVEL 12)

2 Ebony Thurifer		Level 12 Skirmisher
Medium shadow humanoid, human		XP 700
HP 119; Bloodied 59		Initiative +15
AC 26, Fortitude 24, Reflex 25, Will 22		Perception +10
Speed 6		Low-light vision
TRAITS		
Bewildering Haze • Aura 1		
An enemy in the aura can attack only during its turn.		
Furious Flock		
The thurifer can score a critical hit on a roll of 19-20 against an enemy that has one or more of the thurifer's allies adjacent to it.		
STANDARD ACTIONS		
M Thurable Flail (necrotic, weapon) • At-Will		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 2d10 + 3 damage plus 2d6 necrotic damage.		
M Cull Unbelievers • Recharge 5 6		
Effect: The thurifer shifts up to its speed and uses <i>thurable flail</i> twice. A target hit by one of these attacks gains vulnerable 5 necrotic (save ends).		
TRIGGERED ACTIONS		
M Thurifer's Fury • Encounter		
Trigger: The thurifer is first bloodied.		
Effect (Free Action): The thurifer shifts up to 3 squares and uses <i>thurable flail</i> .		
Str 22 (+12)	Dex 24 (+13)	Wis 19 (+10)
Con 15 (+8)	Int 11 (+6)	Cha 12 (+7)
Alignment unaligned		Languages Common
Equipment robes, thurable flail		

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

1-3 Ebony Knight		Level 12 Soldier	
Medium shadow humanoid, human		XP 700	
HP 120; Bloodied 60		Initiative +12	
AC 28, Fortitude 25, Reflex 23, Will 24		Perception +7	
Speed 5		Low-light vision	
TRAITS			
Furious Flock			
The knight can score a critical hit on a roll of 19-20 against an enemy that has one or more of the knight's allies adjacent to it.			
STANDARD ACTIONS			
M Greatsword (weapon) • At-Will			
Attack: Melee 1 (one creature); +17 vs. AC			
Hit: 2d10 + 10 damage.			
Effect: The target is marked until the end of the knight's next turn.			
M Silence Unbeliever (weapon) • Recharge 5 6			
Attack: Melee 1 (one creature marked by the knight); +17 vs. AC			
Hit: 3d10 + 10 damage, and the target grants combat advantage (save ends). If the knight scores a critical hit, the target is instead dazed (save ends).			
MINOR ACTIONS			
R Death's Call (charm, necrotic) • Recharge when the knight starts its turn immobilized or restrained and without an enemy adjacent to it.			
Attack: Ranged 5 (one creature); +15 vs. Will			
Hit: 1d10 + 2 necrotic damage, and the knight pulls the target up to 5 squares.			
TRIGGERED ACTIONS			
Death's Rebuke (necrotic) • At-Will			
Trigger: An enemy within 10 squares of the knight and marked by it makes an attack that doesn't include the knight as a target.			
Effect (Free Action): Close burst 10 (triggering enemy in the burst). The target takes 10 necrotic damage, and each of its allies adjacent to it takes 5 necrotic damage.			
Str 22 (+12)	Dex 18 (+10)	Wis 12 (+7)	
Con 16 (+9)	Int 10 (+6)	Cha 20 (+11)	
Alignment unaligned		Languages Common	
Equipment plate armor, greatsword			

Ebony Raven Speaker Fire Mage		Level 12 Elite Artillery
Medium shadow humanoid, human (elemental)		XP 1,400
HP 192; Bloodied 96		Initiative +6
AC 27, Fortitude 25, Reflex 26, Will 25		Perception +12
Speed 6		Low-light vision
Resist 10 fire		
Saving Throws +2; Action Point 1		
TRAITS		
Fire Master		
The raven speaker can convert any attack power it has to fire. Change a power's energy keyword to fire, or add fire energy to an attack power that doesn't normally deal energy damage.		
Furious Flock		
The raven speaker can score a critical hit on a roll of 19-20 against an enemy that has one or more of the raven speaker's allies adjacent to it.		
STANDARD ACTIONS		
m Morningstar (weapon) • At-Will		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 2d10 + 8 damage.		
r Midwinter Wind (cold, necrotic) • At-Will		
Attack: Ranged 10 (one creature); +17 vs. Reflex		
Hit: 2d12 + 8 cold and necrotic damage, and the raven speaker can slide the target 1 square.		
A Swirling Ravens (zone) • Encounter		
Attack: Area burst 2 within 10 (enemies in the burst); +17 vs. Fortitude.		
Hit: 3d10 + 2 damage.		
Miss: Half damage.		
Effect: The burst creates a zone that lasts until the end of the raven speaker's next turn. Enemies in the zone are slowed and take a -5 penalty to attack rolls against creatures not adjacent to them.		
Sustain Minor: The zone persists until the end of the raven speaker's next turn.		
TRIGGERED ACTIONS		
Body of Flame (fire) • At-Will		
Trigger: A creature hits the raven speaker with a melee attack.		
Effect (No Action): The triggering creature takes 8 fire damage.		
Unkind Flight (polymorph) • Encounter		
Requirement: The raven speaker must be bloodied		
Trigger: The raven speaker is damaged by a melee attack.		
Effect (Immediate Reaction): The raven speaker assumes the form of a flock of swirling ravens and flies up to 8 squares. While in this form, the raven speaker is insubstantial and can move through enemy spaces. Each time the raven speaker enters an enemy's space during this movement, that enemy takes ongoing 10 damage (save ends). The form ends at the end of this movement.		
Str 12 (+7)	Dex 10 (+6)	Wis 23 (+12)
Con 18 (+10)	Int 20 (+11)	Cha 12 (+7)
Alignment unaligned		Languages Common
Equipment robes, morningstar		

Scion of Flame template added to Ebony Raven Speaker.

ENCOUNTER 5: DOOR GUARDS STATISTICS (ADVENTURE LEVEL 14)

Ebony Thurifer		Level 14 Skirmisher
Medium shadow humanoid, human		XP 1,000
HP 135; Bloodied 67		Initiative +16
AC 28, Fortitude 26, Reflex 27, Will 24		Perception +11
Speed 6		Low-light vision
TRAITS		
Bewildering Haze • Aura 1		
An enemy in the aura can attack only during its turn.		
Furious Flock		
The thurifer can score a critical hit on a roll of 19-20 against an enemy that has one or more of the thurifer's allies adjacent to it.		
STANDARD ACTIONS		
m Thurable Flail (necrotic, weapon) • At-Will		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 2d10 + 5 damage plus 2d6 necrotic damage.		
M Cull Unbelievers • Recharge 5 6		
Effect: The thurifer shifts up to its speed and uses <i>thurible flail</i> twice. A target hit by one of these attacks gains vulnerable 5 necrotic (save ends).		
TRIGGERED ACTIONS		
M Thurifer's Fury • Encounter		
Trigger: The thurifer is first bloodied.		
Effect (Free Action): The thurifer shifts up to 3 squares and uses <i>thurible flail</i> .		
Str 22 (+13)	Dex 24 (+14)	Wis 19 (+11)
Con 15 (+9)	Int 11 (+7)	Cha 12 (+8)
Alignment unaligned		Languages Common
Equipment robes, thurable flail		

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

Ebony Knight		Level 14 Soldier
Medium shadow humanoid, human		XP 1000
HP 136; Bloodied 68		Initiative +13
AC 30, Fortitude 27, Reflex 25, Will 26		Perception +8
Speed 5		Low-light vision
TRAITS		
Furious Flock		
The knight can score a critical hit on a roll of 19-20 against an enemy that has one or more of the knight's allies adjacent to it.		
STANDARD ACTIONS		
m Greatsword (weapon) • At-Will		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 2d10 + 12 damage.		
Effect: The target is marked until the end of the knight's next turn.		
M Silence Unbeliever (weapon) • Recharge 5 6		
Attack: Melee 1 (one creature marked by the knight); +19 vs. AC		
Hit: 3d10 + 12 damage, and the target grants combat advantage (save ends). If the knight scores a critical hit, the target is instead dazed (save ends).		
MINOR ACTIONS		
R Death's Call (charm, necrotic) • Recharge when the knight starts its turn immobilized or restrained and without an enemy adjacent to it.		
Attack: Ranged 5 (one creature); +19 vs. Will		
Hit: 1d10 + 4 necrotic damage, and the knight pulls the target up to 5 squares.		
TRIGGERED ACTIONS		
Death's Rebuke (necrotic) • At-Will		
Trigger: An enemy within 10 squares of the knight and marked by it makes an attack that doesn't include the knight as a target.		
Effect (Free Action): Close burst 10 (triggering enemy in the burst). The target takes 10 necrotic damage, and each of its allies adjacent to it takes 5 necrotic damage.		
Str 22 (+13)	Dex 18 (+11)	Wis 12 (+8)
Con 16 (+10)	Int 10 (+7)	Cha 20 (+12)
Alignment unaligned		Languages Common
Equipment plate armor, greatsword		

Ebony Raven Speaker Fire Mage		Level 14 Elite Artillery
Medium shadow humanoid, human (elemental)		XP 2,000
HP 216; Bloodied 108		Initiative +7
AC 29, Fortitude 27, Reflex 28, Will 27		Perception +13
Speed 6		Low-light vision
Resist 10 fire		
Saving Throws +2; Action Point 1		
TRAITS		
Fire Master		
The raven speaker can convert any attack power it has to fire. Change a power's energy keyword to fire, or add fire energy to an attack power that doesn't normally deal energy damage.		
Furious Flock		
The raven speaker can score a critical hit on a roll of 19-20 against an enemy that has one or more of the raven speaker's allies adjacent to it.		
STANDARD ACTIONS		
m Morningstar (weapon) • At-Will		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 2d10 + 10 damage.		
r Midwinter Wind (cold, necrotic) • At-Will		
Attack: Ranged 10 (one creature); +19 vs. Reflex		
Hit: 2d12 + 10 cold and necrotic damage, and the raven speaker can slide the target 1 square.		
A Swirling Ravens (zone) • Encounter		
Attack: Area burst 2 within 10 (enemies in the burst); +19 vs. Fortitude.		
Hit: 3d10 + 4 damage.		
Miss: Half damage.		
Effect: The burst creates a zone that lasts until the end of the raven speaker's next turn. Enemies in the zone are slowed and take a -5 penalty to attack rolls against creatures not adjacent to them.		
Sustain Minor: The zone persists until the end of the raven speaker's next turn.		
TRIGGERED ACTIONS		
Body of Flame (fire) • At-Will		
Trigger: A creature hits the raven speaker with a melee attack.		
Effect (No Action): The triggering creature takes 9 fire damage.		
Unkind Flight (polymorph) • Encounter		
Requirement: The raven speaker must be bloodied		
Trigger: The raven speaker is damaged by a melee attack.		
Effect (immediate Reaction): The raven speaker assumes the form of a flock of swirling ravens and flies up to 8 squares. While in this form, the raven speaker is insubstantial and can move through enemy spaces. Each time the raven speaker enters an enemy's space during this movement, that enemy takes ongoing 10 damage (save ends). The form ends at the end of this movement.		
Str 12 (+8)	Dex 10 (+7)	Wis 23 (+13)
Con 18 (+11)	Int 20 (+12)	Cha 12 (+8)
Alignment unaligned		Languages Common
Equipment robes, morningstar		

Ebony Raven Speaker with the Scion of Flame template.

ENCOUNTER 5: DOOR GUARDS STATISTICS (ADVENTURE LEVEL 16)

2 Ebony Thurifer	Level 16 Skirmisher
Medium shadow humanoid, human	XP 1,400
HP 151; Bloodied 75	Initiative +17
AC 30, Fortitude 28, Reflex 29, Will 26	Perception +12
Speed 6	Low-light vision
TRAITS	
Bewildering Haze • Aura 1	
An enemy in the aura can attack only during its turn.	
Furious Flock	
The thurifer can score a critical hit on a roll of 19-20 against an enemy that has one or more of the thurifer's allies adjacent to it.	
STANDARD ACTIONS	
m Thurable Flail (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 2d10 + 7 damage plus 2d6 necrotic damage.	
M Cull Unbelievers • Recharge 5 6	
Effect: The thurifer shifts up to its speed and uses <i>thurible flail</i> twice. A target hit by one of these attacks gains vulnerable 5 necrotic (save ends).	
TRIGGERED ACTIONS	
M Thurifer's Fury • Encounter	
Trigger: The thurifer is first bloodied.	
Effect (Free Action): The thurifer shifts up to 3 squares and uses <i>thurible flail</i> .	
Str 22 (+14)	Dex 24 (+15)
Con 15 (+10)	Int 11 (+8)
	Wis 19 (+12)
	Cha 12 (+9)
Alignment unaligned	
Languages Common	
Equipment robes, thurable flail	

4 Ebony Initiate	Level 16 Minion Brute
Medium shadow humanoid, human	XP 350
HP 1; a missed attack never damages a minion	Initiative +12
AC 28, Fortitude 29, Reflex 27, Will 28	Perception +9
Speed 6	Low-light vision
TRAITS	
Furious Flock	
The initiate can score a critical hit on a roll of 19-20 against an enemy that has one or more of the initiate's allies adjacent to it.	
STANDARD ACTIONS	
m Morningstar (weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 15 damage, or 22 on a critical hit.	
Str 22 (+12)	Dex 18 (+10)
Con 15 (+8)	Int 10 (+6)
	Wis 12 (+7)
	Cha 20 (+11)
Alignment unaligned	
Languages Common	
Equipment robes, morningstar	

1-3 Ebony Knight	Level 16 Soldier
Medium shadow humanoid, human	XP 1,400
HP 152; Bloodied 76	Initiative +14
AC 32, Fortitude 29, Reflex 27, Will 28	Perception +9
Speed 5	Low-light vision
TRAITS	
Furious Flock	
The knight can score a critical hit on a roll of 19-20 against an enemy that has one or more of the knight's allies adjacent to it.	
STANDARD ACTIONS	
m Greatsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 2d10 + 14 damage.	
Effect: The target is marked until the end of the knight's next turn.	
M Silence Unbeliever (weapon) • Recharge 5 6	
Attack: Melee 1 (one creature marked by the knight); +21 vs. AC	
Hit: 3d10 + 14 damage, and the target grants combat advantage (save ends). If the knight scores a critical hit, the target is instead dazed (save ends).	
MINOR ACTIONS	
R Death's Call (charm, necrotic) • Recharge when the knight starts its turn immobilized or restrained and without an enemy adjacent to it.	
Attack: Ranged 5 (one creature); +19 vs. Will	
Hit: 1d10 + 6 necrotic damage, and the knight pulls the target up to 5 squares.	
TRIGGERED ACTIONS	
Death's Rebuke (necrotic) • At-Will	
Trigger: An enemy within 10 squares of the knight and marked by it makes an attack that doesn't include the knight as a target.	
Effect (Free Action): Close burst 10 (triggering enemy in the burst). The target takes 10 necrotic damage, and each of its allies adjacent to it takes 5 necrotic damage.	
Str 22 (+14)	Dex 18 (+12)
Con 16 (+11)	Int 10 (+8)
	Wis 12 (+9)
	Cha 20 (+13)
Alignment unaligned	
Languages Common	
Equipment plate armor, greatsword	

Ebony Raven Speaker Fire Mage		Level 16 Elite Artillery
Medium shadow humanoid, human (elemental)		XP 2,800
HP 240; Bloodied 120		Initiative +8
AC 31, Fortitude 29, Reflex 30, Will 29		Perception +14
Speed 6		Low-light vision
Resist 10 fire		
Saving Throws +2; Action Point 1		
TRAITS		
Fire Master		
The raven speaker can convert any attack power it has to fire. Change a power's energy keyword to fire, or add fire energy to an attack power that doesn't normally deal energy damage.		
Furious Flock		
The raven speaker can score a critical hit on a roll of 19-20 against an enemy that has one or more of the raven speaker's allies adjacent to it.		
STANDARD ACTIONS		
m Morningstar (weapon) • At-Will		
Attack: Melee 1 (one creature); +21 vs. AC		
Hit: 2d10 + 12 damage.		
r Midwinter Wind (cold, necrotic) • At-Will		
Attack: Ranged 10 (one creature); +21 vs. Reflex		
Hit: 2d12 + 12 cold and necrotic damage, and the raven speaker can slide the target 1 square.		
A Swirling Ravens (zone) • Encounter		
Attack: Area burst 2 within 10 (enemies in the burst); +21 vs. Fortitude.		
Hit: 3d10 + 6 damage.		
Miss: Half damage.		
Effect: The burst creates a zone that lasts until the end of the raven speaker's next turn. Enemies in the zone are slowed and take a -5 penalty to attack rolls against creatures not adjacent to them.		
Sustain Minor: The zone persists until the end of the raven speaker's next turn.		
TRIGGERED ACTIONS		
Body of Flame (fire) • At-Will		
Trigger: A creature hits the raven speaker with a melee attack.		
Effect (No Action): The triggering creature takes 10 fire damage.		
Unkind Flight (polymorph) • Encounter		
Requirement: The raven speaker must be bloodied		
Trigger: The raven speaker is damaged by a melee attack.		
Effect (immediate Reaction): The raven speaker assumes the form of a flock of swirling ravens and flies up to 8 squares. While in this form, the raven speaker is insubstantial and can move through enemy spaces. Each time the raven speaker enters an enemy's space during this movement, that enemy takes ongoing 10 damage (save ends). The form ends at the end of this movement.		
Str 12 (+9)	Dex 10 (+8)	Wis 23 (+14)
Con 18 (+12)	Int 20 (+13)	Cha 12 (+9)
Alignment unaligned		Languages Common
Equipment robes, morningstar		

Ebony Raven Speaker with the Scion of Flame template.

ENCOUNTER 5: DOOR GUARDS STATISTICS (ADVENTURE LEVEL 18)

2 Ebony Thurifer	Level 18 Skirmisher
Medium shadow humanoid, human	XP 2,000
HP 167; Bloodied 83	Initiative +18
AC 32, Fortitude 30, Reflex 31, Will 28	Perception +13
Speed 6	Low-light vision
TRAITS	
Bewildering Haze • Aura 1	
An enemy in the aura can attack only during its turn.	
Furious Flock	
The thurifer can score a critical hit on a roll of 19-20 against an enemy that has one or more of the thurifer's allies adjacent to it.	
STANDARD ACTIONS	
m Thurable Flail (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 2d10 + 9 damage plus 2d6 necrotic damage.	
M Cull Unbelievers • Recharge 5 6	
Effect: The thurifer shifts up to its speed and uses <i>thurible flail</i> twice. A target hit by one of these attacks gains vulnerable 5 necrotic (save ends).	
TRIGGERED ACTIONS	
M Thurifer's Fury • Encounter	
Trigger: The thurifer is first bloodied.	
Effect (Free Action): The thurifer shifts up to 3 squares and uses <i>thurible flail</i> .	
Str 22 (+15)	Dex 24 (+16)
Con 15 (+11)	Int 11 (+9)
	Wis 19 (+13)
	Cha 12 (+10)
Alignment unaligned	
Languages Common	
Equipment robes, thurable flail	

4 Ebony Initiate	Level 18 Minion Brute
Medium shadow humanoid, human	XP 500
HP 1; a missed attack never damages a minion	Initiative +13
AC 30, Fortitude 31, Reflex 29, Will 30	Perception +10
Speed 6	Low-light vision
TRAITS	
Furious Flock	
The initiate can score a critical hit on a roll of 19-20 against an enemy that has one or more of the initiate's allies adjacent to it.	
STANDARD ACTIONS	
m Morningstar (weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 17 damage, or 24 on a critical hit.	
Str 22 (+13)	Dex 18 (+11)
Con 15 (+9)	Int 10 (+7)
	Wis 12 (+8)
	Cha 20 (+12)
Alignment unaligned	
Languages Common	
Equipment robes, morningstar	

1-3 Ebony Knight	Level 18 Soldier
Medium shadow humanoid, human	XP 2,000
HP 168; Bloodied 84	Initiative +15
AC 34, Fortitude 31, Reflex 29, Will 30	Perception +10
Speed 5	Low-light vision
TRAITS	
Furious Flock	
The knight can score a critical hit on a roll of 19-20 against an enemy that has one or more of the knight's allies adjacent to it.	
STANDARD ACTIONS	
m Greatsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 2d10 + 16 damage.	
Effect: The target is marked until the end of the knight's next turn.	
M Silence Unbeliever (weapon) • Recharge 5 6	
Attack: Melee 1 (one creature marked by the knight); +23 vs. AC	
Hit: 3d10 + 14 damage, and the target grants combat advantage (save ends). If the knight scores a critical hit, the target is instead dazed (save ends).	
MINOR ACTIONS	
R Death's Call (charm, necrotic) • Recharge when the knight starts its turn immobilized or restrained and without an enemy adjacent to it.	
Attack: Ranged 5 (one creature); +21 vs. Will	
Hit: 1d10 + 7 necrotic damage, and the knight pulls the target up to 5 squares.	
TRIGGERED ACTIONS	
Death's Rebuke (necrotic) • At-Will	
Trigger: An enemy within 10 squares of the knight and marked by it makes an attack that doesn't include the knight as a target.	
Effect (Free Action): Close burst 10 (triggering enemy in the burst). The target takes 10 necrotic damage, and each of its allies adjacent to it takes 5 necrotic damage.	
Str 22 (+15)	Dex 18 (+13)
Con 16 (+12)	Int 10 (+9)
	Wis 12 (+10)
	Cha 20 (+14)
Alignment unaligned	
Languages Common	
Equipment plate armor, greatsword	

Ebony Raven Speaker Fire Mage		Level 18 Elite Artillery
Medium shadow humanoid, human (elemental)		XP 4,000
HP 264; Bloodied 132		Initiative +9
AC 33, Fortitude 31, Reflex 32, Will 31		Perception +15
Speed 6		Low-light vision
Resist 10 fire		
Saving Throws +2; Action Point 1		
TRAITS		
Fire Master		
The raven speaker can convert any attack power it has to fire. Change a power's energy keyword to fire, or add fire energy to an attack power that doesn't normally deal energy damage.		
Furious Flock		
The raven speaker can score a critical hit on a roll of 19-20 against an enemy that has one or more of the raven speaker's allies adjacent to it.		
STANDARD ACTIONS		
m Morningstar (weapon) • At-Will		
Attack: Melee 1 (one creature); +23 vs. AC		
Hit: 2d10 + 14 damage.		
r Midwinter Wind (cold, necrotic) • At-Will		
Attack: Ranged 10 (one creature); +23 vs. Reflex		
Hit: 2d12 + 14 cold and necrotic damage, and the raven speaker can slide the target 1 square.		
A Swirling Ravens (zone) • Encounter		
Attack: Area burst 2 within 10 (enemies in the burst); +23 vs. Fortitude.		
Hit: 3d10 + 8 damage.		
Miss: Half damage.		
Effect: The burst creates a zone that lasts until the end of the raven speaker's next turn. Enemies in the zone are slowed and take a -5 penalty to attack rolls against creatures not adjacent to them.		
Sustain Minor: The zone persists until the end of the raven speaker's next turn.		
TRIGGERED ACTIONS		
Body of Flame (fire) • At-Will		
Trigger: A creature hits the raven speaker with a melee attack.		
Effect (No Action): The triggering creature takes 11 fire damage.		
Unkind Flight (polymorph) • Encounter		
Requirement: The raven speaker must be bloodied		
Trigger: The raven speaker is damaged by a melee attack.		
Effect (immediate Reaction): The raven speaker assumes the form of a flock of swirling ravens and flies up to 8 squares. While in this form, the raven speaker is insubstantial and can move through enemy spaces.		
Each time the raven speaker enters an enemy's space during this movement, that enemy takes ongoing 10 damage (save ends). The form ends at the end of this movement.		
Str 12 (+10)	Dex 10 (+9)	Wis 23 (+15)
Con 18 (+13)	Int 20 (+14)	Cha 12 (+10)
Alignment unaligned		Languages Common
Equipment robes, morningstar		

Ebony Raven Speaker with the Scion of Flame template.

ENCOUNTER 5: DOOR GUARDS STATISTICS (ADVENTURE LEVEL 20)

2 Ebony Thurifer		Level 20 Skirmisher
Medium shadow humanoid, human		XP 2,800
HP 183; Bloodied 91		Initiative +19
AC 34, Fortitude 32, Reflex 33, Will 30		Perception +14
Speed 6		Low-light vision
TRAITS		
Bewildering Haze • Aura 1		
An enemy in the aura can attack only during its turn.		
Furious Flock		
The thurifer can score a critical hit on a roll of 19-20 against an enemy that has one or more of the thurifer's allies adjacent to it.		
STANDARD ACTIONS		
M Thurable Flail (necrotic, weapon) • At-Will		
Attack: Melee 1 (one creature); +25 vs. AC		
Hit: 2d10 + 11 damage plus 2d6 necrotic damage.		
M Cull Unbelievers • Recharge 5 6		
Effect: The thurifer shifts up to its speed and uses <i>thurable flail</i> twice. A target hit by one of these attacks gains vulnerable 5 necrotic (save ends).		
TRIGGERED ACTIONS		
M Thurifer's Fury • Encounter		
Trigger: The thurifer is first bloodied.		
Effect (Free Action): The thurifer shifts up to 3 squares and uses <i>thurable flail</i> .		
Str 22 (+16)	Dex 24 (+17)	Wis 19 (+14)
Con 15 (+12)	Int 11 (+10)	Cha 12 (+11)
Alignment unaligned		Languages Common
Equipment robes, thurable flail		

4 Ebony Initiate		Level 20 Minion Brute	
Medium shadow humanoid, human		XP 700	
HP 1; a missed attack never damages a minion		Initiative +14	
AC 32, Fortitude 33, Reflex 31, Will 32		Perception +11	
Speed 6		Low-light vision	
TRAITS			
Furious Flock			
The initiate can score a critical hit on a roll of 19-20 against an enemy that has one or more of the initiate’s allies adjacent to it.			
STANDARD ACTIONS			
m Morningstar (weapon) • At-Will			
Attack: Melee 1 (one creature); +25 vs. AC			
Hit: 19 damage, or 26 on a critical hit.			
Str 22 (+14)	Dex 18 (+12)	Wis 12 (+9)	
Con 15 (+10)	Int 10 (+8)	Cha 20 (+13)	
Alignment unaligned			Languages Common
Equipment robes, morningstar			

1-3 Ebony Knight		Level 20 Soldier
Medium shadow humanoid, human		XP 2,800
HP 184; Bloodied 92		Initiative +16
AC 36, Fortitude 33, Reflex 31, Will 32		Perception +11
Speed 5		Low-light vision
TRAITS		
Furious Flock		
The knight can score a critical hit on a roll of 19-20 against an enemy that has one or more of the knight's allies adjacent to it.		
STANDARD ACTIONS		
M Greatsword (weapon) • At-Will		
Attack: Melee 1 (one creature); +25 vs. AC		
Hit: 2d10 + 18 damage.		
Effect: The target is marked until the end of the knight's next turn.		
M Silence Unbeliever (weapon) • Recharge 5 6		
Attack: Melee 1 (one creature marked by the knight); +25 vs. AC		
Hit: 3d10 + 18 damage, and the target grants combat advantage (save ends). If the knight scores a critical hit, the target is instead dazed (save ends).		
MINOR ACTIONS		
R Death's Call (charm, necrotic) • Recharge when the knight starts its turn immobilized or restrained and without an enemy adjacent to it.		
Attack: Ranged 5 (one creature); +23 vs. Will		
Hit: 1d10 + 10 necrotic damage, and the knight pulls the target up to 5 squares.		
TRIGGERED ACTIONS		
Death's Rebuke (necrotic) • At-Will		
Trigger: An enemy within 10 squares of the knight and marked by it makes an attack that doesn't include the knight as a target.		
Effect (Free Action): Close burst 10 (triggering enemy in the burst). The target takes 10 necrotic damage, and each of its allies adjacent to it takes 5 necrotic damage.		
Str 22 (+16)	Dex 18 (+14)	Wis 12 (+11)
Con 16 (+13)	Int 10 (+10)	Cha 20 (+15)
Alignment unaligned		Languages Common
Equipment plate armor, greatsword		

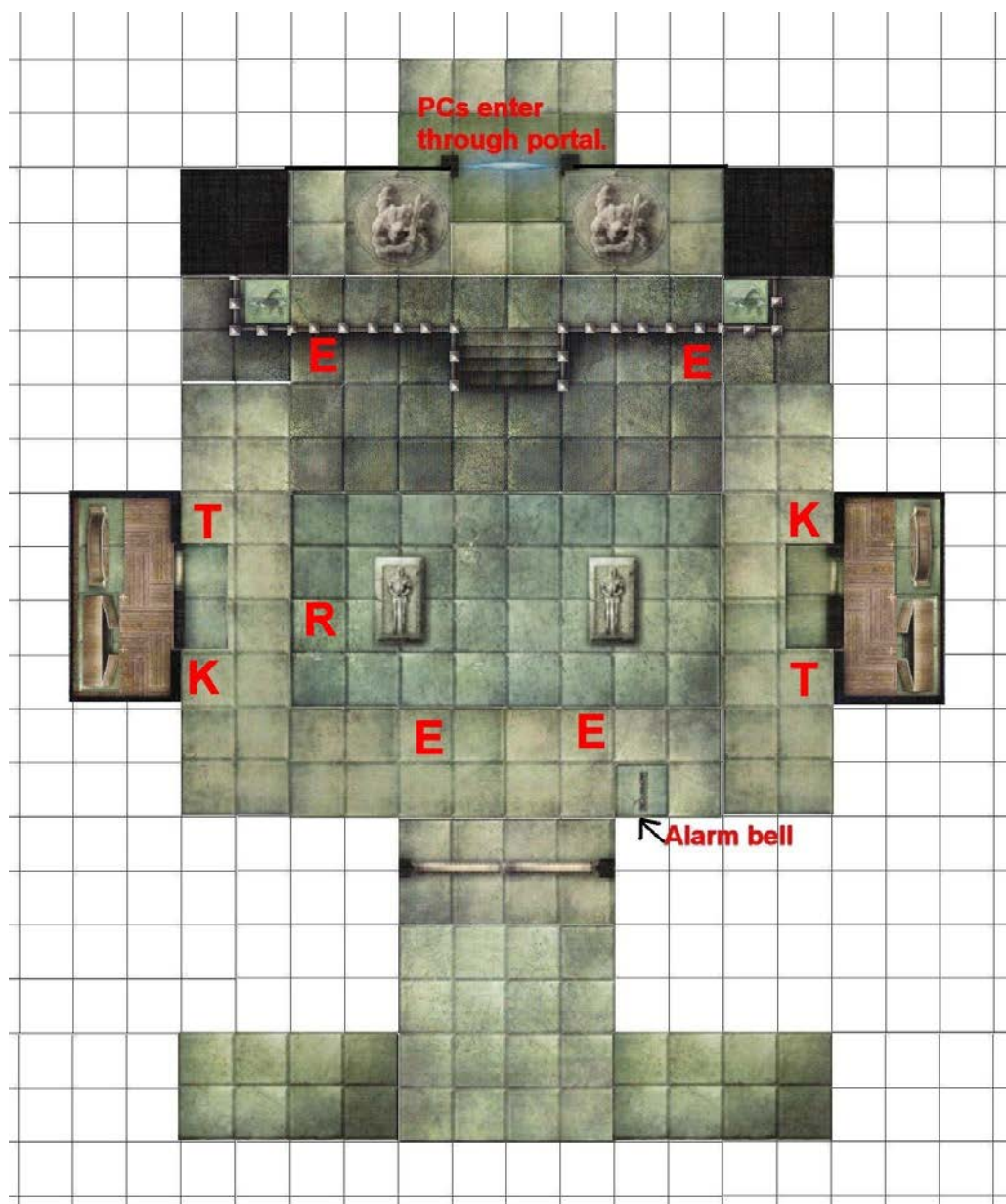
Ebony Raven Speaker Fire Mage		Level 20 Elite Artillery
Medium shadow humanoid, human (elemental)		XP 5,600
HP 288; Bloodied 144		Initiative +10
AC 35, Fortitude 33, Reflex 34, Will 33		Perception +16
Speed 6		Low-light vision
Resist 10 fire		
Saving Throws +2; Action Point 1		
TRAITS		
Fire Master		
The raven speaker can convert any attack power it has to fire. Change a power's energy keyword to fire, or add fire energy to an attack power that doesn't normally deal energy damage.		
Furious Flock		
The raven speaker can score a critical hit on a roll of 19-20 against an enemy that has one or more of the raven speaker's allies adjacent to it.		
STANDARD ACTIONS		
m Morningstar (weapon) • At-Will		
Attack: Melee 1 (one creature); +25 vs. AC		
Hit: 2d10 + 16 damage.		
r Midwinter Wind (cold, necrotic) • At-Will		
Attack: Ranged 10 (one creature); +25 vs. Reflex		
Hit: 2d12 + 16 cold and necrotic damage, and the raven speaker can slide the target 1 square.		
A Swirling Ravens (zone) • Encounter		
Attack: Area burst 2 within 10 (enemies in the burst); +25 vs. Fortitude.		
Hit: 3d10 + 10 damage.		
Miss: Half damage.		
Effect: The burst creates a zone that lasts until the end of the raven speaker's next turn. Enemies in the zone are slowed and take a -5 penalty to attack rolls against creatures not adjacent to them.		
Sustain Minor: The zone persists until the end of the raven speaker's next turn.		
TRIGGERED ACTIONS		
Body of Flame (fire) • At-Will		
Trigger: A creature hits the raven speaker with a melee attack.		
Effect (No Action): The triggering creature takes 12 fire damage.		
Unkind Flight (polymorph) • Encounter		
Requirement: The raven speaker must be bloodied		
Trigger: The raven speaker is damaged by a melee attack.		
Effect (immediate Reaction): The raven speaker assumes the form of a flock of swirling ravens and flies up to 8 squares. While in this form, the raven speaker is insubstantial and can move through enemy spaces. Each time the raven speaker enters an enemy's space during this movement, that enemy takes ongoing 10 damage (save ends). The form ends at the end of this movement.		
Str 12 (+11)	Dex 10 (+10)	Wis 23 (+16)
Con 18 (+14)	Int 20 (+15)	Cha 12 (+11)
Alignment unaligned		Languages Common
Equipment robes, morningstar		

Ebony Raven Speaker with the Scion of Flame template.

ENCOUNTER 5 DOOR GUARDS MAP

TILE SETS NEEDED

Dungeon Tiles Master Set - The Dungeon 1x, DN4 Cathedral of Chaos x1,
DU4Arcane Towers x1 (portal, furniture pieces), DU6 Harrowing Halls x1 (side rooms only)



E= ebony initiates, T= ebony thurifers, K= ebony knights, R= ebony raven speaker fire mage

ENCOUNTER 6: CLEARING YOUR PATH

Use this encounter if the PCs chose to enter Vanrakdoom through the main portal in the earth mote.

The guards are defeated but there is little time after a short rest to find your way to Vanrak. With the Sextant, you are pointed towards whichever Moonstar you seek.

However, as you march through halls and corridors, more guards and hordes of less capable fighters attack you. Fortunately, you easily fend them off. Unfortunately, there is no opportunity to take an extended rest or hide as the entire complex seems to be alerted to your presence.

The DM is encouraged to convey the perception that every 2-3 minutes, another cluster of fanatics attack the PCs and the PCs leave a wake of dead or defeated opponents behind them. Perhaps 100-200 fanatics of heroic tier levels are present in Vanrakdoom, and perhaps also 20-30 of paragon tier levels (but still lower than the PCs), besides the adversaries specifically identified in the adventure. As they are beneath the PCs proficiency, they do not present a real threat; hence making combat rolls is a waste of play time. A couple of At Will attacks from each PC defeats these hostiles. However, rest periods are scarce and extended rest is not feasible. If you have extended game time available, you may elaborate on descriptions of the fights, but avoid draining healing surges (or Daily powers).

ENDING THE ENCOUNTER

Go to Encounter 7.

MILESTONE

The encounter does not count towards a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 7: THE SHADOW STEED

ENCOUNTER LEVEL 14/16/18/20/22
(5,300/7,400/10,600/14,800/21,200 XP)

Use this encounter if the PCs chose to enter Vanrakdoom through the main portal on the earth mote.

CREATURES

This encounter includes the following creatures at Adventure Levels 12, 14, and 16:

- 1 Umbraxakar, adult shadow dragon (S)
- 3 elemental ooze (P)

This encounter includes the following creatures at Adventure Levels 18 and 20:

- 1 Umbraxakar, adult shadow dragon (S)
- 3 chillspark (P)

SCALING THE ENCOUNTER

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

Four PCs: Remove one ooze or chillspark and decrease the level of Umbraxakar by 1 (remove 40 hp, decrease all of its defenses and attacks by 1).

Six PCs: Add one ooze or chillspark and increase the level of Umbraxakar by 1 (add 40 hp, increase all of its defenses and attacks by 1).

SETUP

Read or paraphrase the following as the PCs arrive:

Following the path indicated by the Sextant, you have entered a large, apparently natural cavern. In the center of the cavern is platform in the middle of a small pond. You hear a deep moaning sound as if the wind is blowing over an open chimney. You smell a foul stench but feel a light breeze. You seek the exit on the far side of the chamber.

The PCs have entered a chamber near the lair of Umbraxakar, Lord Vanrak Moonstar's shadow dragon mount, from which Vanrak would typically ride Umbraxakar to the surface of Shadowfell. The shadow dragon has been alerted and waits to attack the intruders. The Sextant points across the chamber to the exit.

FEATURES OF THE AREA

This area has a few important features.

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

Illumination: This room is dimly illuminated as are all in Vanrakdoom in addition to the Gloom of Shadowfell.

Ceiling: The cavern ceiling stretches up 50 feet.

Ledges: A number of ledges exist on the upper walls of the cavern (marked with an "L" on the map). These are ten feet deep and 15' wide. They are 30' up from the floor of the cavern.

Stairs: The stairs are steep and cracked. They are difficult terrain going both up and down.

Pond: The pond is 15-feet deep and the water is very murky. It blocks line of sight at a depth greater than 5 feet.

Platform: This is 20' up from the surface of the cave.

TACTICS

Umbraxakar is hiding on a ledge (Hard DC Perception to detect) and the oozes start the encounter hiding at the bottom of the pond (moderate DC Perception to detect).

Umbraxakar starts off by flying over the party, encasing them in a *globe of darkness*, using *frightening presence*, and then uses an action point to use its *breath weapon*. It uses hit and run tactics, letting the oozes engage the PCs directly and always tries to end its turn at least 20 feet in the air so that it doesn't get caught in the elemental oozes' *elemental blast*. Umbraxakar uses its *breath weapon* as often as possible and makes liberal use of *globe of darkness* to confuse and disorient the PCs. The dragon does not worry about catching the oozes in its attacks and it has no qualms catching them in *globe of darkness* as it has no effect on them. Umbraxakar normally fights to the death as it fears Lord Vanrak's wrath should it allow the PCs to get past it. If the PCs intimidate Umbraxakar (after he is bloody and at least one ooze or chillspark is destroyed), he can be convinced the PCs are capable of destroying Lord Vanrak in which case he would be freed. Allow the option for convincing Umbraxakar with a Medium Diplomacy, Bluff or Intimidate check. If successful, the dragon allows the PCs to pass.

Umbraxakar has a crude form of mental command over the oozes that allows it to give them simple directions. Normally, it allows the oozes to simply attack

whoever is closest but it directs them to focus on particularly annoying PCs.

The oozes attack the closest enemy when not being given direct orders from Umbraxakar, and they fight to the death. The chillsparks use *lightning leap* when possible unless they have a creature engulfed.

ENDING THE ENCOUNTER

The encounter ends when all of the creatures are defeated, The PCs convince Umbraxakar that they can defeat Vanrak, or the PCs flee the area. If the PCs do not defeat Umbraxakar, they may have to fight him again on the way out of Vanrakdoom. This is at your discretion. Once the oozes or chillsparks have been defeated, the battle with the dragon may become boring and repetitive; we don't want the players to become bored. You certainly may call the fight when the outcome is obvious. However, if the PCs are not using **any** Daily attack powers in order to save them until later, think carefully if a premature conclusion to this fight may mean the finale is much easier for the PCs. Use your judgment.

The passage across the room leads to the Hall of Dark Reflection (Encounter 15).

Allow the PCs to take a single short rest, and then proceed to Encounter 15. Note that each track enters the room from a different entrance.

MILESTONE

The encounter counts towards a milestone.

TREASURE

The PCs find 300/525/1050/2000/3000 gp (each) in gemstones and +3/+4 *scintillating armor* and +3/+4 *wyrdwarped weapon*.

ENCOUNTER 7: THE SHADOW STEED (ADVENTURE LEVEL 12)

Umbraxakar, Shadow Dragon	Level 12 Solo Lurker
Large shadow magical beast (dragon)	XP 3,500
HP 676; Bloodied 338	Initiative +20
AC 27, Fortitude 25, Reflex 27, Will 25	Perception +15
Speed 9, fly 9 (hover), overland flight 12, swim 9	Dark vision
Resist 20 necrotic; Vulnerable radiant (whenever Umbraxakar takes radiant damage, one of its globes of darkness ends)	
Saving Throws +5; Action Points 2	
TRAITS	
Combat Advantage	
Umbraxakar deals an extra 2d6 damage against a target it has combat advantage against.	
Action Recovery	
Whenever a dragon ends its turn, any dazing, stunning or dominating effect on it 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 (necrotic) • At-Will	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 3d10 + 1 damage, and the target is weakened (save ends)	
m Claw • At-Will	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 3d10 damage.	
M Dragon Frenzy • At-Will	
Effect: Umbraxakar makes a bite attack and a claw attack.	
C Breath Weapon (necrotic) • Recharge 5 6	
Attack: Close blast 5; +15 vs. Fortitude	
Hit: 2d10 + 1 necrotic damage, and the target loses one healing surge and is weakened (save ends).	
Aftereffect: The target's necrotic damage is negated until the end of the encounter.	
Miss: Half damage, and the target does not lose a healing surge.	
C Frightful Presence (fear) • Encounter	
Attack: Close burst 5 (targets enemies); +15 vs. Will	
Hit: The target is dazed until the end of Umbraxakar's next turn.	
Aftereffect: The target takes a -2 penalty to attack rolls (save ends).	
MOVE ACTIONS	
Shadow Walk (teleportation) • At-Will	
Effect: When Umbraxakar is in at least one globe of darkness he can teleport to any other globe of darkness within line of sight. It must end its move in at least one square of that globe of darkness.	
MINOR ACTIONS	
A Globe of Darkness (zone) • At-Will (1/round)	
Target: Area burst 2 within 10;	
Effect: The power creates a globe of darkness that remains in place until the end of Umbraxakar's next turn. The zone blocks line of sight for all creatures except Umbraxakar. Any creature entirely within the area (except Umbraxakar) is blinded.	
Sustain Minor: All of the globes last until the end of Umbraxakar's next turn.	

TRIGGERED ACTIONS
C Bloodied Breath (necrotic) • Encounter (Free Action)
Trigger: When the shadow dragon is first bloodied.
Effect: Umbraxakar's breath weapon recharges, and the dragon uses it immediately.
M Tail Slash • At-Will
Trigger: When an enemy misses Umbraxakar with a melee attack.
Attack (Immediate Reaction): (targets the enemy that missed); +17 vs. AC
Hit: 2d8 + 1 damage.
Skills Intimidate +13, Stealth +21
Str 24 (+13) Dex 27 (+14) Wis 19 (+10)
Con 18 (+10) Int 16 (+9) Cha 15 (+8)
Alignment evil Languages Common, Draconic
Unique Monster for LFR

2-4 Elemental Ooze	Level 11 Brute
Large elemental beast (blind, ooze)	XP 600
HP 140; Bloodied 70	Initiative +8
AC 25, Fortitude 25, Reflex 21, Will 21	Perception +8
Speed 4 see also flowing form	Blindsight 10,
Immune gaze; Resist 10 acid, cold, fire, lightning	Tremorsense 10
STANDARD ACTIONS	
m Slam (cold, fire, lightning) • At-Will	
Attack: Melee 2 (one creature); +14 vs. AC	
Hit: 3d6 + 4 damage, and ongoing 10 cold, fire, and lightning damage (save ends)	
MOVE ACTIONS	
Flowing Form • At-Will	
Effect: The elemental ooze shifts 4 squares.	
TRIGGERED ACTIONS	
C Elemental Burst (cold, fire, lightning)	
Trigger: When first bloodied, and again when reduced to 0 hit points.	
Attack: Close burst 2; +14 vs. Reflex	
Hit: 3d10 + 5 cold, fire, and lightning damage, and the target is pushed 2 squares.	
C Elemental Backlash (cold, fire, lightning) • At-Will	
Trigger: When the elemental ooze takes damage.	
Effect (Immediate Reaction): The elemental ooze releases elemental energy that deals 5 cold, fire, and lightning damage to all enemies adjacent to it.	
Str 24 (+12) Dex 16 (+8) Wis 16 (+8)	
Con 20 (+10) Int 4 (+3) Cha 4 (+2)	
Alignment unaligned Languages -	

ENCOUNTER 7: THE SHADOW STEED (ADVENTURE LEVEL 14)

Umbraxakar, Shadow Dragon	Level 14 Solo Lurker
Large shadow magical beast (dragon)	XP 5,000
HP 722; Bloodied 361	Initiative +21
AC 29, Fortitude 27, Reflex 29, Will 27	Perception +18
Speed 9, fly 9 (hover), overland flight 12, swim 9	Dark vision
Resist 20 necrotic; Vulnerable radiant (whenever Umbraxakar takes radiant damage, one of its globes of darkness ends)	
Saving Throws +5; Action Points 2	
TRAITS	
Combat Advantage	
Umbraxakar deals an extra 2d6 damage against a target it has combat advantage against.	
Action Recovery	
Whenever a dragon ends its turn, any dazing, stunning or dominating effect on it 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 (necrotic) • At-Will	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 3d10 + 3 damage, and the target is weakened (save ends)	
m Claw • At-Will	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 3d10 + 2 damage.	
M Dragon Frenzy • At-Will	
Effect: Umbraxakar makes a bite attack and a claw attack.	
C Breath Weapon (necrotic) • Recharge 5 6	
Attack: Close blast 5; +17 vs. Fortitude	
Hit: 2d10 + 3 necrotic damage, and the target loses one healing surge and is weakened (save ends).	
Aftereffect: The targets necrotic damage is negated until the end of the encounter.	
Miss: Half damage, and the target does not lose a healing surge.	
C Frightful Presence (fear) • Encounter	
Attack: Close burst 5 (targets enemies); +17 vs. Will	
Hit: The target is dazed until the end of Umbraxakar's next turn.	
Aftereffect: The target takes a -2 penalty to attack rolls (save ends).	
MOVE ACTIONS	
Shadow Walk (teleportation) • At-Will	
Effect: When Umbraxakar is in at least one globe of darkness he can teleport to any other globe of darkness within line of sight. It must end its move in at least one square of that globe of darkness.	
MINOR ACTIONS	
A Globe of Darkness (zone) • At-Will (1/round)	
Target: Area burst 2 within 10;	
Effect: The power creates a globe of darkness that remains in place until the end of Umbraxakar's next turn. The zone blocks line of sight for all creatures except Umbraxakar. Any creature entirely within the area (except Umbraxakar) is blinded.	
Sustain Minor: All of the globes last until the end of Umbraxakar's next turn.	

TRIGGERED ACTIONS
C Bloodied Breath (necrotic) • Encounter (Free Action)
Trigger: When the shadow dragon is first bloodied.
Effect: Umbraxakar's breath weapon recharges, and the dragon uses it immediately.
M Tail Slash • At-Will
Trigger: When an enemy misses Umbraxakar with a melee attack.
Attack (Immediate Reaction): (targets the enemy that missed); +17 vs. AC
Hit: 2d8 + 3 damage.
Skills Intimidate +14, Stealth +22
Str 24 (+14) Dex 27 (+15) Wis 19 (+11)
Con 18 (+11) Int 16 (+10) Cha 15 (+9)
Alignment evil Languages Common, Draconic
Unique creature for LFR

2-4 Elemental Ooze	Level 13 Brute
Large elemental beast (blind, ooze)	XP 800
HP 160; Bloodied 80	Initiative +9
AC 25, Fortitude 27, Reflex 23, Will 23	Perception +9
Speed 4 see also flowing form	Blindsight 10,
Immune gaze; Resist 10 acid, cold, fire, lightning	Tremorsense 10
STANDARD ACTIONS	
m Slam (cold, fire, lightning) • At-Will	
Attack: Melee 2 (one creature); +16 vs. AC	
Hit: 3d6 + 6 damage, and ongoing 10 cold, fire, and lightning damage (save ends)	
MOVE ACTIONS	
Flowing Form • At-Will	
Effect: The elemental ooze shifts 4 squares.	
TRIGGERED ACTIONS	
C Elemental Burst (cold, fire, lightning)	
Trigger: When first bloodied, and again when reduced to 0 hit points.	
Attack: Close burst 2; +16 vs. Reflex	
Hit: 3d10 + 7 cold, fire, and lightning damage, and the target is pushed 2 squares.	
C Elemental Backlash (cold, fire, lightning) • At-Will	
Trigger: When the elemental ooze takes damage.	
Effect (Immediate Reaction): The elemental ooze releases elemental energy that deals 5 cold, fire, and lightning damage to all enemies adjacent to it.	
Str 24 (+13) Dex 16 (+9) Wis 16 (+9)	
Con 20 (+11) Int 4 (+3) Cha 4 (+3)	
Alignment unaligned Languages -	

ENCOUNTER 7: THE SHADOW STEED (ADVENTURE LEVEL 16)

Umbraxakar, Shadow Dragon	Level 16 Solo Lurker
Large shadow magical beast (dragon)	XP 7,000
HP 770; Bloodied 385	Initiative +22
AC 31, Fortitude 29, Reflex 31, Will 29	Perception +17
Speed 9, fly 9 (hover), overland flight 12, swim 9	Dark vision
Resist 20 necrotic; Vulnerable radiant (whenever Umbraxakar takes radiant damage, one of its globes of darkness ends)	
Saving Throws +5; Action Points 2	
TRAITS	
Combat Advantage	
Umbraxakar deals an extra 3d6 damage against a target it has combat advantage against.	
Action Recovery	
Whenever a dragon ends its turn, any dazing, stunning or dominating effect on it 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 (necrotic) • At-Will	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 3d10 + 5 damage, and the target is weakened (save ends)	
m Claw • At-Will	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 3d10 + 4 damage.	
M Dragon Frenzy • At-Will	
Effect: Umbraxakar makes a bite attack and a claw attack.	
C Breath Weapon (necrotic) • Recharge 5 6	
Attack: Close blast 5; +19 vs. Fortitude	
Hit: 2d10 + 5 necrotic damage, and the target loses one healing surge and is weakened (save ends).	
Aftereffect: The targets necrotic damage is negated until the end of the encounter.	
Miss: Half damage, and the target does not lose a healing surge.	
C Frightful Presence (fear) • Encounter	
Attack: Close burst 5 (targets enemies); +19 vs. Will	
Hit: The target is dazed until the end of Umbraxakar's next turn.	
Aftereffect: The target takes a -2 penalty to attack rolls (save ends).	
MOVE ACTIONS	
Shadow Walk (teleportation) • At-Will	
Effect: When Umbraxakar is in at least one globe of darkness he can teleport to any other globe of darkness within line of sight. It must end its move in at least one square of that globe of darkness.	
MINOR ACTIONS	
A Globe of Darkness (zone) • At-Will (1/round)	
Target: Area burst 2 within 10;	
Effect: The power creates a globe of darkness that remains in place until the end of Umbraxakar's next turn. The zone blocks line of sight for all creatures except Umbraxakar. Any creature entirely within the area (except Umbraxakar) is blinded.	
Sustain Minor: All of the globes last until the end of Umbraxakar's next turn.	

TRIGGERED ACTIONS
C Bloodied Breath (necrotic) • Encounter (Free Action)
Trigger: When the shadow dragon is first bloodied.
Effect: Umbraxakar's breath weapon recharges, and the dragon uses it immediately.
M Tail Slash • At-Will
Trigger: When an enemy misses Umbraxakar with a melee attack.
Attack (Immediate Reaction): (targets the enemy that missed); +21 vs. AC
Hit: 2d8 + 5 damage.
Skills Intimidate +15, Stealth +23
Str 24 (+15) Dex 27 (+16) Wis 19 (+12)
Con 18 (+12) Int 16 (+11) Cha 15 (+10)
Alignment evil Languages Common, Draconic
Unique Creature for LFR

2-4 Elemental Ooze	Level 15 Brute
Large elemental beast (blind, ooze)	XP 1,200
HP 180; Bloodied 90	Initiative +10
AC 27, Fortitude 29, Reflex 25, Will 25	Perception +10
Speed 4 see also flowing form	Blindsight 10,
Immune gaze; Resist 10 acid, cold, fire, lightning	Tremorsense 10
STANDARD ACTIONS	
m Slam (cold, fire, lightning) • At-Will	
Attack: Melee 2 (one creature); +18 vs. AC	
Hit: 3d6 + 8 damage, and ongoing 10 cold, fire, and lightning damage (save ends)	
MOVE ACTIONS	
Flowing Form • At-Will	
Effect: The elemental ooze shifts 4 squares.	
TRIGGERED ACTIONS	
C Elemental Burst (cold, fire, lightning)	
Trigger: When first bloodied, and again when reduced to 0 hit points.	
Attack: Close burst 2; +18 vs. Reflex	
Hit: 3d10 + 9 cold, fire, and lightning damage, and the target is pushed 2 squares.	
C Elemental Backlash (cold, fire, lightning) • At-Will	
Trigger: When the elemental ooze takes damage.	
Effect (Immediate Reaction): The elemental ooze releases elemental energy that deals 5 cold, fire, and lightning damage to all enemies adjacent to it.	
Str 24 (+14) Dex 16 (+10) Wis 16 (+10)	
Con 20 (+12) Int 4 (+4) Cha 4 (+4)	
Alignment unaligned Languages -	

ENCOUNTER 7: THE SHADOW STEED (ADVENTURE LEVEL 18)

Umbraxakar, Shadow Dragon	Level 18 Solo Lurker
Large shadow magical beast (dragon)	XP 10,000
HP 818; Bloodied 419	Initiative +23
AC 33, Fortitude 31, Reflex 33, Will 31	Perception +18
Speed 9, fly 9 (hover), overland flight 12, swim 9	Dark vision
Resist 20 necrotic; Vulnerable radiant (whenever Umbraxakar takes radiant damage, one of its globes of darkness ends)	
Saving Throws +5; Action Points 2	
TRAITS	
Combat Advantage	
Umbraxakar deals an extra 3d6 damage against a target it has combat advantage against.	
Action Recovery	
Whenever a dragon ends its turn, any dazing, stunning or dominating effect on it 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 (necrotic) • At-Will	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 3d10 + 7 damage, and the target is weakened (save ends)	
m Claw • At-Will	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 3d10 + 6 damage.	
M Dragon Frenzy • At-Will	
Effect: Umbraxakar makes a bite attack and a claw attack.	
C Breath Weapon (necrotic) • Recharge 5 6	
Attack: Close blast 5; +21 vs. Fortitude	
Hit: 2d10 + 7 necrotic damage, and the target loses one healing surge and is weakened (save ends).	
Aftereffect: The target's necrotic damage is negated until the end of the encounter.	
Miss: Half damage, and the target does not lose a healing surge.	
C Frightful Presence (fear) • Encounter	
Attack: Close burst 5 (targets enemies); +21 vs. Will	
Hit: The target is dazed until the end of Umbraxakar's next turn.	
Aftereffect: The target takes a -2 penalty to attack rolls (save ends).	
MOVE ACTIONS	
Shadow Walk (teleportation) • At-Will	
Effect: When Umbraxakar is in at least one globe of darkness he can teleport to any other globe of darkness within line of sight. It must end its move in at least one square of that globe of darkness.	
MINOR ACTIONS	
A Globe of Darkness (zone) • At-Will (1/round)	
Target: Area burst 2 within 10;	
Effect: The power creates a globe of darkness that remains in place until the end of Umbraxakar's next turn. The zone blocks line of sight for all creatures except Umbraxakar. Any creature entirely within the area (except Umbraxakar) is blinded.	
Sustain Minor: All of the globes last until the end of Umbraxakar's next turn.	

TRIGGERED ACTIONS
C Bloodied Breath (necrotic) • Encounter (Free Action)
Trigger: When the shadow dragon is first bloodied.
Effect: Umbraxakar's breath weapon recharges, and the dragon uses it immediately.
M Tail Slash • At-Will
Trigger: When an enemy misses Umbraxakar with a melee attack.
Attack (Immediate Reaction): (targets the enemy that missed); +23 vs. AC
Hit: 2d8 + 7 damage.
Skills Intimidate +16, Stealth +24
Str 24 (+16) Dex 27 (+17) Wis 19 (+13)
Con 18 (+13) Int 16 (+12) Cha 15 (+11)
Alignment evil Languages Common, Draconic
Unique Creature for LFR

2-4 Chillspark	Level 17 Skirmisher
Large aberrant beast (blind, ooze)	XP 1,600
HP 114; Bloodied 57	Initiative +17
AC 29, Fortitude 29, Reflex 30, Will 28	Perception +13
Speed fly 8 (hover), teleport 6	Blindsight 10
Immune gaze; Resist 15 cold, lightning; insubstantial	
STANDARD ACTIONS	
m Slam (cold) • At-Will	
Attack: Melee 1 (one creature); +20 vs. Fortitude	
Hit: 4d8 + 7 cold damage, and the target is slowed until the end of the chillspark's next turn.	
r Lightning Strike (lightning) • At-Will	
Attack: Melee 1 (one creature); +20 vs. Reflex	
Hit: 4d10 + 3 lightning damage.	
M Engulf (lightning) • At-Will	
Requirement: The chillspark must not already have another creature engulfed.	
Attack: Melee 1 (one medium or smaller creature); +20 vs. Reflex (automatically hits immobilized creature).	
Hit: The chillspark pulls the target into its space, and the target is grabbed. Until the grab ends, the target is dazed and takes ongoing 15 lightning damage. When the grab ends, the target shifts to a square of its choosing adjacent to the chillspark. When the chillspark moves without teleporting, it pulls any engulfed creatures with it, and it does not provoke opportunity attacks from engulfed creatures	
C Lightning Leap (lightning, teleportation) • Recharge 4 5 6	
Attack: Close burst 1 (creatures in burst); +20 vs. Reflex.	
Hit: 4d6 + 11 lightning damage.	
Effect: The chillspark teleports 6 squares and then makes a secondary attack.	
Secondary Attack: Close burst 1 (creatures in burst not targeted by primary attack); +20 vs. Reflex.	
Hit: 4d6 + 11 lightning.	
Str 23 (+14) Dex 25 (+14) Wis 20 (+13)	
Con 20 (+13) Int 5 (+5) Cha 12 (+9)	
Alignment unaligned Languages -	

ENCOUNTER 7: THE SHADOW STEED (ADVENTURE LEVEL 20)

Umbraxakar, Shadow Dragon	Level 20 Solo Lurker
Large shadow magical beast (dragon)	XP 14,000
HP 866; Bloodied 433	Initiative +24
AC 35, Fortitude 33, Reflex 35, Will 33	Perception +19
Speed 9, fly 9 (hover), overland flight 12, swim 9	Dark vision
Resist 20 necrotic; Vulnerable radiant (whenever Umbraxakar takes radiant damage, one of its globes of darkness ends)	
Saving Throws +5; Action Points 2	
TRAITS	
Combat Advantage	
Umbraxakar deals an extra 3d6 damage against a target it has combat advantage against.	
Action Recovery	
Whenever a dragon ends its turn, any dazing, stunning or dominating effect on it 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 (necrotic) • At-Will	
Attack: Melee 2 (one creature); +25 vs. AC	
Hit: 3d10 + 9 damage, and the target is weakened (save ends)	
m Claw • At-Will	
Attack: Melee 2 (one creature); +25 vs. AC	
Hit: 3d10 + 8 damage.	
M Dragon Frenzy • At-Will	
Effect: Umbraxakar makes a bite attack and a claw attack.	
C Breath Weapon (necrotic) • Recharge 5 6	
Attack: Close blast 5; +23 vs. Fortitude	
Hit: 2d10 + 9 necrotic damage, and the target loses one healing surge and is weakened (save ends).	
Aftereffect: The target's necrotic damage is negated until the end of the encounter.	
Miss: Half damage, and the target does not lose a healing surge.	
C Frightful Presence (fear) • Encounter	
Attack: Close burst 5 (targets enemies); +23 vs. Will	
Hit: The target is dazed until the end of Umbraxakar's next turn.	
Aftereffect: The target takes a -2 penalty to attack rolls (save ends).	
MOVE ACTIONS	
Shadow Walk (teleportation) • At-Will	
Effect: When Umbraxakar is in at least one globe of darkness he can teleport to any other globe of darkness within line of sight. It must end its move in at least one square of that globe of darkness.	
MINOR ACTIONS	
A Globe of Darkness (zone) • At-Will (1/round)	
Target: Area burst 2 within 10;	
Effect: The power creates a globe of darkness that remains in place until the end of Umbraxakar's next turn. The zone blocks line of sight for all creatures except Umbraxakar. Any creature entirely within the area (except Umbraxakar) is blinded.	
Sustain Minor: All of the globes last until the end of Umbraxakar's next turn.	

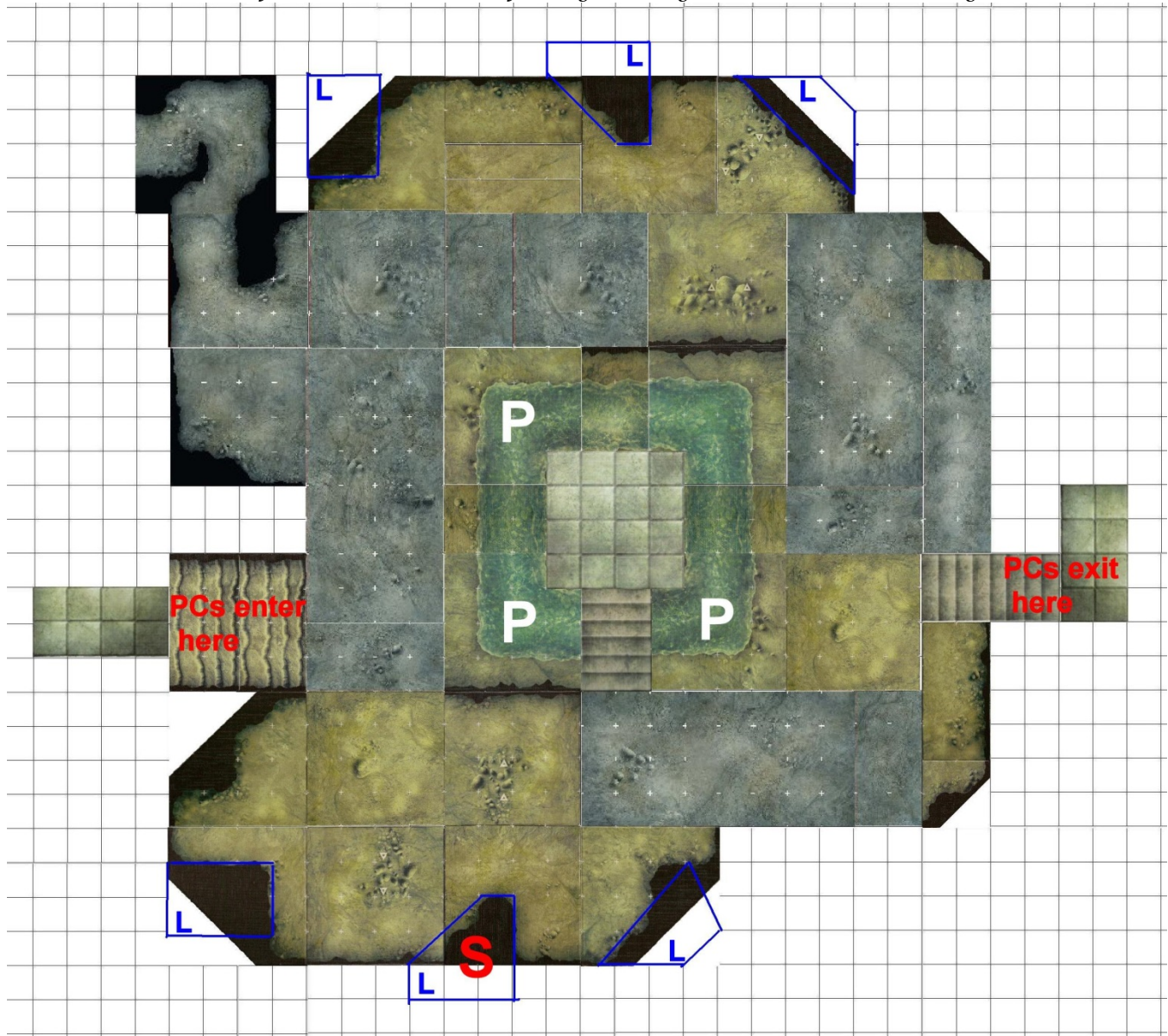
TRIGGERED ACTIONS
C Bloodied Breath (necrotic) • Encounter (Free Action)
Trigger: When the shadow dragon is first bloodied.
Effect: Umbraxakar's breath weapon recharges, and the dragon uses it immediately.
M Tail Slash • At-Will
Trigger: When an enemy misses Umbraxakar with a melee attack.
Attack (Immediate Reaction): (targets the enemy that missed); +25 vs. AC
Hit: 2d8 + 9 damage.
Skills Intimidate +17, Stealth +25
Str 24 (+17) Dex 27 (+18) Wis 19 (+14)
Con 18 (+14) Int 16 (+13) Cha 15 (+12)
Alignment evil Languages Common, Draconic
Unique Creature for LFR

2-4 Chillspark	Level 19 Skirmisher
Large aberrant beast (blind, ooze)	XP 2,400
HP 126; Bloodied 63	Initiative +18
AC 31, Fortitude 31, Reflex 32, Will 30	Perception +14
Speed fly 8 (hover), teleport 6	Blindsight 10
Immune gaze; Resist 15 cold, lightning; insubstantial	
STANDARD ACTIONS	
m Slam (cold) • At-Will	
Attack: Melee 1 (one creature); +22 vs. Fortitude	
Hit: 4d8 + 9 cold damage, and the target is slowed until the end of the chillspark's next turn.	
r Lightning Strike (lightning) • At-Will	
Attack: Melee 1 (one creature); +22 vs. Reflex	
Hit: 4d10 + 5 lightning damage.	
M Engulf (lightning) • At-Will	
Requirement: The chillspark must not already have another creature engulfed.	
Attack: Melee 1 (one medium or smaller creature); +22 vs. Reflex (automatically hits immobilized creature).	
Hit: The chillspark pulls the target into its space, and the target is grabbed. Until the grab ends, the target is dazed and takes ongoing 15 lightning damage. When the grab ends, the target shifts to a square of its choosing adjacent to the chillspark. When the chillspark moves without teleporting, it pulls any engulfed creatures with it, and it does not provoke opportunity attacks from engulfed creatures	
C Lightning Leap (lightning, teleportation) • Recharge 4 5 6	
Attack: Close burst 1 (creatures in burst); +22 vs. Reflex.	
Hit: 4d6 + 13 lightning damage.	
Effect: The chillspark teleports 6 squares and then makes a secondary attack.	
Secondary Attack: Close burst 1 (creatures in burst not targeted by primary attack); +22 vs. Reflex.	
Hit: 4d6 + 13 lightning.	
Str 23 (+15) Dex 25 (+15) Wis 20 (+14)	
Con 20 (+14) Int 5 (+6) Cha 12 (+10)	
Alignment unaligned Languages -	

ENCOUNTER 7: THE SHADOW STEED MAP

TILE SETS NEEDED

Lost Caverns of the Underdark 1x, Caves of Carnage 1x, Dungeon Tiles Master Set - The Dungeon 1x



S=Umbraxakar, adult shadow dragon, P= either elemental ooze or for AL 18 & AL20 chillspark
L= ledges

ENCOUNTER 8 FONT OF KNOWLEDGE

ROLEPLAYING ENCOUNTER

Use this encounter if the PCs are following the secret path of portals through Undermountain.

Important NPCs:

Vajra Safhar (Blackstaff and Archmage of Waterdeep), female human from Tethyr

Loremaster Most High Aelthas the Learned (male half elf), priest of Oghma

Loremaster Bold Falrinn Rivenstone (male gnome), priest of Oghma

A short distance away from Blackstaff Tower is the temple of Oghma, known as the Font of Knowledge. The temple is led by Loremaster Most High Aelthas the Learned, a half elf originally from Algarond.

Aelthas is wise and serious but also possesses a sense of humor. He has traveled widely across Faerun, collecting books, tomes, maps and other documents of knowledge. He is personally well versed on cultures and their politics.

Loremaster Bold Falrinn Rivenstone has been studying journals and maps from those who have delved in Undermountain in response to a funded request by the Lords of Waterdeep and the Blackstaff. Private journals of famed adventurers such as Mirt and Durnan have revealed some of the deeper levels of Undermountain, and particularly some of its portals.

- A keyed portal is hidden in a scribe's chamber on the second floor of the Great Library in the Font of Knowledge. The portal leads to a former secret library in an ancient dwarven hold which belonged to Clan Melairkyn over a thousand years ago. (The portal is not that old, but it did survive the Spellplague.) The key is a special medallion. (On one side is the symbol of Oghma (a blank scroll) and on the other is the symbol of Dumathoin (a faceted gem inside a mountain).)
- Durnan apparently explored that dwarven hold (roughly 130 years ago) which had become a village (known as Murkstones) of dwarves, duergar, svirfneblin, gnomes, earth genasi and goliaths. They crafted armor, weapons and other metal and stone work. They were not friendly to strangers but conducted some trade. He identified an ancient portal made by the dwarves in a chapel in that hold, and leading to a temple

and crypt of Dumathoin known as the Vault of Hidden Silences. Durnan did not attempt the portal but made some notes about it. Durnan also noted that both drow and minotaur communities lived on that same level of Undermountain.

- Mirt once entered the Vault of Hidden Silences, having been picked up by one of the floating portals created by Halaster. Mirt discovered a portal to yet another dwarven hold, but elected to leave more conventionally. With amazing luck and bravado, he survived diabolic traps and deadly beholders and escaped.
- [Vajra interrupts] *One of my predecessors, a Khelben Arunsun, once explored the temple. He met with a dwarven priest who had become an archlich to guard the temple. From him, much of our knowledge about the clan whose living members had long gone before Waterdeep was ever founded has come. No knowing if he survived the Spellplague; the Spellplague was hard on creatures of magic.*
- The Vault of Hidden Silences has not been otherwise located, but is thought to be one of the sites on what is considered a "Lost Level."
- Extensive research by Lady Alathene Moonstar into the lair of Lord Vanrak included interrogation of previous servants of Vanrak. She learned that Vanrak had seized some 300 years ago, a complex of chambers and tunnels which were once a dwarven hold. The names matched. While the prisoners did not know of any portals to other locations, he did know that really ancient dwarven crypts existed in the hold. Mostly the crypts were left undisturbed. This dwarven hold was alleged to be very deep in Undermountain and Vanrak blocked conventional paths to it, using portals to the Shadowfell.
- Dumathoin was a dwarven god known variously as Keeper of Secrets under the Mountain, and the Silent Keeper. The exploration for and mining of ores and gems were in his portfolio as was guardian of the dead. For the latter responsibility, his priests tended to the burial and safeguarding of their dead. His priests were thought to know the secret to creation of portals, which were often keyed to dwarven culture and the dogma of the faith of Dumathoin and other dwarven deities.
- Our prayers to Oghma for divine guidance on the feasibility of this path have been answered; with faith, wisdom, learning, and a bit of luck, brightcloaks may tread this path.

The Loremasters of Oghma request the adventurers share any maps they might make while in Undermountain or Vanrakdoom, and any books, scrolls or other items of learning discovered while on their adventure as price for usage of this portal.

If the PCs do not know the ritual, Analyze Portal (FRPG, p 142), and would like to have it, two scrolls with the ritual may be purchased from the Font of Knowledge for 800 gp each. Casting time of this ritual off the scroll is 30 minutes. (PCs who have Oghma as their patron deity and have at least one divine class level can get a discount on these (minimum discount of 100gp). DM may double it at their discretion.)

ENDING THE ENCOUNTER

When the PCs are ready to depart, they are shown to a chamber on the second floor of the Great Library in the temple. They are given three books, one on the faith of Dumathoin, one on the dwarven pantheon in general, and one on the history of Clan Melairkyn. (These books provide bonuses to certain Religion and History checks later.) The previously described medallion is placed in a depression in the wall mural. They may take the medallion along, but are expected to return it at the end of the adventure.

Go to Encounter 9.

MILESTONE

The encounter does not count towards a milestone.

TREASURE

There is no treasure for this encounter.

ENCOUNTER 9 – WALK THROUGH MURKSTONES

SKILL CHALLENGE LEVEL 12/14/16/18/20, COMPLEXITY 2

Use this encounter if the PCs are following the secret path of portals through Undermountain.

SETUP

The PCs start this encounter, having used a portal from the Font of Knowledge in Waterdeep, in a secret chamber attached to a former library of an ancient dwarven hold in what is now the village of Murkstones. Their objective is to find and use an ancient dwarven portal in this hold which is reputed to have a destination in a dwarven temple known as the Vault of Hidden Silences. Avoiding delays is important. The PCs need to either sneak past or wade through hordes of hostiles to find and use the portal.

You are standing in a 20' by 30' room with a single door. On one wall are empty shelves; on the floor is debris of a wooden desk and chair.

The advice of the Blackstaff echoes in your head—avoid distractions and delays as confronting and defeating Vanrak is critical. You need to use your skills to evade or bluff the inhabitants of this village, find the portal, discover how to activate the portal, and then use it.

The PCs may choose to use to use rituals, such as Change Self, to adjust the racial composition of their group, to aid in bluffing the residents of Murkstones. Reward creativity.

The inhabitants of the village include: duergar, dwarves, svirfneblin, gnomes, earth genasi and goliaths, in descending order of population. None of the inhabitants are nice, fair, or friendly. Due to local tensions, the residents' reaction to drow or minotaur PCs is strongly negative. They assume invaders or spies from hostiles elsewhere on this level.

SKILL CHALLENGE: JUST PASSING THROUGH

Goal: You need to evade the inhabitants of this village, find the portal, discover how to activate the portal, and then use it quickly.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Arcana, Dungeoneering, Perception, Stealth

Other Skills: Athletics, Bluff, History, Intimidate, Religion

Victory: You find the portal and are able to activate it without discovery by the duergar or other inhabitants.

Defeat: With your prowess, you can slay most of the inhabitants but at the cost of a healing surge each.

Alternate the Navigate scene with the Sneaking scene to convey a more complete hold layout.

SCENE 1: NAVIGATE THROUGH THE HOLD (2 SUCCESSSES)

Drawing on all of your knowledge of dwarven architecture and historical descriptions, you identify likely functions of rooms, the layout of the hold, and point in the direction you must head to find the chapel.

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

The PC examines the dwarven architectural layout and determines the most likely path to take to get to where they want.

Dwarven PCs gain a +2 bonus to this check.

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

The PC discovers some snippet about the layout of the original dwarven hold in the book provided by the Font of Knowledge and is able to deduce which is the correct door to leave by. Dwarven PCs gain a +2 racial bonus to this check. Success provides a +4 bonus to the Dungeoneering check. The benefit from this can only be applied once

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

The PC spots dwarven runes or heraldry on a wall or door, which unlocks a Religion or History check.

History [Moderate DC] / Religion [Moderate DC] (not a success or failure)

The PC interprets dwarven runes or heraldry which are on walls or doors. Success provides a +4 bonus to the Dungeoneering check. The benefit from this can only be applied once

OPTIONAL SCENE: INTERROGATING A RESIDENT (1 SUCCESS)

Screw this sneaking around, guessing which way to go. Let's grab one of the locals and make him talk!

The PCs may prefer a more direct, if riskier approach.

Bluff [Moderate DC] (1 success)

The PC convinces the NPC the PCs have a legitimate reason to find the former chapel.

Diplomacy [Moderate DC] (1 success)

The PC convinces a NPC that he benefits from helping the PCs.

Interrogate [Easy DC] (1 success)

The PC frightens an inhabitant into revealing a direction towards what he thinks was the chapel.

SCENE 2: SNEAKING PAST THE RESIDENTS (2 SUCCESSES)

Uh, oh. Someone is coming along the hall. Can we hide?

Athletics [Easy DC] (not a success or failure)

The PC climbs up the wall, hanging in a less obvious spot to hide from approaching residents. Gain a +2 bonus to Stealth check.

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

The PC examines the dwarven architectural layout and identifies good hiding spots. Dwarven PCs gain a +2 bonus to this check. Success provides a +4 bonus to all Stealth checks.

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

The PC spots or hears an approach resident of this village in time to warn the others. All gain a +2 bonus to their Stealth check.

Stealth [Easy DC] (Group check, 1 success, 2 maximum)

All PCs must make and at least half succeed at this check or risk being spotted by the inhabitants.

Thievery [Easy DC] (not a success or failure)

The PC quickly unlocks a door, providing a hiding spot from approaching residents. Success provides a +4 bonus to Stealth checks.

OPTIONAL SCENE: RECOVERING FROM DISCOVERY (1 SUCCESS)

If the PCs were not sufficiently stealthy, they are spotted by an inhabitant of the village. However, quick thinking and action might savage the situation. The PCs may attempt to Bluff or Intimidate the creature as to their presence, or overpower the creature quickly using Initiative and Athletics. If successful, the PCs erase a failure from the Sneaking Past the Residents Scene.

Alternatively, the PCs may try to bluff as being residents, but without magic or races consistent with the inhabitants of the village, the bluff is a Hard DC.

Initiative

A PC that can achieve an Initiative roll higher than Moderate DC unlocks usage of Athletics before the adversary yells.

Athletics [Moderate DC] (1 success)

The PC overpowers the creature long enough for the PCs to either bind and gag it (or kill it).

Bluff [Moderate DC] (1 success)

The PC spins a story of representing buyers of Murkstones' crafted items. Success results in no alarm being sounded, but the creature reports their presence, yielding a delayed reaction.

Intimidate [Hard DC] (1 success)

The PC convinces the creature, no matter what, sounding an alarm would result in great harm to them. Given the presence of hundreds of allies and superiors, success is a challenge.

SCENE 3: FINDING THE PORTAL (1 SUCCESS)

At least, you have found the chapel. Now to find the portal. Perhaps a dwarven rune or mark?

Arcana [Easy DC] (not a success or failure)

The PC senses faint arcane energies in a nearby wall. Gain a +4 bonus to Perception check.

History [Moderate DC] / **Religion** [Moderate DC] (not a success or failure)

The PC interprets dwarven runes or heraldry which were spotted on walls or doors. Success provides a +4 bonus to the Perception check.

Perception [Moderate DC] (1 success; no maximum)

The PC spots the portal.

SCENE 4: ACTIVATING THE PORTAL (1 SUCCESS)

Now, perhaps the toughest challenge, how does one activate this portal? Dwarven-made and the dwarves were worshippers of Dumathoin. Maybe something related to the faith.

Religion [Moderate DC] (1 success; no maximum)

The PC discovers some snippet about the dwarven faiths in the books provided by the Font of Knowledge and is able to deduce a likely adage. Dwarven PCs gain a +2 racial bonus to this check. Success recalls the correct

adage. Failure recalls incorrect adages, which wastes time.

“I walk the deep and silent ways of Dumathoin.”

ENDING THE ENCOUNTER

The PCs step through the portal and emerge safely. Go to Encounter 10.

Success: The PCs skillfully evade the residents of Murkstone, find the portal, and activate it. No beat down occurs.

Failure: The PCs lose one healing surge each as they were discovered before they snuck past the residents and activated the portal, which led to a short fight.

MILESTONE

The encounter does count towards a milestone.

TREASURE

There is no treasure for this encounter.

ENCOUNTER 10 VAULT OF HIDDEN SILENCES

ROLEPLAYING/EXPLORATION

Use this encounter if the PCs are following the secret path through Undermountain.

NPC: Bandaerl Dumatheir, High Old One of Dumathoin (male dwarf spirit)

CREDIT

This locale description was extracted and inspired in large part from a Dungeon Crawl entitled *Undermountain, the Lost Level*, written by Steven E. Schend, published in 1996.

ROOM 1: ENTRY CHAMBER

You are standing in the center of a square room, a sickly green light fades beneath your feet. Skeletons lie about the floor. Four exits lead from the chamber. Exit one is blocked by a heavy metal portcullis. Exit two is blocked by a locked iron door. Exit three is a twenty foot long corridor to wooden door, strapped with steel bands. A keyhole is under the pull ring and a dwarven rune is marked on the door. Exit four is a ten foot long hall opening into a chamber with several floating beholders.

Exit one leads to a 100' long corridor with six small holes in the ceiling every ten feet, a possible trap. The passage ends in a cave-in.

The iron door for Exit two has carved markings of a spiderweb, with a spider and a drow head (symbol of Lolth) and elven writing which says "prison."

The rune on the Exit three door may be read as "safety." The lock may be unlocked with a Thievery check (Easy DC) or broken open (due to dry rot) with Athletics check (Easy DC). The door was trapped but the poison has long turned to dust and only a small poof of harmless dust is expelled.

On the arch over the doorway for Exit four are carved glowing green letters which in common say "EXIT." However, a short passage leads into a chamber that is blackened and bare of any exit.

The DM should help nudge the players if they do not quickly realize that Exit three is the desired direction and time is of the essence. The sextant of House Moonstar also points in the direction of Exit Three.

ROOM 2: ANTECHAMBER

This room is roughly square. As you step in, torches flare to life in the hands of four life-sized stone statues of dwarven warriors. Stone stairs at the other side of the room lead upwards.

ROOM 3: CHAMBER OF THE CLAN

Ascending the stairs, you enter a long hall. Torches flare to life. Wall murals depict dwarven craftsmen and monster slayers at work as well as dwarves clasping the hands of elves and humans. Above the murals are carved ancient dwarven runes.

On the left wall, "Be vigilant against a foe and ever watchful for a friend." On the right wall, "A wise dwarf keeps a sharp axe at hand always—to cleave a betrayer or glean the truth of any matter." On the wall above the stairs, "Silence is often a sharper response to one's foes than a keen axe."

At the far end of the room on either side, two statues of armored dwarves face large gongs as they hold mallets ready to strike. In the center of the wall is a pair of monolithic stone doors. Looming above the doors is a gigantic carving of a dwarven face.

When you approach within 10 feet, the eyelids open and the face says, "Honor Dumathoin and the clan that fell before your first beard by answering with truth and good dwarf-sense. Step forward into the light and reveal to me what tells no lies, answers many questions, and inhabits all, but lasts only as long as patience." The stone dwarf's eyes blaze with light and illuminate a square on the floor.

The correct reply to the riddle is "silence"; accept either actual silence, or the word, "silence" in any language. The DM should allow Insight and Religion checks [Moderate DC] to give hints about the sayings on the wall. To avoid the problem with multiple PCs giving conflicting answers, it is best that one PC steps into the lighted square and that PC's answer is the one that counts.

"Welcome, should you be earnest pilgrims. Seek enlightenment, dwarf friend. If you seek riches and plunder, to enter is to become a lonely secret hidden under the earth." With that the eyes close, the dwarven statues ring their gongs, and the massive doors groan open.

If the PCs fail three tries, the face no longer responds that day and the PCs need to pick the lock. This

requires a Thievery check (Hard DC.) The PCs can use a Religion [Moderate DC] for a +2 bonus. Each failed Thievery check results in a close burst 3 of radiant bolts (which appear to be shining, flying hammers), which attack creatures AL + 3 vs. Fort, for 2d6 + 5 + (AL - 12) radiant damage.

ROOM 4: DUMATHOIN'S TEMPLE

A very large chamber (over 100' in width and length) glitters with the glint of gold, but the room is dominated by a 54' tall statue of a majestic dwarf at the far end of the temple. A large brazier glows at its feet while four other statues of dwarves, only twice a normal dwarf's size, depict battle, mining and exploration.

A Religion check (Moderate DC) recognizes the giant statue as that of Dumathoin.

A translucent figure of a dwarf, colorless except for emerald green eyes, appears floating just above the floor in the center of the temple. "Well met, travelers and pilgrims. I am the guardian of this temple. Do you seek enlightenment or an end to a life of tomb robbing?"

Assuming the PCs answer they seek enlightenment (such as the location of the portal they seek to Vanrakdoom), they get the aid of the spirit of Bandaerl whom this is.

Bandaerl, son of Rykos, blood of Melair, High Old One of Dumathoin, and protector of Melairbode's essence, was born 1800 years ago. Roughly 1300 years ago he saw the end of Clan Melairkyn and its control of its Underhalls due to invasion of drow and duergar and later Halaster. Bandaerl became an archlich to guard the Vault of Hidden Silences over the centuries, but when a wall of blue fire rolled through the temple, his body was consumed. All that remained was his ghostly spirit. Bandaerl is unaligned with lawful tendencies.

Bandaerl has occasionally conversed with explorers. One such was Khelben Arunsun, a former Blackstaff of Waterdeep. Bandaerl does not have a good time sense of the years since the Spellplague. He is lonely and would appreciate a good conversation, even if brief.

Conversation points:

- Where is the portal? (in the mortuary)
- How do we activate the portal? (smash a small gemstone)
- What lies on the other side of the portal? (was a dwarven crypt in another clan hold; dwarves driven off by drow and a crazed wizard,)

- Effects of the Spellplague on Waterdeep? [Asking the PCs; Bandaerl is curious.]
- How is Khelben Arunsun faring? (dead for 100 years) [Asking the PCs; Bandaerl is curious.]
- So what is the news from Waterdeep? (temples, politics, treatments of dwarves) [Asking the PCs; Bandaerl is curious.]
- Any new dwarven mines or kingdoms? (East Rift) [Asking the PCs; Bandaerl is curious.]

ROOM 5: MORTUARY ENTRANCE

The stairs out of the temple are wide and lead down in stages to different landings until you reach the main room. Three life-sized stone statues of hooded and cloaked dwarves with downcast heads line the side walls.

ROOM 6: CEREMONIAL ANTECHAMBER

This octagonal chamber has a stone torch sconce on each wall, and all contain burning torches. The center of this otherwise undecorated room holds a large brazier carved from one immense diamond; the tripod that supports it is made of three rubies worked into the shapes of dwarves bearing the brazier on their shoulders. At the center of the brazier is a carved ruby torso of a dwarf, its hands resting on an axe in the bed of coals.

The spirit leads you straight ahead but asks if you must leave right away. He can provide sleeping chamber if you want to take an extended rest.

His offer is NOT an indication that the PCs are expected to take an extended rest here. The PCs should feel some urgency to keep moving since it is likely that either the people in the Temple of Selune or the captives from House Moonstar are in danger of losing their lives. However, he is a polite dwarf and a bit lonely, hence the offer. If the PCs do take an extended rest here increase the DCs in Encounter 16 by 2.

ROOM 7: THE MORTUARY

A series of chambers make up the temple's mortuary—where bodies are prepared for their internment. In an octagonal chamber with a 20' diameter statue made of gold, the spirit points to a sealed doorway next to a representation of Dumathoin. Here is the portal you seek.

To activate the portal, a small gemstone (of at least 20 gp value) must be crushed on the floor in front of the sealed doorway.

TROUBLESHOOTING THIS ENCOUNTER

What if some of the PCs are undead? Dumathoin was also the dwarven deity of the dead, caring for the corpses. They abide not undead creatures, particularly dwarves, as they mock the creation of Moradin. Bandaerl expresses his dismay over the inclusion of undead members of the adventuring party, but he does not attack them.

ENDING THE ENCOUNTER

When the PCs use the portal, they are transported to the dwarven crypts in seldom used area of Vanrakdoom, in the Shadowdark version of Undermountain. Go to Encounter 11.

MILESTONE

The encounter does not count towards a milestone.

TREASURE

There is no treasure for this encounter.

ENCOUNTER 11: DEAD STOP

ENCOUNTER LEVEL 12/14/16/18/20
(3,600/5,200/7,200/10,400/14,000 XP)

Use this encounter if the PCs are following the secret path through Undermountain.

If the Despair Deck is being used, each PC should draw a Despair card now.

CREATURES

This encounter includes the following creatures at all ALs:

- 1 abyssal ghoul (G)
- 1 nighthaunt shrine (N)
- 1 wrath spirit (W)
- 5 zombie rager (Z)

SCALING THE ENCOUNTER

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

Four PCs: Remove one abyssal ghoul

Six PCs: Add one abyssal ghoul.

SETUP

The PCs, having passed through a portal in the Vault of Hidden Silences, have entered the ancient dwarven catacombs that lie in Vanrakdoom. From this point forward in the adventure, the PCs are in Vanrakdoom and the area of Shadowfell sometimes called the Shadowdark.

Originally, these catacombs were not evil but between Vanrak's arrival and the shift of this hold to the Shadowfell, an undead presence has grown and evil is pervasive.

Read or paraphrase the following as the PCs arrive:

The portal leads to a 15-foot wide corridor lined with stone doors. A narrow corridor leads away at the far end. The architecture, dust and decay suggest you are in an ancient dwarven catacomb.

The PCs have entered an area of the catacombs guarded by undead allies of Vanrak. They are not visible when the PCs first enter the area and impossible to detect due to the sealed stone doorways. An Arcana check (Easy DC) reveals magic wards which are associated with the sealed doorways.

The undead are guardians set by Vanrak. They attack any intruder, even other undead. However, an

undead or shadow PC may be able to introduce delay or confusion with Bluff (Moderate DC) or Intimidate (Hard DC) at the DM's discretion.

FEATURES OF THE AREA

This area has a few important features.

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

Illumination: This room is dimly illuminated, as are all in Vanrakdoom, in addition to the Gloom of Shadowfell.

Doorways: The doorways are sealed stonework which melts away by magic when a glyph is triggered partway down the hallway. The glyph is 6 squares down the hall from the portal and automatically triggers when any creature crosses the plane.

Portal: A keyed portal to/from lies at the end of a 3-square wide hallway in the catacombs. It connects to a portal in the Vault of Hidden Silences (Encounter 10).

TACTICS

All of the undead are intelligent except for the zombies and fight accordingly. All of the undead fight to the death.

On the first round all of the undead delay until the wrath spirit has had a chance to use its *exploding head* attack.

The ghouls and zombies gang up on a single target until they bloody it; allowing the nighthaunt shrine can use its *life leak* power. The ghouls then focus attacks on anyone immobilized and attempt to protect the nighthaunt shrine.

The wrath spirit uses *exploding head* as much as possible, then turns to *keenings sword*. It tries to protect the nighthaunt shrine while blocking off the exit to the rest of Vanrakdoom.

The nighthaunt shrine starts the battle out with *shadowfell taint*. The shrine maintains it every round and moves it to keep as many of the PCs in it as it can. It uses *life leak* as soon as it can and then relies mostly on *terrifying vision*. It avoids melee when possible.

ENDING THE ENCOUNTER

The only exit from this area is at the far end of the room.

At the end of the hallway an opening on the left leads to a set of stairs going down to a small landing and a single door.

Once this was a resting place of devout dwarves, but who knows what now lingers in these dusty corridors?

The door is neither trapped nor locked. Allow the PCs to take a single short rest, then proceed to Encounter 12.

MILESTONE

The encounter counts towards a milestone.

TREASURE

The PCs find 300/525/1050/2000/3000 gp (each) in gemstones and +3/+4 scintillating armor and +3/+4 wyrdwarped weapon.

ENCOUNTER 11: DEAD STOP (ADVENTURE LEVEL 12)

0-2 Abyssal Ghoul	Level 12 Skirmisher
Medium elemental humanoid (undead)	XP 700
HP 124; Bloodied 62	Initiative +14
AC 26, Fortitude 26, Reflex 24, Will 21	Perception +8
Speed 8, climb 4	Darkvision
Immune disease, poison; Resist 10 necrotic	
TRAITS	
Sepulchral Stench • Aura 3	
Enemies take a -2 penalty to all defenses while in the aura.	
Hindering Light	
Whenever the ghoul takes radiant damage, it cannot shift until the end of its next turn.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 3d8 + 6 damage, plus 1d8 + 3 damage if the target is immobilized, restrained, stunned, or unconscious. In addition, the target is immobilized (save ends).	
Effect: The ghoul shifts up to 3 squares.	
TRIGGERED ACTIONS	
C Dead Blood (necrotic) • Encounter	
Trigger: The ghoul drops to 0 hit points.	
Effect (No Action): Close burst 1 (enemies in the burst). Each target takes 10 necrotic damage.	
Skills Stealth +17	
Str 24 (+13)	Dex 22 (+12) Wis 15 (+8)
Con 20 (+11)	Int 16 (+9) Cha 10 (+6)
Alignment chaotic evil Languages Common	

5 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
Speed 4	Darkvision
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +17 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); +15 vs. Reflex	
Hit: 11 damage, and the target is grabbed. A creature takes a -5 penalty to checks 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 -	

Nighthaunt Shrine	Level 12 Elite Controller (Leader)
Medium shadow humanoid (undead)	XP 1,400
HP 166; Bloodied 83	Initiative +8
AC 26, Fortitude 22, Reflex 24, Will 26	Perception +11
Speed 4 (clumsy), fly 8 (hover)	Darkvision
Immune disease, poison; Resist 15 necrotic, insubstantial; Vulnerable 10 radiant	
Saving Throws +2; Action Points 1	
TRAITS	
Death Shield • Aura 3	
Undead allies and shadow allies within the aura gain a +2 bonus to all defenses.	
STANDARD ACTIONS	
m Claw Touch • At-Will	
Attack: Melee 1 (one creature); +13 vs. Reflex	
Hit: 1d8 + 1 damage, or 3d8 + 1 when bloodied.	
A Life Leak (necrotic) • Recharge 6	
Attack: Area burst 2 within 10 centered on a bloodied enemy (enemies in burst); +14 vs. Fortitude	
Hit: 4d6 + 4 necrotic damage.	
Miss: Half damage.	
Effect: Each undead ally or shadow ally in the burst gains 20 temporary hit points.	
MINOR ACTIONS	
R Terrifying Vision (fear, gaze, psychic) • At-Will (1/round)	
Attack: Ranged 5 (one creature); +16 vs. Will	
Hit: 2d6 + 3 psychic damage, and the nighthaunt shrine pushes the target 1 square and knocks it prone.	
A Shadowfell Taint (necrotic, zone) • Encounter	
Effect: The nighthaunt shrine creates a zone in an area burst 1 within 10 that lasts until the end of the shrine's next turn. Squares within the zone are totally obscured and block line of sight for creatures that do not have darkvision. A creature that starts its turn within the zone takes 10 necrotic damage.	
Sustain minor: The zone lasts until the end of the shrine's next turn. In addition, it can use a move action to move the zone 5 squares.	
Skills Insight +16, Stealth +13	
Str 13 (+7)	Dex 14 (+8) Wis 21 (+11)
Con 10 (+6)	Int 16 (+9) Cha 20 (+11)
Alignment evil Languages Common	

Wrath Spirit	Level 12 Soldier
Medium shadow humanoid (undead)	XP 700
HP 91; Bloodied 45	Initiative +11
AC 26, Fortitude 22, Reflex 24, Will 25	Perception +10
Speed 0, fly 6 (hover); phasing	Darkvision
Immune disease, poison; Resist insubstantial	
STANDARD ACTIONS	
m Keening Sword (psychic) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +17 vs. AC	
<i>Hit:</i> 5d8 + 6 psychic damage, and the target is marked until the end of the wrath spirit's next turn.	
A Exploding Head (fear, necrotic) • Recharge 5 6	
<i>Attack:</i> Area burst 2 within 10 (creatures in burst); +15 vs. Fortitude	
<i>Hit:</i> 3d10 + 2 necrotic damage, and the target is immobilized and marked (save ends both).	
<i>Miss:</i> Half damage, and the target is marked (save ends).	
TRIGGERED ACTIONS	
Burning Challenge (psychic) • At-Will	
<i>Trigger:</i> A target marked by the wrath spirit makes an attack that does not include the wrath spirit.	
<i>Effect (Immediate Reaction):</i> The triggering enemy takes ongoing 10 psychic damage and is dazed (save ends both).	
Str 16 (+9)	Dex 17 (+9)
Con 15 (+8)	Int 22 (+12)
	Wis 18 (+10)
	Cha 24 (+13)
Alignment evil	Languages Common

ENCOUNTER 11: DEAD STOP (ADVENTURE LEVEL 14)

0-2 Abyssal Ghoul	Level 14 Skirmisher
Medium elemental humanoid (undead)	XP 1,000
HP 140; Bloodied 70	Initiative +15
AC 28, Fortitude 28, Reflex 26, Will 23	Perception +9
Speed 8, climb 4	Darkvision
Immune disease, poison; Resist 10 necrotic	
TRAITS	
Sepulchral Stench • Aura 3	
Enemies take a -2 penalty to all defenses while in the aura.	
Hindering Light	
Whenever the ghoul takes radiant damage, it cannot shift until the end of its next turn.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d8 + 8 damage, plus 1d8 + 3 damage if the target is immobilized, restrained, stunned, or unconscious. In addition, the target is immobilized (save ends).	
Effect: The ghoul shifts up to 3 squares.	
TRIGGERED ACTIONS	
C Dead Blood (necrotic) • Encounter	
Trigger: The ghoul drops to 0 hit points.	
Effect (No Action): Close burst 1 (enemies in the burst). Each target takes 10 necrotic damage.	
Skills Stealth +18	
Str 24 (+14)	Dex 22 (+13) Wis 15 (+9)
Con 20 (+12)	Int 16 (+10) Cha 10 (+7)
Alignment chaotic evil Languages Common	

5 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
Speed 4	Darkvision
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
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 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 -	

Nighthaunt Shrine	Level 14 Elite Controller (Leader)
Medium shadow humanoid (undead)	XP 2,000
HP 182; Bloodied 91	Initiative +9
AC 28, Fortitude 24, Reflex 26, Will 28	Perception +12
Speed 4 (clumsy), fly 8 (hover)	Darkvision
Immune disease, poison; Resist 15 necrotic, insubstantial; Vulnerable 10 radiant	
Saving Throws +2; Action Points 1	
TRAITS	
Death Shield • Aura 3	
Undead allies and shadow allies within the aura gain a +2 bonus to all defenses.	
STANDARD ACTIONS	
m Claw Touch • At-Will	
Attack: Melee 1 (one creature); +15 vs. Reflex	
Hit: 1d8 + 3 damage, or 3d8 + 3 when bloodied.	
A Life Leak (necrotic) • Recharge 6	
Attack: Area burst 2 within 10 centered on a bloodied enemy (enemies in burst); +16 vs. Fortitude	
Hit: 4d6 + 6 necrotic damage.	
Miss: Half damage.	
Effect: Each undead ally or shadow ally in the burst gains 20 temporary hit points.	
MINOR ACTIONS	
R Terrifying Vision (fear, gaze, psychic) • At-Will (1/round)	
Attack: Ranged 5 (one creature); +18 vs. Will	
Hit: 2d6 + 5 psychic damage, and the nighthaunt shrine pushes the target 1 square and knocks it prone.	
A Shadowfell Taint (necrotic, zone) • Encounter	
Effect: The nighthaunt shrine creates a zone in an area burst 1 within 10 that lasts until the end of the shrine's next turn. Squares within the zone are totally obscured and block line of sight for creatures that do not have darkvision. A creature that starts its turn within the zone takes 10 necrotic damage.	
Sustain minor: The zone lasts until the end of the shrine's next turn. In addition, it can use a move action to move the zone 5 squares.	
Skills Insight +17, Stealth +14	
Str 13 (+8)	Dex 14 (+9) Wis 21 (+12)
Con 10 (+7)	Int 16 (+10) Cha 20 (+12)
Alignment evil Languages Common	

Wrath Spirit	Level 14 Soldier
Medium shadow humanoid (undead)	XP 1,000
HP 99; Bloodied 49	Initiative +12
AC 28, Fortitude 24, Reflex 26, Will 27	Perception +11
Speed 0, fly 6 (hover); phasing	Darkvision
Immune disease, poison; Resist insubstantial	
STANDARD ACTIONS	
m Keening Sword (psychic) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +19 vs. AC	
<i>Hit:</i> 5d8 + 8 psychic damage, and the target is marked until the end of the wrath spirit's next turn.	
A Exploding Head (fear, necrotic) • Recharge 5 6	
<i>Attack:</i> Area burst 2 within 10 (creatures in burst); +17 vs. Fortitude	
<i>Hit:</i> 3d10 + 4 necrotic damage, and the target is immobilized and marked (save ends both).	
<i>Miss:</i> Half damage, and the target is marked (save ends).	
TRIGGERED ACTIONS	
Burning Challenge (psychic) • At-Will	
<i>Trigger:</i> A target marked by the wrath spirit makes an attack that does not include the wrath spirit.	
<i>Effect (Immediate Reaction):</i> The triggering enemy takes ongoing 10 psychic damage and is dazed (save ends both).	
Str 16 (+10)	Dex 17 (+10)
Con 15 (+9)	Int 22 (+13)
	Wis 18 (+11)
	Cha 24 (+14)
Alignment evil	Languages Common

ENCOUNTER 11: DEAD STOP (ADVENTURE LEVEL 16)

0-2 Abyssal Ghoul	Level 16 Skirmisher
Medium elemental humanoid (undead)	XP 1,400
HP 156; Bloodied 78	Initiative +16
AC 30, Fortitude 30, Reflex 28, Will 25	Perception +10
Speed 8, climb 4	Darkvision
Immune disease, poison; Resist 10 necrotic	
TRAITS	
Sepulchral Stench • Aura 3	
Enemies take a -2 penalty to all defenses while in the aura.	
Hindering Light	
Whenever the ghoul takes radiant damage, it cannot shift until the end of its next turn.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d8 + 10 damage, plus 1d8 + 3 damage if the target is immobilized, restrained, stunned, or unconscious. In addition, the target is immobilized (save ends).	
Effect: The ghoul shifts up to 3 squares.	
TRIGGERED ACTIONS	
C Dead Blood (necrotic) • Encounter	
Trigger: The ghoul drops to 0 hit points.	
Effect (No Action): Close burst 1 (enemies in the burst). Each target takes 10 necrotic damage.	
Skills Stealth +19	
Str 24 (+15)	Dex 22 (+14) Wis 15 (+10)
Con 20 (+13)	Int 16 (+11) Cha 10 (+8)
Alignment chaotic evil Languages Common	

5 Zombie Rager	Level 16 Minion Brute
Medium natural animate (undead)	XP 350
HP 1; a missed attack never damages a minion	Initiative +13
AC 28, Fortitude 30, Reflex 28, Will 27	Perception +12
Speed 4	Darkvision
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +21 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); +20 vs. Reflex	
Hit: 15 damage, and the target is grabbed. A creature takes a -5 penalty to checks 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 -	

Nighthaunt Shrine	Level 16 Elite Controller (Leader)
Medium shadow humanoid (undead)	XP 2,800
HP 198; Bloodied 99	Initiative +10
AC 30, Fortitude 26, Reflex 28, Will 30	Perception +13
Speed 4 (clumsy), fly 8 (hover)	Darkvision
Immune disease, poison; Resist 15 necrotic, insubstantial; Vulnerable 10 radiant	
Saving Throws +2; Action Points 1	
TRAITS	
Death Shield • Aura 3	
Undead allies and shadow allies within the aura gain a +2 bonus to all defenses.	
STANDARD ACTIONS	
m Claw Touch • At-Will	
Attack: Melee 1 (one creature); +17 vs. Reflex	
Hit: 1d8 + 5 damage, or 3d8 + 5 when bloodied.	
A Life Leak (necrotic) • Recharge 6	
Attack: Area burst 2 within 10 centered on a bloodied enemy (enemies in burst); +18 vs. Fortitude	
Hit: 4d6 + 8 necrotic damage.	
Miss: Half damage.	
Effect: Each undead ally or shadow ally in the burst gains 20 temporary hit points.	
MINOR ACTIONS	
R Terrifying Vision (fear, gaze, psychic) • At-Will (1/round)	
Attack: Ranged 5 (one creature); +20 vs. Will	
Hit: 2d6 + 7 psychic damage, and the nighthaunt shrine pushes the target 1 square and knocks it prone.	
A Shadowfell Taint (necrotic, zone) • Encounter	
Effect: The nighthaunt shrine creates a zone in an area burst 1 within 10 that lasts until the end of the shrine's next turn. Squares within the zone are totally obscured and block line of sight for creatures that do not have darkvision. A creature that starts its turn within the zone takes 10 necrotic damage.	
Sustain minor: The zone lasts until the end of the shrine's next turn. In addition, it can use a move action to move the zone 5 squares.	
Skills Insight +18, Stealth +15	
Str 13 (+9)	Dex 14 (+10) Wis 21 (+13)
Con 10 (+8)	Int 16 (+11) Cha 20 (+13)
Alignment evil Languages Common	

Wrath Spirit	Level 16 Soldier
Medium shadow humanoid (undead)	XP 1,400
HP 107; Bloodied 53	Initiative +13
AC 30, Fortitude 26, Reflex 28, Will 29	Perception +12
Speed 0, fly 6 (hover); phasing	Darkvision
Immune disease, poison; Resist insubstantial	
STANDARD ACTIONS	
m Keening Sword (psychic) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +21 vs. AC	
<i>Hit:</i> 5d8 + 10 psychic damage, and the target is marked until the end of the wrath spirit's next turn.	
A Exploding Head (fear, necrotic) • Recharge 5 6	
<i>Attack:</i> Area burst 2 within 10 (creatures in burst); +19 vs. Fortitude	
<i>Hit:</i> 3d10 + 6 necrotic damage, and the target is immobilized and marked (save ends both).	
<i>Miss:</i> Half damage, and the target is marked (save ends).	
TRIGGERED ACTIONS	
Burning Challenge (psychic) • At-Will	
<i>Trigger:</i> A target marked by the wrath spirit makes an attack that does not include the wrath spirit.	
<i>Effect (Immediate Reaction):</i> The triggering enemy takes ongoing 10 psychic damage and is dazed (save ends both).	
Str 16 (+11)	Dex 17 (+11)
Con 15 (+10)	Int 22 (+14)
	Wis 18 (+12)
	Cha 24 (+15)
Alignment evil	Languages Common

ENCOUNTER 11: DEAD STOP (ADVENTURE LEVEL 18)

0-2 Abyssal Ghoul	Level 18 Skirmisher
Medium elemental humanoid (undead)	XP 2,000
HP 172; Bloodied 86	Initiative +17
AC 32, Fortitude 32, Reflex 30, Will 27	Perception +11
Speed 8, climb 4	Darkvision
Immune disease, poison; Resist 10 necrotic	
TRAITS	
Sepulchral Stench • Aura 3	
Enemies take a -2 penalty to all defenses while in the aura.	
Hindering Light	
Whenever the ghoul takes radiant damage, it cannot shift until the end of its next turn.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d8 + 12 damage, plus 1d8 + 3 damage if the target is immobilized, restrained, stunned, or unconscious. In addition, the target is immobilized (save ends).	
Effect: The ghoul shifts up to 3 squares.	
TRIGGERED ACTIONS	
Dead Blood (necrotic) • Encounter	
Trigger: The ghoul drops to 0 hit points.	
Effect (No Action): Close burst 1 (enemies in the burst). Each target takes 10 necrotic damage.	
Skills Stealth +20	
Str 24 (+16)	Dex 22 (+15) Wis 15 (+11)
Con 20 (+14)	Int 16 (+12) Cha 10 (+10)
Alignment chaotic evil Languages Common	

5 Zombie Rager	Level 18 Minion Brute
Medium natural animate (undead)	XP 600
HP 1; a missed attack never damages a minion	Initiative +14
AC 30, Fortitude 32, Reflex 30, Will 29	Perception +13
Speed 4	Darkvision
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 17 damage, or 19 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: 17 damage, and the target is grabbed. A creature takes a -5 penalty to checks to escape the zombie's death grab.	
Str 25 (+16)	Dex 20 (+14) Wis 19 (+13)
Con 18 (+13)	Int 3 (+5) Cha 6 (+7)
Alignment unaligned Languages -	

Nighthaunt Shrine	Level 18 Elite Controller (Leader)
Medium shadow humanoid (undead)	XP 4,000
HP 214; Bloodied 107	Initiative +11
AC 32, Fortitude 28, Reflex 30, Will 32	Perception +14
Speed 4 (clumsy), fly 8 (hover)	Darkvision
Immune disease, poison; Resist 15 necrotic, insubstantial; Vulnerable 10 radiant	
Saving Throws +2; Action Points 1	
TRAITS	
Death Shield • Aura 3	
Undead allies and shadow allies within the aura gain a +2 bonus to all defenses.	
STANDARD ACTIONS	
m Claw Touch • At-Will	
Attack: Melee 1 (one creature); +19 vs. Reflex	
Hit: 1d8 + 7 damage, or 3d8 + 7 when bloodied.	
A Life Leak (necrotic) • Recharge 6	
Attack: Area burst 2 within 10 centered on a bloodied enemy (enemies in burst); +20 vs. Fortitude	
Hit: 4d6 + 10 necrotic damage.	
Miss: Half damage.	
Effect: Each undead ally or shadow ally in the burst gains 20 temporary hit points.	
MINOR ACTIONS	
R Terrifying Vision (fear, gaze, psychic) • At-Will (1/round)	
Attack: Ranged 5 (one creature); +22 vs. Will	
Hit: 2d6 + 9 psychic damage, and the nighthaunt shrine pushes the target 1 square and knocks it prone.	
A Shadowfell Taint (necrotic, zone) • Encounter	
Effect: The nighthaunt shrine creates a zone in an area burst 1 within 10 that lasts until the end of the shrine's next turn. Squares within the zone are totally obscured and block line of sight for creatures that do not have darkvision. A creature that starts its turn within the zone takes 10 necrotic damage.	
Sustain minor: The zone lasts until the end of the shrine's next turn. In addition, it can use a move action to move the zone 5 squares.	
Skills Insight +19, Stealth +16	
Str 13 (+10)	Dex 14 (+11) Wis 21 (+14)
Con 10 (+9)	Int 16 (+12) Cha 20 (+14)
Alignment evil Languages Common	

Wrath Spirit	Level 18 Soldier
Medium shadow humanoid (undead)	XP 2,000
HP 115; Bloodied 57	Initiative +14
AC 32, Fortitude 28, Reflex 30, Will 31	Perception +13
Speed 0, fly 6 (hover); phasing	Darkvision
Immune disease, poison; Resist insubstantial	
STANDARD ACTIONS	
m Keening Sword (psychic) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +23 vs. AC	
<i>Hit:</i> 5d8 + 12 psychic damage, and the target is marked until the end of the wrath spirit's next turn.	
A Exploding Head (fear, necrotic) • Recharge 5 6	
<i>Attack:</i> Area burst 2 within 10 (creatures in burst); +21 vs. Fortitude	
<i>Hit:</i> 3d10 + 8 necrotic damage, and the target is immobilized and marked (save ends both).	
<i>Miss:</i> Half damage, and the target is marked (save ends).	
TRIGGERED ACTIONS	
C Burning Challenge (psychic) • At-Will	
<i>Trigger:</i> A target marked by the wrath spirit makes an attack that does not include the wrath spirit.	
<i>Effect (Immediate Reaction):</i> The triggering enemy takes ongoing 10 psychic damage and is dazed (save ends both).	
Str 16 (+12)	Dex 17 (+12)
Con 15 (+11)	Int 22 (+15)
	Wis 18 (+13)
	Cha 24 (+16)
Alignment evil	Languages Common

ENCOUNTER 11: DEAD STOP (ADVENTURE LEVEL 20)

0-2 Abyssal Ghoul	Level 20 Skirmisher
Medium elemental humanoid (undead)	XP 2,800
HP 188; Bloodied 94	Initiative +18
AC 34, Fortitude 34, Reflex 32, Will 29	Perception +12
Speed 8, climb 4	Darkvision
Immune disease, poison; Resist 10 necrotic	
TRAITS	
Sepulchral Stench • Aura 3	
Enemies take a -2 penalty to all defenses while in the aura.	
Hindering Light	
Whenever the ghoul takes radiant damage, it cannot shift until the end of its next turn.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 3d8 + 14 damage, plus 1d8 + 3 damage if the target is immobilized, restrained, stunned, or unconscious. In addition, the target is immobilized (save ends).	
Effect: The ghoul shifts up to 3 squares.	
TRIGGERED ACTIONS	
C Dead Blood (necrotic) • Encounter	
Trigger: The ghoul drops to 0 hit points.	
Effect (No Action): Close burst 1 (enemies in the burst). Each target takes 10 necrotic damage.	
Skills Stealth +21	
Str 24 (+17)	Dex 22 (+16) Wis 15 (+12)
Con 20 (+15)	Int 16 (+13) Cha 10 (+10)
Alignment chaotic evil Languages Common	

Zombie Rager	Level 20 Minion Brute
Medium natural animate (undead)	XP 700
HP 1; a missed attack never damages a minion	Initiative +15
AC 32, Fortitude 34, Reflex 32, Will 31	Perception +14
Speed 4	Darkvision
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 19 damage, or 21 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); +23 vs. Reflex	
Hit: 19 damage, and the target is grabbed. A creature takes a -5 penalty to checks to escape the zombie's death grab.	
Str 25 (+17)	Dex 20 (+15) Wis 19 (+14)
Con 18 (+14)	Int 3 (+6) Cha 6 (+8)
Alignment unaligned Languages -	

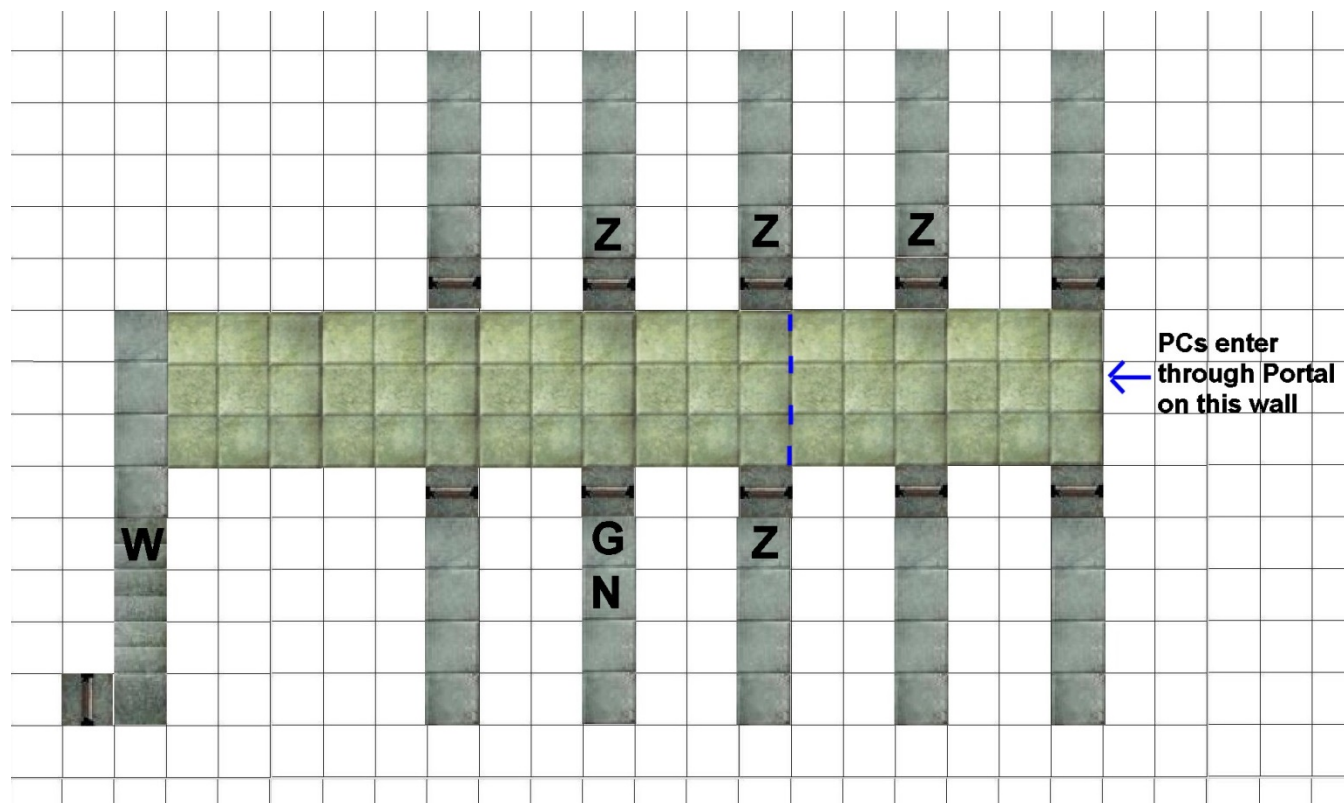
Nighthaunt Shrine	Level 20 Elite Controller (Leader)
Medium shadow humanoid (undead)	XP 5,600
HP 230; Bloodied 115	Initiative +12
AC 34, Fortitude 30, Reflex 32, Will 34	Perception +15
Speed 4 (clumsy), fly 8 (hover)	Darkvision
Immune disease, poison; Resist 15 necrotic, insubstantial; Vulnerable 10 radiant	
Saving Throws +2; Action Points 1	
TRAITS	
Death Shield • Aura 3	
Undead allies and shadow allies within the aura gain a +2 bonus to all defenses.	
STANDARD ACTIONS	
m Claw Touch • At-Will	
Attack: Melee 1 (one creature); +21 vs. Reflex	
Hit: 1d8 + 9 damage, or 3d8 + 9 when bloodied.	
A Life Leak (necrotic) • Recharge 6	
Attack: Area burst 2 within 10 centered on a bloodied enemy (enemies in burst); +22 vs. Fortitude	
Hit: 4d6 + 12 necrotic damage.	
Miss: Half damage.	
Effect: Each undead ally or shadow ally in the burst gains 20 temporary hit points.	
MINOR ACTIONS	
R Terrifying Vision (fear, gaze, psychic) • At-Will (1/round)	
Attack: Ranged 5 (one creature); +24 vs. Will	
Hit: 2d6 + 11 psychic damage, and the nighthaunt shrine pushes the target 1 square and knocks it prone.	
A Shadowfell Taint (necrotic, zone) • Encounter	
Effect: The nighthaunt shrine creates a zone in an area burst 1 within 10 that lasts until the end of the shrine's next turn. Squares within the zone are totally obscured and block line of sight for creatures that do not have darkvision. A creature that starts its turn within the zone takes 10 necrotic damage.	
Sustain minor: The zone lasts until the end of the shrine's next turn. In addition, it can use a move action to move the zone 5 squares.	
Skills Insight +20, Stealth +17	
Str 13 (+11)	Dex 14 (+12) Wis 21 (+15)
Con 10 (+10)	Int 16 (+13) Cha 20 (+15)
Alignment evil Languages Common	

Wrath Spirit	Level 20 Soldier
Medium shadow humanoid (undead)	XP 2,800
HP 119; Bloodied 59	Initiative +15
AC 34, Fortitude 30, Reflex 32, Will 33	Perception +14
Speed 0, fly 6 (hover); phasing	Darkvision
Immune disease, poison; Resist insubstantial	
STANDARD ACTIONS	
m Keening Sword (psychic) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +25 vs. AC	
<i>Hit:</i> 5d8 + 14 psychic damage, and the target is marked until the end of the wrath spirit's next turn.	
A Exploding Head (fear, necrotic) • Recharge 5 6	
<i>Attack:</i> Area burst 2 within 10 (creatures in burst); +23 vs. Fortitude	
<i>Hit:</i> 3d10 + 10 necrotic damage, and the target is immobilized and marked (save ends both).	
<i>Miss:</i> Half damage, and the target is marked (save ends).	
TRIGGERED ACTIONS	
Burning Challenge (psychic) • At-Will	
<i>Trigger:</i> A target marked by the wrath spirit makes an attack that does not include the wrath spirit.	
<i>Effect (Immediate Reaction):</i> The triggering enemy takes ongoing 10 psychic damage and is dazed (save ends both).	
Str 16 (+13)	Dex 17 (+13)
Con 15 (+12)	Int 22 (+16)
	Wis 18 (+14)
	Cha 24 (+17)
Alignment evil	Languages Common

ENCOUNTER 11: DEAD STOP MAP

TILE SETS NEEDED

Dungeon Tiles Master Set - The Dungeon 1x, DN4 Cathedral of Chaos 1x, Hidden Crypts 4x (doors only)



G= abyssal ghoul, N= nightaunt shrine, W= wrath spirit, Z= zombie
Blue dash line indicates the location of plane of the glyph

ENCOUNTER 12: THE GAUNTLET

TRAP CHALLENGE LEVEL 12/14/16/18/20

Use this encounter if the PCs are following the secret path through Undermountain.

SETUP

The PCs must find their way through the dwarven catacombs to Vanrak. The corridors are dusty and lined with burial chambers. Robbed of anything worthwhile long ago, these ancient burials are a sad testament to the passage of time.

Long ago these burials were robbed and any image of the dwarven gods desecrated. Brittle bones and rusted armor are all that remain. Those that rise against you are quickly defeated. The clouds of dust from crumbled bones are more annoying than any of their weak blows.

The maze of catacomb lined corridors empties out into a large room 40' across 120 feet long. In the middle of the room an elaborate rune is incised in the floor. At the far end is a black marble altar. A large round door set back behind the altar is the only apparent exit.

The PCs encounter a rectangular room with four traps as shown in the map. This encounter is about overcoming or getting past the traps, but is not a skill challenge. The traps have been scaled to the AL and in some cases, modified to fit the encounter better.

An iron portcullis (DMG2) blocks the entrance to the room after PCs enter, to hinder retreat. A pair of flame jets (DMG p 90), are on the side walls, in the near end of the room. Centered in the room is a symbol of suffering (DMG p 93). Between the center and far end of the room, part of the floor tiles are electrified (DMG p 81). At the far end of the room, a kinetic wave trap, (DMG) threatens to push PCs back into the area of effect of the symbol of suffering, and/or perhaps onto an electrified floor tile.

In general, each trap can be disabled with a single skill check but getting to the control point is part of the challenge. In the case of the electrified floor tiles, only adjacent trapped floor tiles can be disabled.

TROUBLESHOOTING THE ENCOUNTER

The players may try to “over think” this encounter or look to batter something apart, rather than systematically disable and/or evade traps. The intention is to provide some of the traditional dungeon craft challenge of detecting and disabling/evading traps, the encounter may be frustrating to groups with little skill at thievery. Ideally a combat-focused party should have gone the front door route to Vanrakdoom, rather than tone down the non-combat, back door route challenges. Allow the usage of Dungeoneering to understand the trap mechanics if the PCs are weak on Thievery.

ENDING THE ENCOUNTER

Once the PCs have bypassed the traps, they proceed to Encounter 13.

MILESTONE

The encounter does count towards a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 12: THE GAUNTLET (ADVENTURE LEVEL 12)

Flame Jet Level 12 Blaster

Trap XP 700

Two hidden nozzles let loose a blast of flame.

Trap: When the trap is triggered, two hidden nozzles in the walls attack each round on their initiative.

Perception

DC 26: The character notices the nozzles.

DC 30: The character notices the control panel on the far side of the room.

Initiative +7

Trigger

When a character enters the blast area of one of the flame jets, it makes its first attack as an immediate reaction. It then rolls initiative, attacking each round.

Attack

Immediate Reaction or Standard Action Close blast 3

Target: All creatures in blast

Attack: +15 vs. Reflex

Hit: 2d8 + 6 fire damage and ongoing 10 fire damage (save ends)

Miss: Half damage, no ongoing damage.

Countermeasures

An adjacent character can disable one flame jet with a DC 26 Thievery check.

A character can deactivate the control panel. DC 30 Thievery. Success disables the trap. Failure causes the control panel to explode (close blast 3, 2d8 + 6 damage to all creatures in blast) and the trap remains active.

Kinetic Wave Level 12 Blaster

Trap XP 700

The object ahead suddenly glows with power, and a wave of kinetic energy rushes forth, smashing into you like an ocean wave.

Trap: When a creature steps within 5 squares of a particular object, often an altar, portal, or other obvious item of power, the object starts to exude kinetic energy that pushes living creatures away..

Perception

Characters can't use Perception to detect this trap.

Additional Skill: Arcana

DC 26: The character recognizes the object as the focus of a kinetic trap.

Initiative +7

Trigger

When a creature comes within 5 squares of the focus object, the trap activates and rolls initiative.

Attack

Standard Action Close burst 5

Target: All creatures in burst

Attack: +15 vs. Reflex

Hit: 2d8 + 6 damage and push 3 squares and knock prone..

Miss: Half damage.

Countermeasures

An adjacent character can disable the trap with a DC 26 Thievery check.

A character can attack the focus object (AC 26, other defenses 24; hp 42). Destroying the focus disables the trap.

Symbol of Suffering Level 12 Warder

Trap XP 700

A glowing symbol wards the area ahead.

Trap: Anyone familiar with magic recognizes the symbol as a powerful ward against approach. But its exact nature isn't known until a creature steps close enough to comprehend it. Once triggered, the symbol inflicts excruciating pain.

Perception

DC 22: The character notices the glowing symbol.

Additional Skill: Religion

DC 26: The character recognizes the nature of the symbol.

Trigger

When a creature approaches within 5 squares of the symbol, the trap attacks. Once a creature has entered the area, it can remain in the area without suffering further attacks. The trap attacks again when another creature enters the area, or if a creature leaves and then reenters the area.

Attack

Opportunity Action Close burst 5

Attack: +15 vs. Will

Hit: 3d6 + 10 psychic damage and slowed until the beginning of the target's next turn.

Aftereffect: Ongoing 10 psychic damage and immobilized (save ends both)

Countermeasures

An adjacent character can disable the trap with a DC 30 Thievery check or a DC 26 Arcana check.

Electrified Floor Level 12 Obstacle

Trap XP 700

A stretch of hallway contains glowing blue floor tiles. When the wrong tile is stepped upon, an electrifying shock is triggered.

Trap: This trap consists of 10 randomly positioned squares that contain electrified tiles. When the trap is triggered, it attacks.

Perception

DC 27: The character can discern if any adjacent squares contain electrified tiles.

Additional Skill: Arcana

DC 23: The character's knowledge provides a +2 bonus to Thievery checks to disable a tile.

Trigger

When a creature enters or begins its turn in an electrified square, the trap attacks that creature.

Attack

Opportunity Action Melee 1

Target: Creature in a trapped square

Attack: +15 Fortitude

Hit: 3d6 + 10 lightning damage. On a critical hit, the target is stunned (save ends).

Miss: Half damage.

Countermeasures

A character who makes a successful Athletics check (DC 6 or DC 11 without a running start) can jump over a single trapped square.

An adjacent character can disable a tile with a DC 27 Thievery check.

ENCOUNTER 12: THE GAUNTLET (ADVENTURE LEVEL 14)

Flame Jet	Level 14 Blaster
Trap	XP 1,000
<i>Two hidden nozzles let loose a blast of flame.</i>	
Trap: When the trap is triggered, two hidden nozzles in the walls attack each round on their initiative.	
Perception	
DC 27: The character notices the nozzles.	
DC 31: The character notices the control panel on the far side of the room.	
Initiative +8	
Trigger	
When a character enters the blast area of one of the flame jets, it makes its first attack as an immediate reaction. It then rolls initiative, attacking each round.	
Attack	
Immediate Reaction or Standard Action	Close blast 3
Target: All creatures in blast	
Attack: +17 vs. Reflex	
Hit: 2d8 + 7 fire damage and ongoing 10 fire damage (save ends)	
Miss: Half damage, no ongoing damage.	
Countermeasures	
An adjacent character can disable one flame jet with a DC 27 Thievery check.	
A character can deactivate the control panel. DC 31 Thievery. Success disables the trap. Failure causes the control panel to explode (close blast 3, 2d8 + 7 damage to all creatures in blast) and the trap remains active.	

Kinetic Wave	Level 14 Blaster
Trap	XP 1,000
<i>The object ahead suddenly glows with power, and a wave of kinetic energy rushes forth, smashing into you like an ocean wave.</i>	
Trap: When a creature steps within 5 squares of a particular object, often an altar, portal, or other obvious item of power, the object starts to exude kinetic energy that pushes living creatures away..	
Perception	
Characters can't use Perception to detect this trap.	
Additional Skill: Arcana	
DC 27: The character recognizes the object as the focus of a kinetic trap.	
Initiative +8	
Trigger	
When a creature comes within 5 squares of the focus object, the trap activates and rolls initiative.	
Attack	
Standard Action	Close burst 5
Target: All creatures in burst	
Attack: +17 vs. Reflex	
Hit: 2d8 + 7 damage and push 3 squares and knock prone..	
Miss: Half damage.	
Countermeasures	
An adjacent character can disable the trap with a DC 27 Thievery check.	
A character can attack the focus object (AC 28, other defenses 26; hp 48). Destroying the focus disables the trap.	

Symbol of Suffering	Level 14 Warder
Trap	XP 1,000
<i>A glowing symbol wards the area ahead.</i>	
Trap: Anyone familiar with magic recognizes the symbol as a powerful ward against approach. But its exact nature isn't known until a creature steps close enough to comprehend it. Once triggered, the symbol inflicts excruciating pain.	
Perception	
DC 23: The character notices the glowing symbol.	
Additional Skill: Religion	
DC 27: The character recognizes the nature of the symbol.	
Trigger	
When a creature approaches within 5 squares of the symbol, the trap attacks. Once a creature has entered the area, it can remain in the area without suffering further attacks. The trap attacks again when another creature enters the area, or if a creature leaves and then reenters the area.	
Attack	
Opportunity Action	Close burst 5
Attack: +17 vs. Will	
Hit: 3d6 + 12 psychic damage and slowed until the beginning of the target's next turn.	
Aftereffect: Ongoing 10 psychic damage and immobilized (save ends both)	
Countermeasures	
An adjacent character can disable the trap with a DC 31 Thievery check or a DC 27 Arcana check.	

Electrified Floor	Level 14 Obstacle
Trap	XP 1,000
<i>A stretch of hallway contains glowing blue floor tiles. When the wrong tile is stepped upon, an electrifying shock is triggered.</i>	
Trap: This trap consists of 10 randomly positioned squares that contain electrified tiles. When the trap is triggered, it attacks.	
Perception	
DC 28: The character can discern if any adjacent squares contain electrified tiles.	
Additional Skill: Arcana	
DC 24: The character's knowledge provides a +2 bonus to Thievery checks to disable a tile.	
Trigger	
When a creature enters or begins its turn in an electrified square, the trap attacks that creature.	
Attack	
Opportunity Action	Melee 1
Target: Creature in a trapped square	
Attack: +17 Fortitude	
Hit: 3d6 + 12 lightning damage. On a critical hit, the target is stunned (save ends).	
Miss: Half damage.	
Countermeasures	
A character who makes a successful Athletics check (DC 6 or DC 11 without a running start) can jump over a single trapped square.	
An adjacent character can disable a tile with a DC 28 Thievery check.	

ENCOUNTER 12: THE GAUNTLET (ADVENTURE LEVEL 16)

Flame Jet	Level 16 Blaster
Trap	XP 1,400
<i>Two hidden nozzles let loose a blast of flame.</i>	
Trap: When the trap is triggered, two hidden nozzles in the walls attack each round on their initiative.	
Perception	
DC 28: The character notices the nozzles.	
DC 32: The character notices the control panel on the far side of the room.	
Initiative +9	
Trigger	
When a character enters the blast area of one of the flame jets, it makes its first attack as an immediate reaction. It then rolls initiative, attacking each round.	
Attack	
Immediate Reaction or Standard Action	Close blast 3
Target: All creatures in blast	
Attack: +19 vs. Reflex	
Hit: 3d6 + 8 fire damage and ongoing 10 fire damage (save ends)	
Miss: Half damage, no ongoing damage.	
Countermeasures	
An adjacent character can disable one flame jet with a DC 28 Thievery check.	
A character can deactivate the control panel. DC 32 Thievery. Success disables the trap. Failure causes the control panel to explode (close blast 3, 3d6 + 8 damage to all creatures in blast) and the trap remains active.	

Kinetic Wave	Level 16 Blaster
Trap	XP 1,400
<i>The object ahead suddenly glows with power, and a wave of kinetic energy rushes forth, smashing into you like an ocean wave.</i>	
Trap: When a creature steps within 5 squares of a particular object, often an altar, portal, or other obvious item of power, the object starts to exude kinetic energy that pushes living creatures away..	
Perception	
Characters can't use Perception to detect this trap.	
Additional Skill: Arcana	
DC 28: The character recognizes the object as the focus of a kinetic trap.	
Initiative +9	
Trigger	
When a creature comes within 5 squares of the focus object, the trap activates and rolls initiative.	
Attack	
Standard Action	Close burst 5
Target: All creatures in burst	
Attack: +19 vs. Reflex	
Hit: 3d6 + 8 damage and push 3 squares and knock prone..	
Miss: Half damage.	
Countermeasures	
An adjacent character can disable the trap with a DC 28 Thievery check.	
A character can attack the focus object (AC 30, other defenses 28; hp 56). Destroying the focus disables the trap.	

Symbol of Suffering	Level 16 Warder
Trap	XP 1,400
<i>A glowing symbol wards the area ahead.</i>	
Trap: Anyone familiar with magic recognizes the symbol as a powerful ward against approach. But its exact nature isn't known until a creature steps close enough to comprehend it. Once triggered, the symbol inflicts excruciating pain.	
Perception	
DC 24: The character notices the glowing symbol.	
Additional Skill: Religion	
DC 28: The character recognizes the nature of the symbol.	
Trigger	
When a creature approaches within 5 squares of the symbol, the trap attacks. Once a creature has entered the area, it can remain in the area without suffering further attacks. The trap attacks again when another creature enters the area, or if a creature leaves and then reenters the area.	
Attack	
Opportunity Action	Close burst 5
Attack: +19 vs. Will	
Hit: 3d8 + 11 psychic damage and slowed until the beginning of the target's next turn.	
Aftereffect: Ongoing 10 psychic damage and immobilized (save ends both)	
Countermeasures	
An adjacent character can disable the trap with a DC 32 Thievery check or a DC 28 Arcana check.	

Electrified Floor	Level 16 Obstacle
Trap	XP 1,400
<i>A stretch of hallway contains glowing blue floor tiles. When the wrong tile is stepped upon, an electrifying shock is triggered.</i>	
Trap: This trap consists of 10 randomly positioned squares that contain electrified tiles. When the trap is triggered, it attacks.	
Perception	
DC 30: The character can discern if any adjacent squares contain electrified tiles.	
Additional Skill: Arcana	
DC 26: The character's knowledge provides a +2 bonus to Thievery checks to disable a tile.	
Trigger	
When a creature enters or begins its turn in an electrified square, the trap attacks that creature.	
Attack	
Opportunity Action	Melee 1
Target: Creature in a trapped square	
Attack: +19 Fortitude	
Hit: 3d8 + 11 lightning damage. On a critical hit, the target is stunned (save ends).	
Miss: Half damage.	
Countermeasures	
A character who makes a successful Athletics check (DC 6 or DC 11 without a running start) can jump over a single trapped square.	
An adjacent character can disable a tile with a DC 29 Thievery check.	

ENCOUNTER 12: THE GAUNTLET (ADVENTURE LEVEL 18)

Flame Jet	Level 18 Blaster
Trap	XP 2,000
<i>Two hidden nozzles let loose a blast of flame.</i>	
Trap: When the trap is triggered, two hidden nozzles in the walls attack each round on their initiative.	
Perception	
DC 29: The character notices the nozzles.	
DC 33: The character notices the control panel on the far side of the room.	
Initiative +10	
Trigger	
When a character enters the blast area of one of the flame jets, it makes its first attack as an immediate reaction. It then rolls initiative, attacking each round.	
Attack	
Immediate Reaction or Standard Action	Close blast 3
Target: All creatures in blast	
Attack: +21 vs. Reflex	
Hit: 3d6 + 9 fire damage and ongoing 10 fire damage (save ends)	
Miss: Half damage, no ongoing damage.	
Countermeasures	
An adjacent character can disable one flame jet with a DC 29 Thievery check.	
A character can deactivate the control panel. DC 33 Thievery. Success disables the trap. Failure causes the control panel to explode (close blast 3, 3d6 + 9 damage to all creatures in blast) and the trap remains active.	

Kinetic Wave	Level 18 Blaster
Trap	XP 2,000
<i>The object ahead suddenly glows with power, and a wave of kinetic energy rushes forth, smashing into you like an ocean wave.</i>	
Trap: When a creature steps within 5 squares of a particular object, often an altar, portal, or other obvious item of power, the object starts to exude kinetic energy that pushes living creatures away..	
Perception	
Characters can't use Perception to detect this trap.	
Additional Skill: Arcana	
DC 29: The character recognizes the object as the focus of a kinetic trap.	
Initiative +10	
Trigger	
When a creature comes within 5 squares of the focus object, the trap activates and rolls initiative.	
Attack	
Standard Action	Close burst 5
Target: All creatures in burst	
Attack: +21 vs. Reflex	
Hit: 3d6 + 9 damage and push 3 squares and knock prone..	
Miss: Half damage.	
Countermeasures	
An adjacent character can disable the trap with a DC 29 Thievery check.	
A character can attack the focus object (AC 32, other defenses 30; hp 64). Destroying the focus disables the trap.	

Symbol of Suffering	Level 18 Warder
Trap	XP 2,000
<i>A glowing symbol wards the area ahead.</i>	
Trap: Anyone familiar with magic recognizes the symbol as a powerful ward against approach. But its exact nature isn't known until a creature steps close enough to comprehend it. Once triggered, the symbol inflicts excruciating pain.	
Perception	
DC 25: The character notices the glowing symbol.	
Additional Skill: Religion	
DC 29: The character recognizes the nature of the symbol.	
Trigger	
When a creature approaches within 5 squares of the symbol, the trap attacks. Once a creature has entered the area, it can remain in the area without suffering further attacks. The trap attacks again when another creature enters the area, or if a creature leaves and then reenters the area.	
Attack	
Opportunity Action	Close burst 5
Attack: +21 vs. Will	
Hit: 3d8 + 13 psychic damage and slowed until the beginning of the target's next turn.	
Aftereffect: Ongoing 10 psychic damage and immobilized (save ends both)	
Countermeasures	
An adjacent character can disable the trap with a DC 33 Thievery check or a DC 29 Arcana check.	

Electrified Floor	Level 18 Obstacle
Trap	XP 2,000
<i>A stretch of hallway contains glowing blue floor tiles. When the wrong tile is stepped upon, an electrifying shock is triggered.</i>	
Trap: This trap consists of 10 randomly positioned squares that contain electrified tiles. When the trap is triggered, it attacks.	
Perception	
DC 31: The character can discern if any adjacent squares contain electrified tiles.	
Additional Skill: Arcana	
DC 27: The character's knowledge provides a +2 bonus to Thievery checks to disable a tile.	
Trigger	
When a creature enters or begins its turn in an electrified square, the trap attacks that creature.	
Attack	
Opportunity Action	Melee 1
Target: Creature in a trapped square	
Attack: +21 Fortitude	
Hit: 3d8 + 13 lightning damage. On a critical hit, the target is stunned (save ends).	
Miss: Half damage.	
Countermeasures	
A character who makes a successful Athletics check (DC 6 or DC 11 without a running start) can jump over a single trapped square.	
An adjacent character can disable a tile with a DC 30 Thievery check.	

ENCOUNTER 12: THE GAUNTLET (ADVENTURE LEVEL 20)

Flame Jet	Level 20 Blaster
Trap	XP 2,800
<i>Two hidden nozzles let loose a blast of flame.</i>	
Trap: When the trap is triggered, two hidden nozzles in the walls attack each round on their initiative.	
Perception	
DC 30: The character notices the nozzles.	
DC 34: The character notices the control panel on the far side of the room.	
Initiative +11	
Trigger	
When a character enters the blast area of one of the flame jets, it makes its first attack as an immediate reaction. It then rolls initiative, attacking each round.	
Attack	
Immediate Reaction or Standard Action	Close blast 3
Target: All creatures in blast	
Attack: +23 vs. Reflex	
Hit: 3d6 + 11 fire damage and ongoing 10 fire damage (save ends)	
Miss: Half damage, no ongoing damage.	
Countermeasures	
An adjacent character can disable one flame jet with a DC 30 Thievery check.	
A character can deactivate the control panel. DC 34 Thievery. Success disables the trap. Failure causes the control panel to explode (close blast 3, 3d6 + 11 damage to all creatures in blast) and the trap remains active.	

Kinetic Wave	Level 20 Blaster
Trap	XP 2,800
<i>The object ahead suddenly glows with power, and a wave of kinetic energy rushes forth, smashing into you like an ocean wave.</i>	
Trap: When a creature steps within 5 squares of a particular object, often an altar, portal, or other obvious item of power, the object starts to exude kinetic energy that pushes living creatures away..	
Perception	
Characters can't use Perception to detect this trap.	
Additional Skill: Arcana	
DC 30: The character recognizes the object as the focus of a kinetic trap.	
Initiative +11	
Trigger	
When a creature comes within 5 squares of the focus object, the trap activates and rolls initiative.	
Attack	
Standard Action	Close burst 5
Target: All creatures in burst	
Attack: +23 vs. Reflex	
Hit: 3d6 + 11 damage and push 3 squares and knock prone..	
Miss: Half damage.	
Countermeasures	
An adjacent character can disable the trap with a DC 30 Thievery check.	
A character can attack the focus object (AC 34, other defenses 32; hp 70). Destroying the focus disables the trap.	

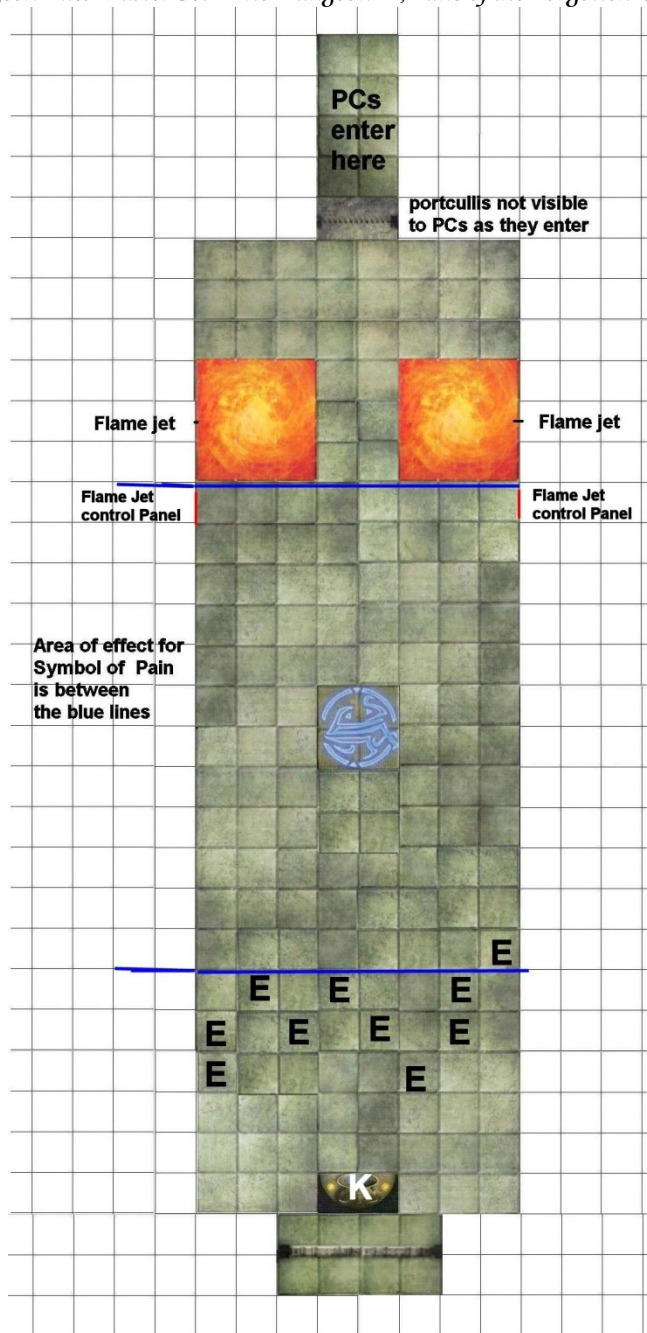
Symbol of Suffering	Level 20 Warder
Trap	XP 2,800
<i>A glowing symbol wards the area ahead.</i>	
Trap: Anyone familiar with magic recognizes the symbol as a powerful ward against approach. But its exact nature isn't known until a creature steps close enough to comprehend it. Once triggered, the symbol inflicts excruciating pain.	
Perception	
DC 26: The character notices the glowing symbol.	
Additional Skill: Religion	
DC 30: The character recognizes the nature of the symbol.	
Trigger	
When a creature approaches within 5 squares of the symbol, the trap attacks. Once a creature has entered the area, it can remain in the area without suffering further attacks. The trap attacks again when another creature enters the area, or if a creature leaves and then reenters the area.	
Attack	
Opportunity Action	Close burst 5
Attack: +23 vs. Will	
Hit: 3d8 + 15 psychic damage and slowed until the beginning of the target's next turn.	
Aftereffect: Ongoing 10 psychic damage and immobilized (save ends both)	
Countermeasures	
An adjacent character can disable the trap with a DC 34 Thievery check or a DC 30 Arcana check.	

Electrified Floor	Level 20 Obstacle
Trap	XP 2,800
<i>A stretch of hallway contains glowing blue floor tiles. When the wrong tile is stepped upon, an electrifying shock is triggered.</i>	
Trap: This trap consists of 10 randomly positioned squares that contain electrified tiles. When the trap is triggered, it attacks.	
Perception	
DC 32: The character can discern if any adjacent squares contain electrified tiles.	
Additional Skill: Arcana	
DC 28: The character's knowledge provides a +2 bonus to Thievery checks to disable a tile.	
Trigger	
When a creature enters or begins its turn in an electrified square, the trap attacks that creature.	
Attack	
Opportunity Action	Melee 1
Target: Creature in a trapped square	
Attack: +23 Fortitude	
Hit: 3d8 + 15 lightning damage. On a critical hit, the target is stunned (save ends).	
Miss: Half damage.	
Countermeasures	
A character who makes a successful Athletics check (DC 6 or DC 11 without a running start) can jump over a single trapped square.	
An adjacent character can disable a tile with a DC 31 Thievery check.	

ENCOUNTER 12: THE GAUNTLET MAP

TILE SETS NEEDED

Dungeon Tiles Master Set - The Dungeon 1x, Fane of the Forgotten Gods 1x



E= Electrified floor, K= the focus object of the Kinetic Wave

ENCOUNTER 13: PUZZLING DEVELOPMENTS

Use this encounter if the PCs are following the secret path through Undermountain.

The great circular door opens to a 20-foot wide corridor, 40 feet long. The walls are all decorated in frescos of various religious rites. At the far end of the corridor is another great black circular door.

Two large lit braziers flank the door illuminating the hallway. Written around the edges of the door are the following words:

“Let he who would enter, embrace the darkness.”

The frescos represent various rituals dedicated to Shar. A Religion check (DC 12) reveals this. The doors are locked. The easiest way to unlock them is to solve the puzzle. The Players may reason out the above clue, OR use a knowledge skill to arrive at the solution, OR use Thievery or Arcana to bypass the puzzle and unlock the door. Allow the PCs time to discuss this. Change to the light does not matter until the PCs attempt to open the door.

THE PUZZLE

The puzzle is quite simple. The door can only be opened when it is in complete darkness. All light must be extinguished in the hallway, including the light from the two braziers.

Failure triggers the trap which releases a Life Eater Haze (DMG2, pg 73). Adjust the stats of the Life Eater Haze for the AL of the PCs. Additional failures have no impact beyond extending the time the PCs are being attacked. Once the trap is triggered, the door through which the PCs entered the hallway is also locked, preventing retreat.

OPEN THE DOOR THE EASY WAY

History [Moderate DC]

The PC remembers a similar riddle from history that aids in solving this one.

Insight [Moderate DC]

The PC realizes the words around the doorway are instructions.

Religion [Moderate DC]

The PC's knowledge of religions gives sufficient clues to solve the puzzle.

OPENING THE DOOR THE HARD WAY

Arcana [Hard DC]

The PC uses his/her knowledge of magic to bypass the magic holding the doors shut.

Thievery [Hard DC]

The PC uses his/her thievery skills to bypass the magic holding the door shut.

ENDING THE ENCOUNTER

The PCs may repeat attempts to solve the puzzle, but the first failure releases the Life Eater Haze which continues to attack until they solve the puzzle. The haze does not follow the PCs beyond the room.

MILESTONE

The encounter counts towards a milestone.

TREASURE

This encounter has no treasure.

Life Eater Haze	Level <AL>	Obstacle
Hazard		XP ---
<i>With a violent hiss, billows of blue-tinged purple gas fill the room. Each gasp of the vile stuff drains your strength and saps your life essence..</i>		
Hazard: This strange gas steals the life from those within it.		
Perception		
It takes no check to see the gas.		
Additional Skill: Arcana		
Hard DC: The character recognizes the life-draining traits of the haze.		
Trigger		
When a creature starts its turn in the gas, the gas makes the following attack.		
Attack Necrotic, Poison		
Opportunity Action		Area: the entire room
Target: Each living creature that starts its turn in the gas		
Attack: +<AL + 3> vs. Fortitude		
Hit: 2d8 + <one-half AL> poison damage, and ongoing 10 necrotic damage (save ends).		
First Failed Saving Throw: The ongoing damage increases to 15 necrotic.		
Second Failed Saving Throw: the target loses a healing surge.		
Countermeasures		
Making a close or an area attack that has the radiant keyword nullifies the haze in the affected squares until the end of the attacker's next turn (or, in the case of a zone, until the zone ends). Those who start their turns in nullified areas are not attacked.		

ENCOUNTER 14: THE HIDDEN PATH

Use this encounter if the PCs are following the secret path through Undermountain.

A stairway from the catacombs leads to a solid looking black metal door with no handle or keyhole. The door is decorated with the design of a beautiful, but dark woman.

Flanking the door are 6 differently shaped niches, each one with a candle in it. The niches are shaped in the form of a square, a circle, a triangle, a crescent, a rectangle and a pentagon.

The woman on the door is Shar. A Religion check (DC 12) reveals this. The door is locked and cannot be opened easily by conventional means. The only way to unlock it safely is to solve the puzzle.

The candles are magical and do not burn down while in their niche.

THE PUZZLE

The puzzle refers to the part of the Shar's dogma that states "Quench the Light of the Moon." The crescent niche represents the moon (Selune). Snuffing out the candle in the crescent shaped niche opens the door.

The players may reason out the puzzle, or solve with a religion check (Moderate DC). Unlocking the door with Thievery or Arcana works but also triggers the trap. Use initiative to determine if the PCs move (and escape) before the trap has a chance to attack them. A PC may attempt to disable the trap before they use Thievery or Arcana to unlock the door.

OPEN THE DOOR THE EASY WAY

Religion [Moderate DC]

The PC's knowledge of religious dogma recalls Shar's "Quench the Light of the Moon" which might be applicable. Since the Moon is related to Selune.

OPENING THE DOOR THE HARD WAY:

Arcana [Hard DC]

The PC uses his/her knowledge of magic to bypass the magic holding the doors shut

Thievery [Hard DC]

The PC uses his/her thievery skills to bypass the magic holding the door shut.

ENDING THE ENCOUNTER

When the PCs have solved the puzzle or unlocked the door, they proceed out of the room and to Encounter 15.

MILESTONE

The encounter counts towards a milestone.

TREASURE

This encounter has no treasure.

Whirling Blades	Level <AL>	Obstacle
Trap		XP ...
<i>Blades rise out of hidden compartments and spin wildly across the chamber.</i>		
Trap: A whirling blades contraption emerges and spins like a top, moving its speed in a random direction and attacking each round.		
Perception		
Moderate DC: The character notices a trap on the door that probably triggers when it is opened..		
Additional Skill: Arcana		
Moderate DC: The character notices the candle niches are magically tied to the door.		
Initiative +<one-half AL> + 4		Speed 4
Trigger		
When a creature attempts to open the door without having solved the puzzle, the whirling blades contraption emerges and attacks.		
Attack		
Standard Action		Close burst 1
Target: All creatures in burst		
Attack: +<AL + 5> vs. AC		
Hit: 2d8 +<one-half AL> damage.		
Countermeasures		
A character can solve the puzzle.		
A character can disable the trap, Thievery (Hard DC).		
A character can attack the whirling blades contraption (AC 16), other defenses 11; hp 35; resist 5 all). Destroying either disables the entire trap.		

ENCOUNTER 15: STONEWALLED

ENCOUNTER LEVEL 13/15/17/19/21
(4,200/6,000/8,400/12,000/16,800 XP)

Use this encounter for all paths. If you are using the Despair Deck, each PC should draw a card now.

CREATURES

This encounter includes the following creatures at ALs 12, 14, 16, 18:

- 1 eye of shadow (L)**
- 2 stone golems (G)**

This encounter includes the following creatures at AL 20:

- 1 ghost beholder (L)**
- 2 stone golems (G)**

SCALING THE ENCOUNTER

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

Four PCs: Remove one eye of shadow/beholder.

Six PCs: Add one eye of shadow/beholder.

Read or paraphrase the following as the PCs arrive:

The door opens up to a large room perhaps 40 feet across and 60 feet wide. The walls reach up over 30 feet into an almost unnatural gloom. In the center of the room is a huge reflecting pool. Large statues stand at either end of the pool. They both depict a beautiful, but dark woman. One wears a heavy but elegant gown and holds a large black disk above its head. The other is dressed in combat leathers and holds a short curved sword in each hand.

At the far end of the room stairs led to a raised platform with an elaborately craved stone railing. The platform gives access to a large set of circular double doors. The doors are black surrounded by a band of purple.

In the far corner a small door is to the left of the platform.

The PCs have entered the ante-chamber to the Hall of Dark Reflection. The statues can be identified as representations of Shar with a successful Religion check (DC 10), but are stone golems. Recognizing the statues as stone golems is a hard DC monster knowledge check, but a previous successful Arcana check to detect magic

on the statues lowers the monster knowledge check DC to medium.

The golems attack any group of creatures that do not visibly show symbols of Shar on their person, or anyone that attacks them or the beholders. This would make it easy for the PCs to bypass them except for the beholders. If the PCs entered the room in disguise, the beholders are immediately suspicious as they know every creature that dwells in Vanrakdoom. They float closer and question the PCs, asking for a password. Since the PCs have no way of knowing the password (it is given personally by Vanrak only to special guests), it is highly unlikely they are able to get past this room without triggering a fight.

FEATURES OF THE AREA

This area has a few important features.

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

Illumination: This room is dimly illuminated as are all in Vanrakdoom in addition to the Gloom of Shadowfell.

Reflecting Pool: The reflecting pool is only 2 feet deep. It counts as difficult terrain for any medium or smaller creature.

Ceiling: The top 10 feet of the chamber below the ceiling are shrouded in a perpetual twilight, granting partial concealment to any creature in the area. No amount of light, magical or otherwise, can increase the lighting in this area to greater than dim illumination.

Railed Platform: The platform is 10 feet above the ground. Around the edge is a wrought iron railing. The top edge of the railing is sharpened as is some of the decorative work. Those attempting to jump over the railing that fail to clear the height or those who are pushed against the railing might suffer an injury.

Attack: 5+AL vs. AC,

Hit: AL damage (critical hit 2x AL damage).

Stairs: the stairs are difficult terrain going up, but not down.

TACTICS

The monsters wait until PCs entered the room before attacking (meaning the monsters do not block the entrance nor leave the room).

The stone golems are inanimate until their initiative in the first round or until a PC attempts to pass them, triggering an opportunity attack (with their Threatening Reach).

The beholder(s) are hiding near the ceiling and thus have concealment. They can be detected with a Perception check (Hard DC).

The golems fight in a straight forward manner, starting out with *golem rampage*, and then use their action point to follow it up with *double attack*. They continue to use *golem rampage* when possible but otherwise rely on *double attack*. They do not use tactics or coordinate with each other or the beholders.

The eyes of shadows stay near the ceiling, taking advantage of their concealment. Unlike the golems, they are intelligent and fight using the terrain and their allies to their advantage. They focus their attacks on targets granting them combat advantage. The eyes use blinding ray on ranged attackers and shadowbond ray on melee attackers. They use vanish into shadow after they attack to maintain their invisibility for as long as possible.

The ghost beholders also fight intelligently. They move down to 20 feet above the ground in order to get as many targets as possible within the range of *eyes of the beholder*. They use *central eye* on their target before using *eye rays*.

TROUBLESHOOTING THE ENCOUNTER

Although intended to be a challenge, this encounter may be particularly tough for non-optimized PCs without a good ranged attack capability. The DM is empowered and encouraged to lower monsters by one level in such cases. Be careful not to overshadow the final Encounter (17) or take too much play time.

The DM may move the beholder(s) out of the gloom occasionally (besides when forced to) if the PCs are truly handicapped at effecting these creatures.

The PCs may cut the combat short by simply fleeing out another exit. Of course, if the PCs head to Encounter 16 options, they have to return through this room to get to Encounter 17 in most cases, so they face again the monsters still alive. The DM may be flexible as to the challenge depending upon encounter challenges thus far and the health of the PCs.

ENDING THE ENCOUNTER

The large circular double doors lead to the temple to Shar in which Lord Vanrak and his guards are found (Encounter 17). The single door opens to a complex in which the Shard of True Darkness, any captive members of House Moonstar, and/or stolen magic items from Waterdeep may be found (Encounters 16A, 16B, 16C).

The PCs may take a single short rest, then proceed to either Encounter 16 or 17.

MILESTONE

The encounter counts towards a milestone.

TREASURE

The PCs find a pair of *gauntlets of the blood war*.

ENCOUNTER 15: STONE WALLED (ADVENTURE LEVEL 12)

0-2 Eye of Shadow	Level 12 Elite Lurker
Large aberrant magical beast	XP 1,400
HP 194; Bloodied 97	Initiative +16
AC 26, Fortitude 24, Reflex 25, Will 24	Perception +15
Speed 0, fly 6 (hover)	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
All-Around Vision	
Enemies can't gain combat advantage by flanking the eye of shadow.	
Combat Advantage	
The eye of shadow deals 2d6 extra damage to any creature granting combat advantage to it.	
Shadow Surge (healing)	
The eye of shadow regains 20 hit points at the end of its turn if it has remained invisible since the start of its turn.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d8 + 11 damage.	
R Eye Rays • At-Will	
Effect: The eye of shadow uses one or two of the following eye rays without provoking an opportunity attack. Each eye ray must target a different enemy.	
1. Blinding Ray (radiant)	
Attack: Range 10 (one creature); +15 vs. Reflex	
Hit: 1d8 + 6 radiant damage, and the target is blinded until the end of its next turn.	
2. Thundering Ray (thunder)	
Attack: Range 10 (one creature); +15 vs. Fortitude	
Hit: 3d6 + 10 thunder damage, and the target is deafened until the end of its next turn.	
3. Shadowbond Ray (necrotic)	
Attack: Range 10 (one creature); +15 vs. Will	
Hit: 3d6 + 5 necrotic damage, and the target is immobilized (save ends). Until the effect ends, the eye of shadow and shadow creatures have concealment while within 5 squares of the target.	
MOVE ACTIONS	
Vanish into Shadow (illusion, teleportation) • Recharge 4, 5, 6	
Effect: The eye of shadow teleports 20 squares and become invisible until it attacks or until the end of its next turn.	
MINOR ACTIONS	
r Central Eye (fear) • At-Will (1/round)	
Attack: Range 5 (one creature); +15 vs. Will	
Hit: The target grants combat advantage until the end of the eye of shadow's next turn.	
Skills Stealth +18	
Str 18 (+11)	Dex 22 (+13) Wis 19 (+11)
Con 19 (+11)	Int 19 (+11) Cha 16 (+10)
Alignment evil	Languages Deep Speech, Common

2 Stone Golem	Level 12 Elite Soldier
Large natural animate (construct)	XP 1,400
HP 256; Bloodied 128	Initiative +6
AC 28, Fortitude 26, Reflex 23, Will 22	Perception +5
Speed 6 (cannot shift)	Darkvision
Immune disease, poison	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 4d6 + 6 damage, and the golem can push the target 1 square.	
M Double Attack • At-Will	
Effect: The golem uses slam twice. Each attack knocks the target prone if it hits.	
M Golem Rampage • Recharge 5, 6	
Effect: The golem moves up to its speed + 2. During this movement, the golem can move through enemies' spaces, and when the golem first enters any creature's space, it uses slam against that creature.	
TRIGGERED ACTIONS	
C Death Burst • Encounter	
Trigger: The golem drops to 0 hit points.	
Attack (No Action): Close burst 1 (creatures in the burst); +17 vs. AC	
Hit: 2d12 + 5 damage.	
Effect: The golem is destroyed. The area of the burst becomes difficult terrain until cleared.	
Str 24 (+13)	Dex 7 (+4) Wis 8 (+5)
Con 24 (+13)	Int 3 (+2) Cha 3 (+2)
Alignment unaligned	Languages -

ENCOUNTER 15: STONE WALLED (ADVENTURE LEVEL 14)

0-2 Eye of Shadow	Level 14 Elite Lurker
Large aberrant magical beast	XP 2,000
HP 218; Bloodied 109	Initiative +17
AC 28, Fortitude 26, Reflex 27, Will 26	Perception +16
Speed 0, fly 6 (hover)	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
All-Around Vision	
Enemies can't gain combat advantage by flanking the eye of shadow.	
Combat Advantage	
The eye of shadow deals 2d6 extra damage to any creature granting combat advantage to it.	
Shadow Surge (healing)	
The eye of shadow regains 20 hit points at the end of its turn if it has remained invisible since the start of its turn.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 2d8 + 13 damage.	
R Eye Rays • At-Will	
Effect: The eye of shadow uses one or two of the following eye rays without provoking an opportunity attack. Each eye ray must target a different enemy.	
1. Blinding Ray (radiant)	
Attack: Range 10 (one creature); +17 vs. Reflex	
Hit: 1d8 + 8 radiant damage, and the target is blinded until the end of its next turn.	
2. Thundering Ray (thunder)	
Attack: Range 10 (one creature); +17 vs. Fortitude	
Hit: 3d6 + 12 thunder damage, and the target is deafened until the end of its next turn.	
3. Shadowbond Ray (necrotic)	
Attack: Range 10 (one creature); +17 vs. Will	
Hit: 3d6 + 7 necrotic damage, and the target is immobilized (save ends). Until the effect ends, the eye of shadow and shadow creatures have concealment while within 5 squares of the target.	
MOVE ACTIONS	
Vanish into Shadow (illusion, teleportation) • Recharge 4, 5, 6	
Effect: The eye of shadow teleports 20 squares and become invisible until it attacks or until the end of its next turn.	
MINOR ACTIONS	
r Central Eye (fear) • At-Will (1/round)	
Attack: Range 5 (one creature); +17 vs. Will	
Hit: The target grants combat advantage until the end of the eye of shadow's next turn.	
Skills Stealth +19	
Str 18 (+12)	Dex 22 (+14) Wis 19 (+12)
Con 19 (+12)	Int 19 (+12) Cha 16 (+11)
Alignment evil	Languages Deep Speech, Common

2 Stone Golem	Level 14 Elite Soldier
Large natural animate (construct)	XP 2,000
HP 288; Bloodied 144	Initiative +7
AC 30, Fortitude 28, Reflex 25, Will 24	Perception +6
Speed 6 (cannot shift)	Darkvision
Immune disease, poison	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 4d6 + 8 damage, and the golem can push the target 1 square.	
M Double Attack • At-Will	
Effect: The golem uses slam twice. Each attack knocks the target prone if it hits.	
M Golem Rampage • Recharge 5, 6	
Effect: The golem moves up to its speed + 2. During this movement, the golem can move through enemies' spaces, and when the golem first enters any creature's space, it uses slam against that creature.	
TRIGGERED ACTIONS	
C Death Burst • Encounter	
Trigger: The golem drops to 0 hit points.	
Attack (No Action): Close burst 1 (creatures in the burst); +19 vs. AC	
Hit: 2d12 + 7 damage.	
Effect: The golem is destroyed. The area of the burst becomes difficult terrain until cleared.	
Str 24 (+14)	Dex 7 (+5) Wis 8 (+6)
Con 24 (+14)	Int 3 (+3) Cha 3 (+3)
Alignment unaligned	Languages -

ENCOUNTER 15: STONE WALLED (ADVENTURE LEVEL 16)

0-2 Eye of Shadow	Level 16 Elite Lurker
Large aberrant magical beast	XP 2,800
HP 242; Bloodied 121	Initiative +18
AC 30, Fortitude 28, Reflex 29, Will 28	Perception +17
Speed 0, fly 6 (hover)	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
All-Around Vision	
Enemies can't gain combat advantage by flanking the eye of shadow.	
Combat Advantage	
The eye of shadow deals 2d6 extra damage to any creature granting combat advantage to it.	
Shadow Surge (healing)	
The eye of shadow regains 20 hit points at the end of its turn if it has remained invisible since the start of its turn.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 2d8 + 15 damage.	
R Eye Rays • At-Will	
Effect: The eye of shadow uses one or two of the following eye rays without provoking an opportunity attack. Each eye ray must target a different enemy.	
1. Blinding Ray (radiant)	
Attack: Range 10 (one creature); +19 vs. Reflex	
Hit: 1d8 + 10 radiant damage, and the target is blinded until the end of its next turn.	
2. Thundering Ray (thunder)	
Attack: Range 10 (one creature); +19 vs. Fortitude	
Hit: 3d6 + 14 thunder damage, and the target is deafened until the end of its next turn.	
3. Shadowbond Ray (necrotic)	
Attack: Range 10 (one creature); +19 vs. Will	
Hit: 3d6 + 9 necrotic damage, and the target is immobilized (save ends). Until the effect ends, the eye of shadow and shadow creatures have concealment while within 5 squares of the target.	
MOVE ACTIONS	
Vanish into Shadow (illusion, teleportation) • Recharge 4, 5, 6	
Effect: The eye of shadow teleports 20 squares and become invisible until it attacks or until the end of its next turn.	
MINOR ACTIONS	
r Central Eye (fear) • At-Will (1/round)	
Attack: Range 5 (one creature); +19 vs. Will	
Hit: The target grants combat advantage until the end of the eye of shadow's next turn.	
Skills Stealth +20	
Str 18 (+13)	Dex 22 (+15) Wis 19 (+13)
Con 19 (+13)	Int 19 (+13) Cha 16 (+12)
Alignment evil	Languages Deep Speech, Common

2 Stone Golem	Level 16 Elite Soldier
Large natural animate (construct)	XP 2,800
HP 320; Bloodied 160	Initiative +8
AC 32, Fortitude 30, Reflex 27, Will 26	Perception +7
Speed 6 (cannot shift)	Darkvision
Immune disease, poison	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 4d6 + 10 damage, and the golem can push the target 1 square.	
M Double Attack • At-Will	
Effect: The golem uses slam twice. Each attack knocks the target prone if it hits.	
M Golem Rampage • Recharge 5, 6	
Effect: The golem moves up to its speed + 2. During this movement, the golem can move through enemies' spaces, and when the golem first enters any creature's space, it uses slam against that creature.	
TRIGGERED ACTIONS	
C Death Burst • Encounter	
Trigger: The golem drops to 0 hit points.	
Attack (No Action): Close burst 1 (creatures in the burst); +21 vs. AC	
Hit: 2d12 + 9 damage.	
Effect: The golem is destroyed. The area of the burst becomes difficult terrain until cleared.	
Str 24 (+15)	Dex 7 (+6) Wis 8 (+7)
Con 24 (+15)	Int 3 (+4) Cha 3 (+4)
Alignment unaligned	Languages -

ENCOUNTER 15: STONE WALLED (ADVENTURE LEVEL 18)

0-2 Eye of Shadow	Level 18 Elite Lurker
Large aberrant magical beast	XP 4,000
HP 266; Bloodied 133	Initiative +19
AC 32, Fortitude 30, Reflex 31, Will 30	Perception +18
Speed 0, fly 6 (hover)	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
All-Around Vision	
Enemies can't gain combat advantage by flanking the eye of shadow.	
Combat Advantage	
The eye of shadow deals 2d6 extra damage to any creature granting combat advantage to it.	
Shadow Surge (healing)	
The eye of shadow regains 20 hit points at the end of its turn if it has remained invisible since the start of its turn.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 2d8 + 17 damage.	
R Eye Rays • At-Will	
Effect: The eye of shadow uses one or two of the following eye rays without provoking an opportunity attack. Each eye ray must target a different enemy.	
1. Blinding Ray (radiant)	
Attack: Range 10 (one creature); +21 vs. Reflex	
Hit: 1d8 + 12 radiant damage, and the target is blinded until the end of its next turn.	
2. Thundering Ray (thunder)	
Attack: Range 10 (one creature); +21 vs. Fortitude	
Hit: 3d6 + 16 thunder damage, and the target is deafened until the end of its next turn.	
3. Shadowbond Ray (necrotic)	
Attack: Range 10 (one creature); +21 vs. Will	
Hit: 3d6 + 11 necrotic damage, and the target is immobilized (save ends). Until the effect ends, the eye of shadow and shadow creatures have concealment while within 5 squares of the target.	
MOVE ACTIONS	
Vanish into Shadow (illusion, teleportation) • Recharge 4, 5, 6	
Effect: The eye of shadow teleports 20 squares and become invisible until it attacks or until the end of its next turn.	
MINOR ACTIONS	
r Central Eye (fear) • At-Will (1/round)	
Attack: Range 5 (one creature); +21 vs. Will	
Hit: The target grants combat advantage until the end of the eye of shadow's next turn.	
Skills Stealth +21	
Str 18 (+14)	Dex 22 (+16) Wis 19 (+14)
Con 19 (+14)	Int 19 (+14) Cha 16 (+13)
Alignment evil	Languages Deep Speech, Common

2 Stone Golem	Level 18 Elite Soldier
Large natural animate (construct)	XP 4,000
HP 352; Bloodied 176	Initiative +9
AC 34, Fortitude 32, Reflex 29, Will 28	Perception +8
Speed 6 (cannot shift)	Darkvision
Immune disease, poison	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 4d6 + 12 damage, and the golem can push the target 1 square.	
M Double Attack • At-Will	
Effect: The golem uses slam twice. Each attack knocks the target prone if it hits.	
M Golem Rampage • Recharge 5, 6	
Effect: The golem moves up to its speed + 2. During this movement, the golem can move through enemies' spaces, and when the golem first enters any creature's space, it uses slam against that creature.	
TRIGGERED ACTIONS	
C Death Burst • Encounter	
Trigger: The golem drops to 0 hit points.	
Attack (No Action): Close burst 1 (creatures in the burst); +23 vs. AC	
Hit: 2d12 + 11 damage.	
Effect: The golem is destroyed. The area of the burst becomes difficult terrain until cleared.	
Str 24 (+16)	Dex 7 (+7) Wis 8 (+8)
Con 24 (+16)	Int 3 (+5) Cha 3 (+5)
Alignment unaligned	Languages -

ENCOUNTER 15: STONE WALLED (ADVENTURE LEVEL 20)

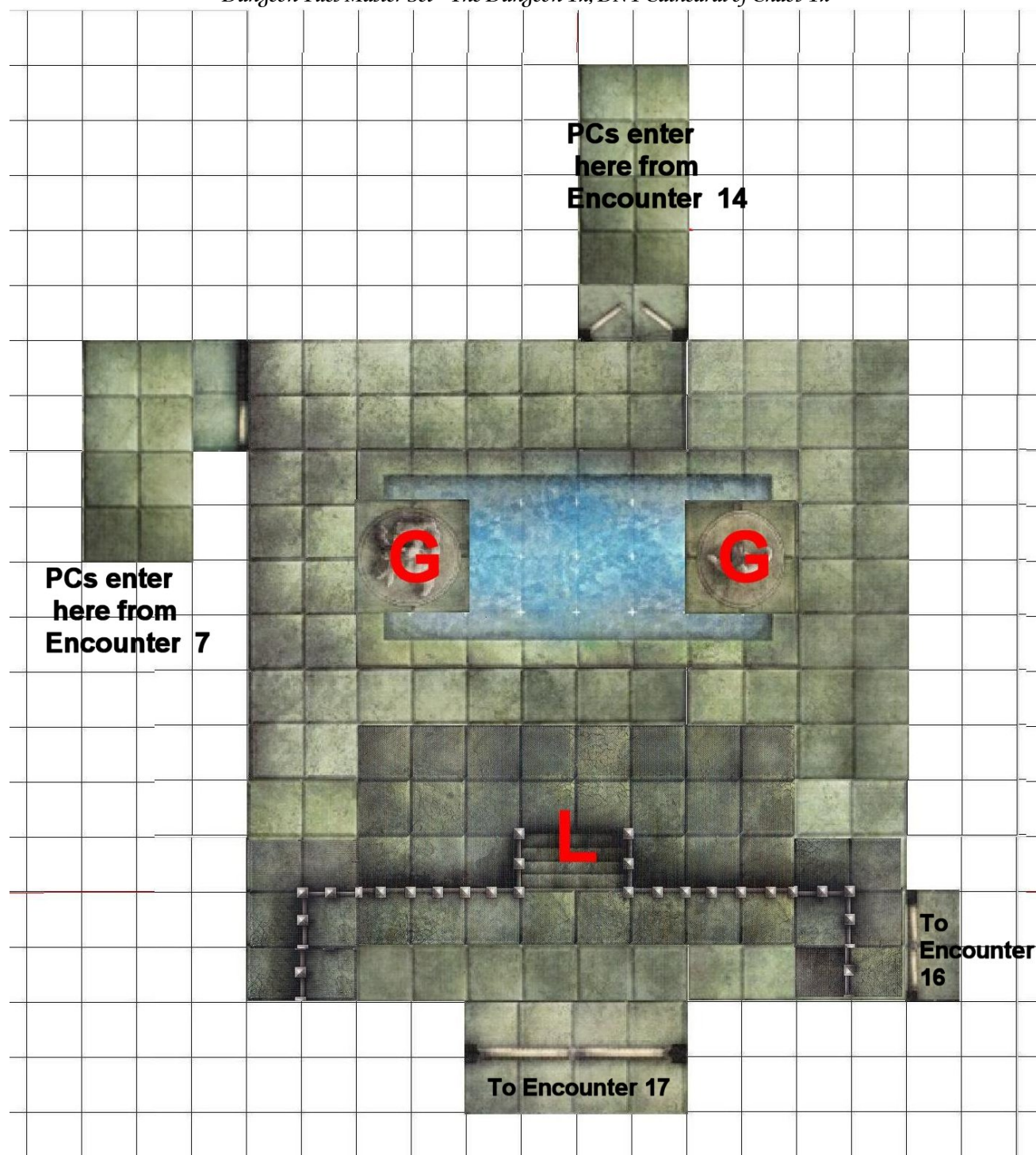
0-2 Ghost Beholder	Level 20 Elite Controller
Large aberrant magical beast (undead)	XP 5,600
HP 278; Bloodied 139	Initiative +17
AC 32, Fortitude 31, Reflex 32, Will 32	Perception +18
Speed 0, fly 6 (hover); phasing	Darkvision
Immune disease, poison; Resist insubstantial; Vulnerable 10 radiant	
Saving Throws +2; Action Points 1	
TRAITS	
All-Around Vision	
Enemies can't gain combat advantage by flanking the ghost beholder.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +23 vs. Reflex	
Hit: 3d8 + 15 necrotic damage.	
R Eye Ray • At-Will	
Effect: The eye of shadow uses one of the following eye rays without provoking an opportunity attack.	
1. Chill of the Grave (cold, necrotic)	
Attack: Range 10 (one creature); +23 vs. Fortitude	
Hit: 4d8 + 10 necrotic and cold damage, and the target is slowed (save ends).	
First Failed Saving Throw: The target is immobilized instead of slowed (save ends).	
2. Ghostly Possession (psychic)	
Attack: Ranged 10 (one creature); +23 vs. Will	
Hit: Ongoing 15 psychic damage (save ends).	
First Failed Saving Throw: In addition to the ongoing damage, the target is dazed (save ends both).	
Second Failed Saving Throw: The target is dominated instead of dazed and continues to take the ongoing damage (save ends both). The beholder is removed from play until the effect ends. When the effect ends, the beholder reappears in an unoccupied space within 10 squares of the target. The beholder can end the effect as a free action.	
3. Killing Thought (psychic)	
Attack: Ranged 10 (one creature); +23 vs. Will	
Hit: 1d8 + 11 psychic damage, and the target makes a melee basic attack against itself as a free action. If the target is not wielding a melee weapon, it drops a held item and draws a melee weapon as a free action and then makes the attack.	
MINOR ACTIONS	
r Central Eye (fear) • At-Will (1/round)	
Attack: Ranged 10 (one creature); +23 vs. Will	
Hit: The beholder slides the target 5 squares, and the target gains vulnerable 5 necrotic and vulnerable 5 psychic until the start of the beholder's next turn.	
TRIGGERED ACTIONS	
R Eyes of the Beholder ♦At-Will	
Trigger: An enemy starts its turn within 5 squares of the beholder.	
Effect (Free Action): The beholder uses eye ray against the triggering enemy. Determine which ray it uses by rolling a d4, rerolling the die on a result of 4.	
Str 12 (+11)	Dex 25 (+17) Wis 16 (+13)
Con 19 (+14)	Int 22 (+16) Cha 25 (+17)
Alignment evil Languages Deep Speech, Common	

2 Stone Golem	Level 20 Elite Soldier
Large natural animate (construct)	XP 5,600
HP 384; Bloodied 192	Initiative +10
AC 36, Fortitude 34, Reflex 31, Will 30	Perception +9
Speed 6 (cannot shift)	Darkvision
Immune disease, poison	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 2 (one creature); +25 vs. AC	
Hit: 4d6 + 14 damage, and the golem can push the target 1 square.	
M Double Attack • At-Will	
Effect: The golem uses slam twice. Each attack knocks the target prone if it hits.	
M Golem Rampage • Recharge 5 6	
Effect: The golem moves up to its speed + 2. During this movement, the golem can move through enemies' spaces, and when the golem first enters any creature's space, it uses slam against that creature.	
TRIGGERED ACTIONS	
C Death Burst • Encounter	
Trigger: The golem drops to 0 hit points.	
Attack (No Action): Close burst 1 (creatures in the burst); +25 vs. AC	
Hit: 2d12 + 13 damage.	
Effect: The golem is destroyed. The area of the burst becomes difficult terrain until cleared.	
Str 24 (+17)	Dex 7 (+8) Wis 8 (+9)
Con 24 (+17)	Int 3 (+6) Cha 3 (+6)
Alignment unaligned Languages -	

ENCOUNTER 15: STONEWALLED MAP

TILE SETS NEEDED

Dungeon Tiles Master Set - The Dungeon 1x, DN4 Cathedral of Chaos 1x



G= stone golems; L= eye of shadow/ ghost beholder. Note that the eye of shadow/ ghost beholder is near the ceiling at the start of the encounter

ENCOUNTER 16: CHOICES

Use this encounter regardless of how the PCs entered Vanrakdoom.

SETUP

At this point in the adventure, the PCs must commit to their choices regarding the minor and major objectives and the real consequences that can happen.

Most likely, the PCs helped Waterdeep when the allies of Vanrak attacked in Encounter 2, and probably prevented one of the three negative outcomes. (Note, it is possible that either the PCs refused to help, or that they tried but failed on whichever Encounter 2 intervention they attempted. If so, then all three side encounters are vital.)

- The Shard of True Darkness is exerting a Void Shadow on the temple of Selune (called the House of the Moon) in Waterdeep unless the PCs engaged in and succeeded at Encounter 2A. Only moments remain if the PCs are to save the lives of the clergy and worshippers of Selune as well as the physical temple in Waterdeep. The PCs go to Encounter 16A to save the temple of Selune.
- Members of House Moonstar, specifically Lord Stedd Moonstar, (possibly) Lady Alathene Moonstar, and his fiancé, Dala Silmerhelve, are being held prisoner by Vanrak and his guards have been ordered to put the prisoners to painful death, unless the PCs engaged in and succeeded at Encounter 2B. Only moments remain if the PCs are to save the lives of these important people. The PCs go to Encounter 16B to rescue the hostages.
- Powerful magic items belonging to the city of Waterdeep lie under guard, unless the PCs engaged in and succeeded at Encounter 2C. If Vanrak should die, these guards flee with the magic items. The PCs go to Encounter 16C to recover the stolen magic items for Waterdeep.

Lord Vanrak is aware that a hostile force is approaching and contemplates a tactical withdrawal. If the PCs divert to more than one minor objective, doing them sequentially, then Vanrak flees before the PCs arrive (in Encounter 17) and they fail at the Major Objective. The PCs only have time for one Minor Objective diversion and still be able to accomplish the Major Objective. However, there is a more difficult gambit to totally succeed: the PCs split their party to accomplish more

than one Minor Objectives at the same time, then recombining for the Major Objective.

In this encounter, the PCs must choose which minor objective (if any) they pursue. Stick together or split the party. Head to confront Vanrak (the Major Objective) or, first, attempt to rescue hostages, the temple or retrieve Waterdeep magic items, or some combination. They have at least two avenues to help decide: use the pearl and find a servant to interrogate.

The PCs should use the pearl provided by Jhessail in Encounter 3 at this moment. You should prod the players, making the pearl glow, vibrate, or whatever “clue-by-four” technique you deem appropriate.

When the pearl is crushed, the dust forms into moonmotes that briefly fly about you, and a soft female voice is heard. “My warriors, the time is short ere Lord Vanrak flees. You may choose any one rescue and still be in time, or, if you are very bold, split your forces for two rescues in parallel, but if you rescue one, then followed by a second, Vanrak will be gone. You need your full strength to fight Vanrak. The choice is yours.”

Note: The pearl provides an in-game explanation (by the voice of Selune) to the PCs so that the players fully understand their choice and likely consequences. The PCs may realize the voice was that of Selune if they make a Hard Religion check.

Note: The sextant of House Moonstar indicates direction to either House Moonstar prisoners or Lord Vanrak which may be useful for the PCs. If the PCs think to discover if an alternative path to Vanrak exists, the sextant of House Moonstar points the way. However, the DM should not suggest or prompt the players with this idea.

Note: The players may also decide to engage in one Minor Objective first, then split the party, sending the majority to confront Vanrak, while a smaller set does the other Minor Objective. Although naturally harder in the fight with Vanrak, the PCs may be successful with this approach, i.e., let the dice fall as they may.

The PCs may want to find and interrogate a servant before they decide on their choice, which is fine. To that end, the skill challenge is presented as distributed, with the first two scenes in the basic Encounter 16. The successes and failures count towards whichever paths the PCs choose to follow.

After completing the short rest following Encounter 15, Selûne may bless the PCs with healing at this point (when the pearl is crushed) if needed.

If any PCs are out of healing surges but are at maximum hit points, those PCs are granted one bonus healing surge (to be used in the normal fashion).

If any PCs are out of healing surges and have less than their maximum hit points, those PCs are granted two bonus healing surges.

DISTRIBUTED SKILL CHALLENGE START

Goal: Obtain directions to the minor objective, then continue the skill challenge in 16A, 16B, or 16C.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Acrobatics, Athletics, Bluff, Diplomacy, Intimidate, Perception, Stealth, and Thievery

Other Skills: Heal, Insight, and Perception.

Victory: Succeed at a minor objective

Defeat: Fail at the minor objective.

The distributed skill challenge starts in this encounter and continues in whichever encounter (16A, 16B or 16C) follows. There are four total scenes in the skill challenge. If the party splits into two (to accomplish both remaining minor objectives), track the skill challenge separately for each minor objective. In that case, the successes from the scenes in Encounter 16 count for both split parties. Award the xps for minor objectives accomplished to all PCs regardless of which group the PCs participated in.

SCENE 1: CORNERING A SERVANT (1 SUCCESS)

The PCs need to figure out where to find the Shard of True Darkness, the captives from House Moonstar, the magic items stolen from Waterdeep and/or Lord Vanrak. The easiest approach is to find a servant to interrogate.

Perception [Moderate DC] (0 success, 0 maximum)

First, you need to spot a servant. This unlocks the opportunity to corner the servant.

You spot a Dark One spying on you from behind a door.

Group check: half or more of the PCs doing this skill challenge must succeed to count as one success.

Acrobatics [Easy DC] (1 success, 1 maximum)

The PC feint and dodge to surround the Dark One.

Athletics [Easy DC] (1 success, 1 maximum)

The PC uses raw strength to outrun the Dark One.

SCENE 2: INTERROGATING THE SERVANT (1 SUCCESS)

The Dark One quivers in fear as you approach.

Bluff [Moderate DC] (0 success, 1 maximum)

The PC convinces the servant the PCs are guests of Lord Vanrak (to unlock a Diplomacy check), OR death at the hands of the PCs would be far worse than punishment by Lord Vanrak, giving a +2 bonus to an Intimidate check. Only one bonus from Bluff may be added to a subsequent skill check.

PCs with the Shadow type gain a +2 bonus to this check.

Diplomacy [Hard DC] (1 success, 3 maximum)

The PC persuades the servant into giving directions to the location of the Shard of True Darkness, the captives from House Moonstar and/or the magic items stolen from Waterdeep. The PCs also learn the direction to Lord Vanrak.

PCs with the Shadow type gain a +2 bonus to this check.

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

The PC is able to study the servant and see his weakness. The PC gains a +2 bonus to one skill check during this scene.

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

The PC scares the servant into giving directions to the location of the Shard of True Darkness, the captives from House Moonstar, and/or the magic items stolen from Waterdeep. The PCs also learn the direction to Lord Vanrak.

PCs with the Shadow type gain a +2 bonus to this check.

MILESTONE

The encounter does not count towards a milestone.

TREASURE

This encounter has no treasure.

ENCOUNTER 16A: SAVING THE WATERDEEP TEMPLE OF SELUNE

SKILL CHALLENGE LEVEL 12/14/16/18/20, COMPLEXITY 2
(1,400/2,000/2,000/4,000/5,600 XP)

Use this encounter regardless of how the PCs entered Vanrakdoom, but only if the PCs did not participate (and succeed) at Encounter 2A, i.e. if the PCs saved the temple from the attack early in the adventure, there is no need to save it again now.

SETUP

The PCs must use their skills to quickly find the Shard of True Darkness and negate the Void Shadow attack on the House of the Moon (temple of Selune in Waterdeep).

Before being sent to Vanarkdoom the PCs were given the antigen necessary to negate the Void Shadow attack on the House of the Moon. The antigen is a silver crescent moon shaped holy symbol of Selune.

SKILL CHALLENGE: SAVING HOUSE OF THE MOON

Goal: The PCs find the Shard of True Darkness and reverse its attack on the temple of Selune in Waterdeep before the PCs confront Lord Vanrak.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Acrobatics, Athletics, Bluff, Diplomacy, Intimidate, Perception, Stealth, and Thievery

Other Skills: Heal, Insight, and Perception.

Victory: If the PCs succeed in the skill challenge, they manage to find the Shard of True Darkness and touch the antigen (a token of Selune (a silver crescent moon-shaped holy symbol)) to the shard, before time runs out.

Defeat: Each time a PC fails a skill check in this skill challenge, that PC loses a healing surge. If the PCs reach 3 failures before 6 successes, the Void Shadow rips the House of the Moon (temple of Selune in Waterdeep) off the material plane, shifting it to the Shadowfell, and killing the people inside in the process.

This skill challenge is broken up into 4 scenes, two of which are presented here. The PCs can achieve only a limited number of successes in each scene.

SCENE 3: DEALING WITH THE GUARDS (3 SUCCESSES)

The PCs must deal with the Shard's shadar-kai guards. The 3 guards are 5 levels under the AL.

After navigating the corridors, you turn a corner and see a steel door guarded by 3 Shadar-kai. They don't seem to have noticed you yet.

Athletics [Moderate DC] (1 success, no maximum)

The PC physically overwhelms the guard. If the PC has already succeeded in using Athletics once in this scene, the second check is a Hard DC. A failure results in the loss of a healing surge by the PC.

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

The PC sneaks up on the guards to gain a surprise action. A failure results in no surprise action for that PC.

Other Methods:

- A PC may spend one Action Point (assuming they have one available) in this Scene to gain an additional action and erase one failure in this scene.
- Usage of an At-Will attack power permits a base attack (melee or ranged) against a Moderate DC to render one guard unconscious. A missed attack results in the loss of a healing surge by the PC.
- Usage of an Encounter attack power automatically gains one success and renders one guard unconscious.
- Usage of a Daily attack power automatically renders two guards unconscious and a total of 2 successes for this scene.

SCENE 4: OPENING THE VAULT DOOR (1 SUCCESS)

The PCs must open the vault door.

With the guards dealt with, all you have to do now is open the door. Strangely, you don't see any keys anywhere.

Athletics [Hard DC] (1 success, 1 maximum)

The PC manages to use brute strength to force open the door, but the trap is sprung, costing each PC a healing surge.

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

The PC discerns the door is trapped.

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

The PC disables the trap on the door. Failure results in the trap being activated and each PC loses a healing surge.

Thievery [Moderate DC] (1 success, no maximum)

The PC unlocks the door. If the trap was not disabled or activated previously to the attempt to unlock the door, the attempt activates the trap—each PC loses a healing surge.

Once the PCs have access to the vault, they may touch the token of Selune (a silver crescent moon-shaped holy symbol) given to them back in Waterdeep to the Shard of True Darkness. **When the antigen (the token of Selune) touches the Shard of True Darkness, it teleports somewhere else in the universe.** However, the Void Shadow back in Waterdeep is collapsed.

ENDING THE ENCOUNTER

After completing the skill challenge, the PCs regroup and proceed to Encounter 17. If the PCs think to discover if an alternative path to Vanrak exists, the sextant of House Moonstar points the way to start area B in Encounter 17. However, the DM should not suggest or prompt the players with this idea.

Success: If the PCs succeed in the skill challenge they manage to destroy the Void Shadow endangering the House of the Moon in Waterdeep, accomplishing a minor objective.

Failure: If the PCs reach 3 failures before 6 successes, the Void Shadow in Waterdeep shifts the temple to the Shadowfell and kills all creatures inside.

MILESTONE

The encounter counts towards a milestone.

TREASURE

This encounter has no treasure.

ENCOUNTER 16B: SAVING HOUSE MOONSTAR

SKILL CHALLENGE LEVEL 12/14/16/18/20, COMPLEXITY 2
(1,400/2,000/2,000/4,000/5,600 XP)

Use this encounter regardless of how the PCs entered Vanrakdoom, but only if the PCs did not participate (and succeed) at Encounter 2B, i.e. if the PCs saved House Moonstar from the attack early in the adventure, there is no need to save it again now.

SETUP

The PCs must use their skills to rescue Lord Stedd Moonstar, Dala Silmerhelve, and (possibly) Lady Alathene Moonstar.

SKILL CHALLENGE: SAVING HOUSE MOONSTAR

Goal: The PCs must find and rescue the House Moonstar captives before they face Lord Vanrak and before the prisoners are slain.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Acrobatics, Athletics, Bluff, Diplomacy, Dungeoneering, Endurance, Intimidate, Perception, Stealth, and Thievery

Other Skills: Heal, Insight, and Perception.

Victory: If the PCs succeed in the skill challenge, they manage to rescue captives.

Defeat: Each time a PC fails a skill check in this skill challenge, that PC loses a healing surge. If the PCs reach 3 failures before 6 successes, they still succeed in rescuing the captives, but each participating PC loses 1 additional healing surge.

Heal [Moderate DC] (0 successes, 1 maximum each)

Once during this skill challenge, each PC engaged in it may make a Heal check to negate the loss of one healing surge lost in this encounter.

SCENE 3: DEALING WITH THE GUARDS (2 SUCCESSSES)

The PCs must deal with the prisoner's shadar-kai guards. The 2 guards are 5 levels under the AL.

After navigating the corridors, you turn a corner and see a stone door. Beyond the stone door is a chamber

holding <2-3> prisoners with 2 shadar-kai guards. They don't seem to have noticed you yet.

Athletics [Moderate DC] (1 success, no maximum)

The PC physically overwhelms the guard. If the PC has already succeeded in using Athletics once in this scene, the second check is a Hard DC. A failure results in the loss of a healing surge by the PC.

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

The PC sneaks up on the guards to gain a surprise action. A failure results in no surprise action for that PC.

Other Methods:

- A PC may spend one Action Point (assuming they have one available) in this Scene to gain an additional action and erase one failure in this scene.
- Usage of an At-Will attack power permits a base attack (melee or ranged) against a Moderate DC to render one guard unconscious. A missed attack results in the loss of a healing surge by the PC.
- Usage of an Encounter attack power automatically gains one success and renders one guard unconscious.
- Usage of a Daily attack power automatically renders two guards unconscious and a total of 2 successes for this scene.

SCENE 4: RELEASING THE PRISONERS (2 SUCCESSSES)

The PCs must release the 2-3 prisoners.

Lord Stedd Moonstar is chained in a pool of water that is filling up. He is close to drowning. <if present> Lady Alathene Moonstar (a crystal statue) is suspended insides of magic wards and black necrotic beams are drilling into her body. Dala Silmerhelve is suspended on a wooden trap with a noose about her neck, and sand draining out of the trap latch.

The point to these descriptions is that the death of the NPCs occurs if no intervention happens; the guards do not need to take an action to kill the captives. The DM is free to provide such dramatic descriptions as deemed appropriate and flavorful, but reasonable plans of action should have reasonable chances of success. Earlier delays (meaning failures) mean less tolerance for failure now, as time is running out.

Athletics [Moderate DC] (1 success, 3 maximum)

The PC manages to use brute strength to break the restraints of one of the captives.

Perception [Easy DC] (1 success, no maximum)

The PC is able to find where the guards hid the key.
No penalty for failure.

Thievery [Easy DC] (1 success, 3 maximum)

The PC picks the lock to the restraints of one of the captives.

ENDING THE ENCOUNTER

After completing the skill challenge, the PCs regroup and proceed to Encounter 17. If the PCs think to discover if an alternative path to Vanrak exists, the sextant of House Moonstar points the way to start area B in Encounter 17. However, the DM should not suggest or prompt the players with this idea.

Success: If the PCs succeed in the skill challenge they manage to rescue captives before the prisoners are slain, accomplishing a minor objective.

Failure: If the PCs reach 3 failures before 6 successes, the Lord Stedd Moonstar, Lady Alathene Moonstar, and Dala Silmerhelve are dead.

If Lady Alathene was rescued in Encounter 16B, she wants to be included in the confrontation with Lord Vanrak. Her attack power is described in Appendix D. She is unafraid of Vanrak hurting her; but she is really not much of a challenge for Vanrak. She could be used to taunt Vanrak, which distracts him into attacking her instead of fleeing. You may use your discretion about if or how Lady Alathene participates in the combat. She could also volunteer to guard the other two from House Moonstar while the final combat is happening.

The PCs were given a *ring of return* to facilitate the prisoners returned to Waterdeep.

MILESTONE

The encounter counts towards a milestone.

TREASURE

This encounter has no treasure.

ENCOUNTER 16C: SAVING WATERDEEP'S MAGIC ITEMS

Use this encounter regardless of how the PCs entered Vanrakdoom, but only if the PCs did not participate (and succeed) at Encounter 2C, i.e. if the PCs stopped the attack on the Lords' Palace in Waterdeep early in the adventure, there is no need to retrieve the items now.

SETUP

The PCs must use their smarts and skills to save the two powerful magic items (the *mantle of Waterdeep* which enables control of the Waterdeep constructs by someone other than the Blackstaff and a *master ring of the scaladar* (scorpion like constructs found in Undermountain) which were stolen from the Lords' Palace in Waterdeep.

SKILL CHALLENGE: RETRIEVING WATERDEEP'S MAGIC ITEMS

Goal: The PCs find and retrieve the items that are part of Waterdeep's defenses.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Acrobatics, Athletics, Bluff, Diplomacy, Intimidate, Perception, Stealth, and Thievery

Other Skills: Heal, Insight, and Perception.

Victory: If the PCs succeed in the skill challenge, they manage to retrieve the items.

Defeat: Each time a PC fails a skill check in this skill challenge, that PC loses a healing surge. If the PCs reach 3 failures before 6 successes, additional guards show up, forcing the PCs to retreat without the items. Each PC loses a healing surge during the conflict.

SCENE 3: DEALING WITH THE GUARDS (3 SUCCESSSES)

The PCs must deal with the Vault's shadar-kai guards. The 3 guards are 5 levels under the AL.

After navigating the corridors, you turn a corner and see a stone door. Beyond the stone door is a chamber with 3 Shadar-kai guards. They don't seem to have noticed you yet. They are discussing making off with the valuable magic items.

Athletics [Moderate DC] (1 success, no maximum)

The PC physically overwhelms the guard. If the PC has already succeeded in using Athletics once in this

scene, the second check is a Hard DC. A failure results in the loss of a healing surge by the PC.

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

The PC sneaks up on the guards to gain a surprise action. A failure results in no surprise action for that PC.

Other Methods:

- A PC may spend one Action Point (assuming they have one available) in this Scene to gain an additional action and erase one failure in this scene.
- Usage of an At-Will attack power permits a base attack (melee or ranged) against a Moderate DC to render one guard unconscious. A missed attack results in the loss of a healing surge by the PC.
- Usage of an Encounter attack power automatically gains one success and renders one guard unconscious.
- Usage of a Daily attack power automatically renders two guards unconscious and a total of 2 successes for this scene.

The guards have not personally opened any of the wall vaults, but they believe the technique is to stick ones arm in the hole and move a lever in the back of the hole. They do not agree on whether to move it to the left or the right.

SCENE 4: OPENING THE WALL VAULT (1 SUCCESS)

The *mantle of waterdeep* and the *master ring of the Scaladar* are secured and displayed in a wall vault with a smoky glass window. The glass is magically enchanted to withstand blows (by a glass steel ritual Vanrak knows). Below the window is a 5" diameter hole in the wall, above shoulder high if one was kneeling on the floor. If one reaches in with their arm, you discover a lever in the back which could be moved to the right or to the left. **Perception** check (Easy DC) with a light source spots the lever and deduces this fact. **Perception** check (Moderate DC) also reveals the lever is trapped; likely blades stab ones arm if triggered. So the apparent challenge is to figure out which direction to move the lever. In reality, that is a cruel trap by Vanrak; either direction triggers the trap. Yes, Lord Vanrak is just a mean bastard who does not play fair.

The real key to unlocking the glass steel window is placing a holy symbol of Shar on the mural in the indentation. The window then swivels 90 degrees, allowing access to the mantle and the ring.

When you study the chamber, you immediately spot a wall niche that appears to contain a mantle and a ring behind a smoky glass. The glass does not have a handle. The niche is surrounded by a mural of Waterdeep being destroyed by Lord Vanrak. Below the niche is a round hole, roughly 5" in diameter and about shoulder height if one was kneeling.

Arcana [Medium DC] (not a success or failure)

The smoky glass is magically enchanted to withstand physical damage.

Dungeoneering [Easy DC] (not a success or failure)

From the wear marks inside on the lever, you believe the lever has more frequently been moved left than right.

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

The PC sees the lever in the back of the hole.

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

The PC sees signs the lever is trapped

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

The PC notices an indentation in the mural where the Yawning Portal is located. Unlocks the Thievery checks at the Medium and Hard DCs.

Thievery [Easy DC] (not a success or failure)

You do not feel you can disarm the trap in side the hole, but it might be safer to stick a staff in there than one's arm.

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

The PC realizes the indentation is the correct way to unlock the vault and the indentation matches the holy symbol of Shar.

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

The PC tampers with the lock, unlocking the vault without using a holy symbol of Shar.

The blade trap does 3d6 + <one-half AL> damage to whoever's arm is placed in the hole when the lever is moved. The trap automatically resets.

TROUBLESHOOTING

If the PCs do not have a holy symbol of Shar amongst them, a quick search locates a nearby alcove containing her holy symbol.

The PCs may want to force or break the vault open. The DM should point out those method are noisy and additional guards arrive to fight the PCs. The DM may

allow a Hard DC + 5 Athletics check to force the lock, but the PCs are each penalized a healing surge.

ENDING THE ENCOUNTER

After completing this encounter, the PCs proceed to Encounter 17. If the PCs think to discover if an alternative path to Vanrak exists, the sextant of House Moonstar points the way to start area B in Encounter 17. However, the DM should not suggest or prompt the players with this idea.

MILESTONE

The encounter counts towards a milestone.

TREASURE

This encounter has no treasure.

ENCOUNTER 17: RAGE, DARK RANGER

ENCOUNTER LEVEL 15/17/19/21/23
(6,300/8,200/11,800/16,400/23,600 XP)

Use this encounter regardless of how the PCs entered Vanrakdoom.

If the Despair Deck is being used, each PC should draw a Despair card now.

CREATURES

This encounter includes the following creatures at all ALs:

- 1 Vanrak Moonstar, unique deathknight (V)
- 2 shadar-kai painbearer (S)
- 2 tenebrous assassin (T)

Note: if Lady Alathene is present one (easy) option is to add an opponent that focuses on her. Simply describe the exchange of attacks rather than actually adding Alathene and her opponent to the combat.

SCALING THE ENCOUNTER

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

Four PCs: Remove one tenebrous assassin and decrease the level of Vanrak Moonstar by 1 (remove 40 hp, decrease all of his defenses and attacks by 1).

Six PCs: Add one shadar-kai painbearer and increase the level of Vanrak Moonstar by 1 (add 40 hp, increase all of his defenses and attacks by 1).

SETUP

The text below is written as if the PCs are entering via Start Area A. You need to adjust the text if the PCs use Start Area B by following the sextant of House Moonstar in Encounters 16A, 16B or 16C.

Read or paraphrase the following as the PCs arrive:

The hallway opens into a wide angled foyer area. Two large statues of women dressed in combat leathers and holding a short curved sword in each hand mark the entrance into a large room of black marble. The room stretches over 100 feet in length and in width. The vaulted ceiling rises up at least 50 feet, disappearing into the perpetual gloom that not even your light sources seem to fully penetrate.

As you look into the room on your right the wall is lined with 5 large (20' tall) statues of dwarfs each with a forge. They have been intentionally defaced and the forges are cracked. On the opposite wall a line of 7 human size statues stands relatively unscathed.

On the far end of the room two small staircases lead up to a large 10-foot high platform that is edged with 5-foot high wrought iron railings. On the front of the platform is an altar of solid black; a short distance behind it black fire rages in what may have been a very large forge.

On the back half of the platform is a 10-foot high dais upon which is a large statue of a woman wearing a heavy but elegant gown and holding a large black disk above its head.

Scattered about the room are perhaps 20 large mirrors, so dark they seem to reflect only shadows.

Standing beside the altar is an imposing figure. The creature is a tall humanoid with gray desiccated skin drawn taught over bones. It wears a black cloak, and black leather armor. Two swords are sheathed on its back. Several other gray-skinned humanoids can be seen on and in front of the platform.

At the beginning of the encounter, Vanrak has untiered statistics at 27th level. He keeps these statistics until a PC destroys the Covenant of Vanrak (which is both his phylactery and his agreement with Shar that bestowed much of his power on him) in Vanrak's presence. Destroying the Covenant is a Standard action. When the PCs destroy the Covenant, read the following:

With a great roar, Lord Vanrak Moonstar lurches, his drawn face torn with agony. His flesh begins to fall off of his bones as he seems to diminish before. Suddenly he looks straight at you, as if boring his hatred into your soles.

"No!" he cries, "I will not be defeated so easily." The ancient betrayer of house Moonstar still stands, his power diminished, but ready for a fight.

Once the Covenant has been destroyed, Vanrak's stats lower to those appropriate for the Adventure Level. Whatever damage and conditions may have been on him still remain. Both Vanrak and Shar know of the destruction of the Covenant the instant the Covenant is destroyed. If the Covenant is destroyed early, while Vanrak's power would diminish, he has time to go to Shar and petition her for a new Covenant which would restore his power. The same is true if he escapes the PCs. See Troubleshooting the Encounter.

FEATURES OF THE AREA

This area has a few important features.

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

Illumination: This room is dimly illuminated as are all in Vanrakdoom in addition to the Gloom of Shadowfell.

Dwarven Statues: These large statues are 20 feet tall and can be entered only by climbing (Athletics DC 10). They provide cover.

Human Statues: These medium statues are 15 feet tall, if a small or medium size creature is attempting to go through the square to the open space behind the statues then treat that square as difficult terrain. They provide cover.

Railed Platform: The platform is 10 feet above the ground. Around the edge is a wrought iron railing. The top edge of the railing is sharpened as is some of the decorative work. Those attempting to jump over the railing that fail to clear the height or those who are pushed against the railing might suffer an injury.

Attack: 5+AL vs. AC,

Hit: AL damage (critical hit 2x AL damage).

The railing does give a +2 bonus against attempts to push a creature off the platform. However, the creature takes ½ AL damage from the sharp edges.

Altar: this was cut from a large iron anvil. It is only 3' tall. Prone creatures behind it have superior cover.

Forge of Dark Fire: Items and creatures sacrificed to Shar are consumed by the black fire. Moving thru these squares is difficult terrain costing 3 squares of movement also it inflicts 3d6 + AL of radiant and necrotic damage to non-worshippers of Shar.

Statues of Shar: the three statues of Shar (two by entrance and one centered on dais) are blocking terrain and provide cover.

Stairs: All stairs are difficult terrain going up, but not down.

Dark Mirrors: The 20 black numbered squares represent dark mirrors. They provide concealment but do not block movement. Any creature entering a square is immediately teleported to a random square (roll a d8) adjacent to a randomly determined dark mirror (roll a d20). Any creature with the shade or shadow subtype can choose the mirror and adjacent square they are teleported to. Non-shadow and non-shade creatures can control this by making a successful Arcana or Stealth check (Hard DC) as a minor action each time they enter a mirror's square.

The mirrors may be broken with a Hard DC Athletics check or by hits causing a total of 20 hps. The mirrors have AC 15+AL; Fortitude 15+AL; and Reflex 5. The mirrors are unaffected by attacks vs. Will.

Walls: The walls are well worked stone and difficult to climb (DC 20).

Ceiling: The ceiling arches to an apex 60 feet above the first floor.

TACTICS

All of the creatures are aware of the properties of the Dark Mirrors and use them to their advantage; often using a mirror to move into a position to attack, then using a mirror again to retreat to safety.

The shadar-kai painbearers use the mirrors to position themselves optimally for *shadow dance*, retreating through a mirror as part of the attack. They rely on *shadow chain* whenever they can't use *shadow dance*.

The tenebrous assassins use *shadow prey* on leaders and melee combatants, then focus their attacks on them. They use *sunder from sight* when possible to limit their prey's ability to benefit and gain benefit from other party members, then rely on *kukri* attacks. If an assassin's prey is still under the effects of *sunder from sight* when an assassin regains the use of that power, they select a different prey and use *sunder from sight* on that target.

Vanrak starts the battle by moving into position to use *stab in the dark*, then uses his action point to use *darkfire blast* and finishes up with *minions of Shar*. He continues to use *stab in the dark* as often as possible, using *Shar's caress* and *minions of Shar* with spare minor actions. Do not forget Vanrak's *instinctive assault* which occurs at his initiative plus 10.

During the battle, Vanrak berates the PCs, telling them they cannot defeat him. He focuses attacks on any obvious worshippers of Selune. If he is obviously overwhelmed, Vanrak attempts to escape. (Note for the DM: make it possible for the PCs to stop an escape attempt; the players should not feel they were cheated out of total success by a box-text ending.)

The minions move to harass as many characters as possible, providing flank for the other creatures.

TROUBLESHOOTING THE ENCOUNTER

Once the Covenant of Vanrak is destroyed, then Vanrak desires to seek Shar and petition for a new covenant, which would restore his powers fully. However, creating a new covenant does take some time (days, not hours). If the PCs destroy the Covenant of Vanrak after they are inside Vanrakdoom, then Lord Vanrak is still present and diminished to respective AL. If the PCs destroy the

Covenant of Vanrak before they are inside Vanrakdoom, then Lord Vanrak is not present during this adventure. The main objective is a failure in that circumstance.

ENDING THE ENCOUNTER

The encounter ends when Vanrak is destroyed or has fled. At this point, the remaining inhabitants of Vanrakdoom become chaotic and the PCs have a reasonable window during which to escape without further combat.

Milestone

The encounter counts towards a milestone.

TREASURE

The PCs recover 600/1050/2100/4000/6000 gp (each) in gemstones, a +3/+4 *blast scepter*, a +3/+4 *shade weapon*, a +3/+4 *shadowstrike weapon*, and a +3/+4 *staff of portals*.

ENCOUNTER 17: RAGE, DARK RANGER STATISTICS (UNTIERED)

Vanrak Moonstar	Level 27 Solo Skirmisher (leader)
Medium shadow humanoid (undead)	XP 55,000
HP 1008; Bloodied 504	Initiative +19
AC 42, Fortitude 39, Reflex 37, Will 39	Perception +20
Speed 7	Eyes of Shar
Immune disease, poison ; Resist 15 necrotic ; Vulnerable 15 radiant	
Saving Throws +5; Action Points 2	
TRAITS	
Eyes of Shar	
Vanrak can see through all forms of darkness regardless of their source.	
Nightcloak's Elan • Aura 10	
All shadow creatures within the aura gain +2 to attack rolls; they also deal an additional 1d10 damage with melee and ranged attacks. They also deal an additional 1d10 damage against creatures who worship Selune.	
Shadow Talk	
Close burst 100 (all worshipers of Shar): As a free action, Vanrak can whisper a short message that can be heard and understood by all worshipers of Shar.	
Instinctive Assault	
On an initiative of Vanrak's normal initiative plus 10, Vanrak can use a free action to use Soulsword or Word of Loss. If Vanrak cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of Vanrak making the attack.	
STANDARD ACTIONS	
m Soulsword (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +34 vs. AC	
Hit: 4d8 + 17 necrotic damage.	
Effect: Vanrak shifts up to 2 squares.	
r Disk of the Night (weapon) • At-Will	
Attack: Ranged 6/12 (one creature); +34 vs. AC	
Hit: 4d8 + 17 damage.	
R Word of Loss (psychic) • Recharge 4, 5, 6	
Attack: Ranged 10; +32 vs. Will	
Hit: 4d8 + 17 psychic damage, and the target is dazed until the end of Vanrak's next turn.	
M Overpowering Attack (necrotic, weapon) • At-Will	
Attack: Melee 1 (one or two creatures); +34 vs. AC	
Hit: 4d10 + 9 necrotic damage, and Vanrak slides the target up to 2 squares.	
M Stab in the Dark • Recharge 4 5 6	
Effect: Vanrak becomes invisible until the end of his turn and shifts 6 squares. Vanrak can make 2 <i>overpowering attacks</i> at any point during this shift.	
C Darkfire Blast (fire, necrotic) • Encounter	
Attack: Close burst 5 (enemies in burst); +28 vs. Reflex	
Hit: 6d8 + 14 fire and necrotic damage.	
Miss: Half damage.	
MINOR ACTIONS	
C Minions of Shar • Recharge 5, 6	
Effect: Vanrak summons 6 traitorous spirits anywhere in his <i>nightcloak's elan</i> .	
C Shar's Caress • Recharge 5, 6	
Attack: Close blast 4 (enemies in blast); +30 vs Will	
Hit: The target is dazed (save ends).	

TRIGGERED ACTIONS		
Darkfire Fury (fire, necrotic, teleportation) • Encounter		
Trigger: Vanrak is first bloodied.		
Effect (Free Action): Vanrak teleports up to 6 squares, his <i>darkfire blast</i> recharges and he uses it.		
Eternal Resistance • At-Will		
Trigger: Vanrak is subject to an effect that a save can end.		
Effect (No Action): Vanrak makes a saving throw against the effect.		
Indestructible • Encounter		
Trigger: Vanrak is reduced to 0 hit points.		
Effect (No Action): Vanrak's body and his possessions crumble into dust, but he is not destroyed. He reappears (along with his possessions) in 1d10 days within 1 square of his phylactery (the Covenant of Vanrak), unless the phylactery is also found and destroyed.		
Skills Arcana +23, Insight +23, Religion +23		
Str 25 (+21)	Dex 18 (+17)	Wis 21 (+18)
Con 20 (+18)	Int 21 (+18)	Cha 21 (+18)
Alignment evil		
Languages Common, Chondathan, Supernal		
Equipment leather armor, 2 soulswords, chatkcha		
Unique creature		

6 Traitorous Spirit	Level 21 Minion Skirmisher
Medium shadow humanoid	XP 800
HP 1; a missed attack never damages a minion.	Initiative +14
AC 35, Fortitude 35, Reflex 31, Will 30	Perception +11
Speed 6	Darkvision
STANDARD ACTIONS	
m Shiv (weapon) ♦At-Will	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 11 damage, or 13 damage if the traitorous spirit has combat advantage.	
TRIGGERED ACTIONS	
M Last Betrayal (weapon) • Encounter	
Trigger: The traitorous spirit is reduced to 0 hit points.	
Effect (No Action): The traitorous spirit makes a shiv attack against each adjacent enemy.	
Str 14 (+12)	Dex 18 (+14)
Con 14 (+12)	Int 10 (+10)
	Wis 12 (+11)
	Cha 12 (+11)
Alignment unaligned	Languages Common

ENCOUNTER VII: RAGE, DARK RANGER (ADVENTURE LEVEL 12)

Vanrak Moonstar	Level 12 Solo Skirmisher (leader)
Medium shadow humanoid (undead)	XP 3,500
HP 484; Bloodied 243	Initiative +13
AC 27, Fortitude 25, Reflex 20, Will 25	Perception +12
Speed 6	Eyes of Shar
Immune disease, poison ; Resist 10 necrotic ; Vulnerable 10 radiant	
Saving Throws +5; Action Points 2	
TRAITS	
Eyes of Shar	
Vanrak can see through all forms of darkness regardless of their source.	
Nightcloak's Elan • Aura 10	
All shadow creatures within the aura gain +2 to attack rolls; they also deal an additional 1d6 damage with melee and ranged attacks. They also deal an additional 1d10 damage against creatures who worship Selune.	
Shadow Talk	
Close burst 100 (all worshipers of Shar): As a free action, Vanrak can whisper a short message that can be heard and understood by all worshippers of Shar.	
Instinctive Assault	
On an initiative of Vanrak's normal initiative plus 10, Vanrak can use a free action to use Soulsword or Word of Loss. If Vanrak cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of Vanrak making the attack.	
STANDARD ACTIONS	
m Soulsword (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d8 + 7 necrotic damage.	
Effect: Vanrak shifts up to 2 squares.	
r Disk of the Night (weapon) • At-Will	
Attack: Ranged 6/12 (one creature); +17 vs. AC	
Hit: 3d8 + 7 damage.	
R Word of Loss (psychic) • Recharge 4 5 6	
Attack: Ranged 10; +15 vs. Will	
Hit: 3d8 + 7 psychic damage, and the target is dazed until the end of Vanrak's next turn.	
M Overpowering Attack (necrotic, weapon) • At-Will	
Attack: Melee 1 (one or two creatures); +17 vs. AC	
Hit: 3d10 + 5 necrotic damage, and Vanrak slides the target up to 2 squares.	
M Stab in the Dark • Recharge 5 6	
Effect: Vanrak becomes invisible until the end of his turn and shifts 6 squares. Vanrak can make 2 <i>overpowering attacks</i> at any point during this shift.	
C Darkfire Blast (fire, necrotic) • Encounter	
Attack: Close burst 5 (enemies in burst); +15 vs. Reflex	
Hit: 5d6 + 8 fire and necrotic damage.	
Miss: Half damage.	
MINOR ACTIONS	
C Minions of Shar • Recharge 6	
Effect: Vanrak summons 5 ghost tormentors anywhere in his <i>nightcloak's elan</i> .	
C Shar's Caress • Recharge 5 6	
Attack: Close blast 4 (enemies in blast); +15 vs Will	
Hit: The target is dazed (save ends).	

TRIGGERED ACTIONS		
Darkfire Fury (fire, necrotic, teleportation) • Encounter		
Trigger: Vanrak is first bloodied.		
Effect (Free Action): Vanrak teleports up to 6 squares, his <i>darkfire blast</i> recharges and he uses it.		
Eternal Resistance • At-Will		
Trigger: Vanrak is subject to an effect that a save can end.		
Effect (No Action): Vanrak makes a saving throw against the effect.		
Skills Arcana +16, Insight +16, Religion +16		
Str 25 (+13)	Dex 18 (+10)	Wis 21 (+11)
Con 20 (+11)	Int 21 (+11)	Cha 21 (+11)
Alignment evil		
Languages Common, Chondathan, Supernal		
Equipment leather armor, 2 soulwords, chatkcha		

2-3 Shadar-kai Painbearer	Level 11 Skirmisher (Leader)	
Medium shadow humanoid, human	XP 700	
HP 112; Bloodied 56	Initiative +14	
AC 25, Fortitude 23, Reflex 25, Will 23	Perception +9	
Speed 7	Low-light vision	
TRAITS		
Shadow Weft • Aura 5		
Each shadar-kai ally within the aura shifts 1 square as a free action after it hits with a melee attack.		
Shrouded in Gloom		
While shrouded in gloom, a creature takes a -2 penalty to attack rolls and gains only half the benefit of healing effects.		
STANDARD ACTIONS		
m Shadow Chain (weapon) • At-Will		
Attack: Melee 2 (one creature); +16 vs. AC		
Hit: 2d8 + 2 damage, and the target is shrouded in gloom (save ends).		
M Shadow Dance (necrotic) • Recharge 5 6		
Effect: The shadar-kai painbearer shifts 7 squares and makes three shadow chain attacks during the move, each against a different target. The painbearer's second and third attacks deal 2d6 extra necrotic damage for each prior attack that has hit. A creature that is shrouded in gloom and is hit by an attack is blinded (save ends).		
MOVE ACTIONS		
Shadow Jaunt (teleportation) • Encounter		
Effect: The shadar-kai painbearer teleports 3 squares and becomes insubstantial until the start of its next turn.		
TRIGGERED ACTIONS		
Shadow Boon • Encounter		
Trigger: An ally within 10 squares of the shadar-kai painbearer misses with an attack.		
Effect (Immediate Reaction): The triggering ally rerolls the attack roll.		
Skills Acrobatics +17, Stealth +17		
Str 20 (+10)	Dex 24 (+12)	Wis 18 (+9)
Con 16 (+8)	Int 14 (+7)	Cha 11 (+5)
Alignment unaligned		Languages Common
Equipment leather armor, spiked chain		

1-2 Tenebrous Assassin	Level 11 Skirmisher
Medium shadow humanoid, human	XP 700
HP 114; Bloodied 57	Initiative +13
AC 23, Fortitude 22, Reflex 24, Will 23	Perception +11
Speed 6	Darkvision
TRAITS	
Unerring Focus	
The assassin never takes penalties to attack rolls it makes against its prey. If the assassin takes radiant damage, this trait no longer functions (save ends).	
STANDARD ACTIONS	
m Kukri (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +16 vs. AC	
<i>Hit:</i> 2d6 + 10 damage, or 3d6 + 10 if the target is the assassin's prey.	
M Sunder From Sight (weapon) • Recharge 5 6	
<i>Attack:</i> Melee 1 (one creature); +16 vs. AC	
<i>Hit:</i> 2d6 + 10 damage, or 3d6 + 10 if the target is the assassin's prey.	
<i>Effect:</i> The target takes ongoing 5 damage, and it cannot be seen or targeted by its allies (save ends both).	
MINOR ACTIONS	
Shadow Prey • At-Will	
<i>Effect:</i> Ranged sight (one creature). The assassin designates the target as its prey until the assassin designates another target or until the end of the encounter.	
TRIGGERED ACTIONS	
Shadow Leap (teleportation) • Encounter	
<i>Trigger:</i> An enemy other than the assassin's prey attacks the assassin.	
<i>Effect (Immediate Reaction):</i> The assassin teleports up to 6 squares to a square adjacent to its prey.	
Skills Acrobatics +16, Athletics +10, Stealth +16	
Str 11 (+5)	Dex 22 (+11) Wis 12 (+6)
Con 18 (+9)	Int 11 (+5) Cha 20 (+10)
Alignment unaligned Languages Common	
Equipment kukri x2, leather armor	

5 Ghost Tormentor	Level 10 Minion Skirmisher
Medium shadow humanoid (undead)	XP 125
HP 1; a missed attack never damages a minion.	Initiative +12
AC 22, Fortitude 23, Reflex 22, Will 21	Perception +9
Speed 0; fly 6 (hover), phasing	Darkvision
Immune disease, poison; Resist insubstantial	
TRAITS	
Faceless Dread (fear) • Aura 2	
Any living creature that starts its turn within the aura takes a -2 penalty to saving throws until the end of its next turn.	
STANDARD ACTIONS	
m Shifting Strike (necrotic) • At-Will	
<i>Effect:</i> The tormentor shifts 2 squares and makes the following attack.	
<i>Attack:</i> Melee 1 (one creature); +13 vs. Fortitude	
<i>Hit:</i> 9 necrotic damage, or 12 necrotic damage if the tormentor ends its move flanking the target with another tormentor.	
Str 23 (+11)	Dex 20 (+10) Wis 18 (+9)
Con 15 (+7)	Int 14 (+7) Cha 11 (+5)
Alignment unaligned Languages Common	

ENCOUNTER VII: RAGE, DARK RANGER (ADVENTURE LEVEL 14)

Vanrak Moonstar	Level 14 Solo Skirmisher (leader)
Medium shadow humanoid (undead)	XP 5,000
HP 548; Bloodied 274	Initiative +14
AC 29, Fortitude 27, Reflex 22, Will 27	Perception +13
Speed 6	Eyes of Shar
Immune disease, poison ; Resist 10 necrotic ; Vulnerable 10 radiant	
Saving Throws +5; Action Points 2	
TRAITS	
Eyes of Shar	
Vanrak can see through all forms of darkness regardless of their source.	
Nightcloak's Elan • Aura 10	
All shadow creatures within the aura gain +2 to attack rolls; they also deal an additional 1d6 damage with melee and ranged attacks. They also deal an additional 1d10 damage against creatures who worship Selune.	
Shadow Talk	
Close burst 100 (all worshipers of Shar) As a free action. Vanrak can whisper a short message that can be heard and understood by all worshippers of Shar.	
Instinctive Assault	
On an initiative of Vanrak's normal initiative plus 10, Vanrak can use a free action to use Soulsword or Word of Loss. If Vanrak cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of Vanrak making the attack.	
STANDARD ACTIONS	
m Soulsword (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d8 + 9 necrotic damage.	
Effect: Vanrak shifts up to 2 squares.	
r Disk of the Night (weapon) • At-Will	
Attack: Ranged 6/12 (one creature); +19 vs. AC	
Hit: 3d8 + 9 damage.	
R Word of Loss (psychic) • Recharge 4 5 6	
Attack: Ranged 10; +17 vs. Will	
Hit: 3d8 + 9 psychic damage, and the target is dazed until the end of Vanrak's next turn.	
M Overpowering Attack (necrotic, weapon) • At-Will	
Attack: Melee 1 (one or two creatures); +19 vs. AC	
Hit: 3d10 + 7 necrotic damage, and Vanrak slides the target up to 2 squares.	
M Stab in the Dark • Recharge 5 6	
Effect: Vanrak becomes invisible until the end of his turn and shifts 6 squares. Vanrak can make 2 <i>overpowering attacks</i> at any point during this shift.	
C Darkfire Blast (fire, necrotic) • Encounter	
Attack: Close burst 5 (enemies in burst); +17 vs. Reflex	
Hit: 5d6 + 10 fire and necrotic damage.	
Miss: Half damage.	
MINOR ACTIONS	
C Minions of Shar • Recharge 6	
Effect: Vanrak summons 5 ghost tormentors anywhere in his <i>nightcloak's elan</i> .	
C Shar's Caress • Recharge 5 6	
Attack: Close blast 4 (enemies in blast); +17 vs. Will	
Hit: The target is dazed (save ends).	

TRIGGERED ACTIONS		
Darkfire Fury (fire, necrotic, teleportation) • Encounter		
Trigger: Vanrak is first bloodied.		
Effect (Free Action): Vanrak teleports up to 6 squares, his <i>darkfire blast</i> recharges and he uses it.		
Eternal Resistance • At-Will		
Trigger: Vanrak is subject to an effect that a save can end.		
Effect (No Action): Vanrak makes a saving throw against the effect.		
Skills Arcana +17, Insight +17, Religion +17		
Str 25 (+14)	Dex 18 (+11)	Wis 21 (+12)
Con 20 (+12)	Int 21 (+12)	Cha 21 (+12)
Alignment evil		
Languages Common, Chondathan, Supernal		
Equipment leather armor, 2 soulswords, chatkcha		

2-3 Shadar-kai Painbearer	Level 13 Skirmisher (Leader)
Medium shadow humanoid	XP 800
HP 128; Bloodied 64	Initiative +15
AC 27, Fortitude 25, Reflex 27, Will 25	Perception +10
Speed 7	Low-light vision
TRAITS	
Shadow Weft • Aura 5	
Each shadar-kai ally within the aura shifts 1 square as a free action after it hits with a melee attack.	
Shrouded in Gloom	
While shrouded in gloom, a creature takes a -2 penalty to attack rolls and gains only half the benefit of healing effects.	
STANDARD ACTIONS	
m Shadow Chain (weapon) • At-Will	
Attack: Melee 2 (one creature); +18 vs. AC	
Hit: 2d8 + 4 damage, and the target is shrouded in gloom (save ends).	
M Shadow Dance (necrotic) • Recharge 5 6	
Effect: The shadar-kai painbearer shifts 7 squares and makes three shadow chain attacks during the move, each against a different target. The painbearer's second and third attacks deal 2d6 extra necrotic damage for each prior attack that has hit. A creature that is shrouded in gloom and is hit by an attack is blinded (save ends).	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The shadar-kai painbearer teleports 3 squares and becomes insubstantial until the start of its next turn.	
TRIGGERED ACTIONS	
Shadow Boon • Encounter	
Trigger: An ally within 10 squares of the shadar-kai painbearer misses with an attack.	
Effect (Immediate Reaction): The triggering ally rerolls the attack roll.	
Skills Acrobatics +18, Stealth +18	
Str 20 (+11)	Dex 24 (+13) Wis 18 (+10)
Con 16 (+9)	Int 14 (+8) Cha 11 (+6)
Alignment unaligned	Languages Common
Equipment leather armor, spiked chain	

1-2 Tenebrous Assassin	Level 13 Skirmisher
Medium shadow humanoid, human	XP 800
HP 130; Bloodied 65	Initiative +14
AC 25, Fortitude 24, Reflex 26, Will 25	Perception +12
Speed 6	Darkvision
TRAITS	
Unerring Focus	
The assassin never takes penalties to attack rolls it makes against its prey. If the assassin takes radiant damage, this trait no longer functions (save ends).	
STANDARD ACTIONS	
m Kukri (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +18 vs. AC	
<i>Hit:</i> 2d6 + 12 damage, or 3d6 + 12 if the target is the assassin's prey.	
M Sunder From Sight (weapon) • Recharge 5 6	
<i>Attack:</i> Melee 1 (one creature); +18 vs. AC	
<i>Hit:</i> 2d6 + 12 damage, or 3d6 + 12 if the target is the assassin's prey.	
<i>Effect:</i> The target takes ongoing 5 damage, and it cannot be seen or targeted by its allies (save ends both).	
MINOR ACTIONS	
Shadow Prey • At-Will	
<i>Effect:</i> Ranged sight (one creature). The assassin designates the target as its prey until the assassin designates another target or until the end of the encounter.	
TRIGGERED ACTIONS	
Shadow Leap (teleportation) • Encounter	
<i>Trigger:</i> An enemy other than the assassin's prey attacks the assassin.	
<i>Effect (Immediate Reaction):</i> The assassin teleports up to 6 squares to a square adjacent to its prey.	
Skills Acrobatics +17, Athletics +11, Stealth +17	
Str 11 (+6)	Dex 22 (+12) Wis 12 (+7)
Con 18 (+10)	Int 11 (+6) Cha 20 (+11)
Alignment unaligned Languages Common	
Equipment kukri x2, leather armor	

5 Ghost Tormentor	Level 12 Minion Skirmisher
Medium shadow humanoid (undead)	XP 175
HP 1; a missed attack never damages a minion.	Initiative +13
AC 24, Fortitude 25, Reflex 24, Will 23	Perception +10
Speed 0; fly 6 (hover), phasing	Darkvision
Immune disease, poison; Resist insubstantial	
TRAITS	
Faceless Dread (fear) • Aura 2	
Any living creature that starts its turn within the aura takes a -2 penalty to saving throws until the end of its next turn.	
STANDARD ACTIONS	
m Shifting Strike (necrotic) • At-Will	
<i>Effect:</i> The tormentor shifts 2 squares and makes the following attack.	
<i>Attack:</i> Melee 1 (one creature); +15 vs. Fortitude	
<i>Hit:</i> 10 necrotic damage, or 13 necrotic damage if the tormentor ends its move flanking the target with another tormentor.	
Str 23 (+12)	Dex 20 (+11) Wis 18 (+10)
Con 15 (+8)	Int 14 (+8) Cha 11 (+6)
Alignment unaligned Languages Common	

ENCOUNTER VII: RAGE, DARK RANGER (ADVENTURE LEVEL 16)

Vanrak Moonstar	Level 16 Solo Skirmisher (leader)
Medium shadow humanoid (undead)	XP 7,000
HP 612; Bloodied 306	Initiative +15
AC 31, Fortitude 29, Reflex 24, Will 29	Perception +14
Speed 6	Eyes of Shar
Immune disease, poison ; Resist 10 necrotic ; Vulnerable 10 radiant	
Saving Throws +5; Action Points 2	
TRAITS	
Eyes of Shar	
Vanrak can see through all forms of darkness regardless of their source.	
Nightcloak's Elan • Aura 10	
All shadow creatures within the aura gain +2 to attack rolls; they also deal an additional 1d6 damage with melee and ranged attacks. They also deal an additional 1d10 damage against creatures who worship Selune.	
Shadow Talk	
Close burst 100 (all worshipers of Shar) As a free action. Vanrak can whisper a short message that can be heard and understood by all worshippers of Shar.	
Instinctive Assault	
On an initiative of Vanrak's normal initiative plus 10, Vanrak can use a free action to use Soulsword or Word of Loss. If Vanrak cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of Vanrak making the attack.	
STANDARD ACTIONS	
m Soulsword (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d8 + 11 necrotic damage.	
Effect: Vanrak shifts up to 2 squares.	
r Disk of the Night (weapon) • At-Will	
Attack: Ranged 6/12 (one creature); +21 vs. AC	
Hit: 3d8 + 11 damage.	
R Word of Loss (psychic) • Recharge 4 5 6	
Attack: Ranged 10; +19 vs. Will	
Hit: 3d8 + 11 psychic damage, and the target is dazed until the end of Vanrak's next turn.	
M Overpowering Attack (necrotic, weapon) • At-Will	
Attack: Melee 1 (one or two creatures); +21 vs. AC	
Hit: 3d10 + 9 necrotic damage, and Vanrak slides the target up to 2 squares.	
M Stab in the Dark • Recharge 5 6	
Effect: Vanrak becomes invisible until the end of his turn and shifts 6 squares. Vanrak can make 2 <i>overpowering attacks</i> at any point during this shift.	
C Darkfire Blast (fire, necrotic) • Encounter	
Attack: Close burst 5 (enemies in burst); +19 vs. Reflex	
Hit: 5d6 + 12 fire and necrotic damage.	
Miss: Half damage.	
MINOR ACTIONS	
C Minions of Shar • Recharge 6	
Effect: Vanrak summons 5 ghost tormentors anywhere in his <i>nightcloak's elan</i> .	
C Shar's Caress • Recharge 5 6	
Attack: Close blast 4 (enemies in blast); +19 vs. Will	
Hit: The target is dazed (save ends).	

TRIGGERED ACTIONS		
Darkfire Fury (fire, necrotic, teleportation) • Encounter		
Trigger: Vanrak is first bloodied.		
Effect (Free Action): Vanrak teleports up to 6 squares, his <i>darkfire blast</i> recharges and he uses it.		
Eternal Resistance • At-Will		
Trigger: Vanrak is subject to an effect that a save can end.		
Effect (No Action): Vanrak makes a saving throw against the effect.		
Skills Arcana +18, Insight +18, Religion +18		
Str 25 (+15)	Dex 18 (+12)	Wis 21 (+13)
Con 20 (+13)	Int 21 (+13)	Cha 21 (+13)
Alignment evil		
Languages Common, Chondathan, Supernal		
Equipment leather armor, 2 soulswords, chatkcha		

2-3 Shadar-kai Painbearer	Level 15 Skirmisher (Leader)
Medium shadow humanoid	XP 1,200
HP 144; Bloodied 72	Initiative +16
AC 29, Fortitude 27, Reflex 29, Will 27	Perception +11
Speed 7	Low-light vision
TRAITS	
Shadow Weft • Aura 5	
Each shadar-kai ally within the aura shifts 1 square as a free action after it hits with a melee attack.	
Shrouded in Gloom	
While shrouded in gloom, a creature takes a -2 penalty to attack rolls and gains only half the benefit of healing effects.	
STANDARD ACTIONS	
m Shadow Chain (weapon) • At-Will	
Attack: Melee 2 (one creature); +20 vs. AC	
Hit: 2d8 + 6 damage, and the target is shrouded in gloom (save ends).	
M Shadow Dance (necrotic) • Recharge 5 6	
Effect: The shadar-kai painbearer shifts 7 squares and makes three shadow chain attacks during the move, each against a different target. The painbearer's second and third attacks deal 2d6 extra necrotic damage for each prior attack that has hit. A creature that is shrouded in gloom and is hit by an attack is blinded (save ends).	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The shadar-kai painbearer teleports 3 squares and becomes insubstantial until the start of its next turn.	
TRIGGERED ACTIONS	
Shadow Boon • Encounter	
Trigger: An ally within 10 squares of the shadar-kai painbearer misses with an attack.	
Effect (Immediate Reaction): The triggering ally rerolls the attack roll.	
Skills Acrobatics +19, Stealth +19	
Str 20 (+12)	Dex 24 (+14)
Con 16 (+10)	Int 14 (+9)
	Cha 11 (+7)
Alignment unaligned	
Languages Common	
Equipment leather armor, spiked chain	

1-2 Tenebrous Assassin	Level 15 Skirmisher
Medium shadow humanoid, human	XP 1,200
HP 146; Bloodied 73	Initiative +15
AC 27, Fortitude 26, Reflex 28, Will 27	Perception +13
Speed 6	Darkvision
TRAITS	
Unerring Focus	
The assassin never takes penalties to attack rolls it makes against its prey. If the assassin takes radiant damage, this trait no longer functions (save ends).	
STANDARD ACTIONS	
m Kukri (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +20 vs. AC	
<i>Hit:</i> 2d6 + 14 damage, or 3d6 + 14 if the target is the assassin's prey.	
M Sunder From Sight (weapon) • Recharge 5 6	
<i>Attack:</i> Melee 1 (one creature); +20 vs. AC	
<i>Hit:</i> 2d6 + 14 damage, or 3d6 + 14 if the target is the assassin's prey.	
<i>Effect:</i> The target takes ongoing 5 damage, and it cannot be seen or targeted by its allies (save ends both).	
MINOR ACTIONS	
Shadow Prey • At-Will	
<i>Effect:</i> Ranged sight (one creature). The assassin designates the target as its prey until the assassin designates another target or until the end of the encounter.	
TRIGGERED ACTIONS	
Shadow Leap (teleportation) • Encounter	
<i>Trigger:</i> An enemy other than the assassin's prey attacks the assassin.	
<i>Effect (Immediate Reaction):</i> The assassin teleports up to 6 squares to a square adjacent to its prey.	
Skills Acrobatics +18, Athletics +12, Stealth +18	
Str 11 (+7)	Dex 22 (+13) Wis 12 (+8)
Con 18 (+11)	Int 11 (+7) Cha 20 (+12)
Alignment unaligned Languages Common	
Equipment kukri x2, leather armor	

5 Ghost Tormentor	Level 14 Minion Skirmisher
Medium shadow humanoid (undead)	XP 250
HP 1; a missed attack never damages a minion.	Initiative +14
AC 26, Fortitude 27, Reflex 26, Will 25	Perception +11
Speed 0; fly 6 (hover), phasing	Darkvision
Immune disease, poison; Resist insubstantial	
TRAITS	
Faceless Dread (fear) • Aura 2	
Any living creature that starts its turn within the aura takes a -2 penalty to saving throws until the end of its next turn.	
STANDARD ACTIONS	
m Shifting Strike (necrotic) • At-Will	
<i>Effect:</i> The tormentor shifts 2 squares and makes the following attack.	
<i>Attack:</i> Melee 1 (one creature); +17 vs. Fortitude	
<i>Hit:</i> 11 necrotic damage, or 14 necrotic damage if the tormentor ends its move flanking the target with another tormentor.	
Str 23 (+13)	Dex 20 (+12) Wis 18 (+11)
Con 15 (+9)	Int 14 (+9) Cha 11 (+7)
Alignment unaligned Languages Common	

ENCOUNTER VII: RAGE, DARK RANGER (ADVENTURE LEVEL 18)

Vanrak Moonstar	Level 18 Solo Skirmisher (leader)
Medium shadow humanoid (undead)	XP 10,000
HP 676; Bloodied 338	Initiative +16
AC 33, Fortitude 31, Reflex 26, Will 31	Perception +15
Speed 6	Eyes of Shar
Immune disease, poison ; Resist 10 necrotic ; Vulnerable 10 radiant	
Saving Throws +5; Action Points 2	
TRAITS	
Eyes of Shar	
Vanrak can see through all forms of darkness regardless of their source.	
Nightcloak's Elan • Aura 10	
All shadow creatures within the aura gain +2 to attack rolls; they also deal an additional 1d6 damage with melee and ranged attacks. They also deal an additional 1d10 damage against creatures who worship Selune.	
Shadow Talk	
Close burst 100 (all worshipers of Shar) As a free action. Vanrak can whisper a short message that can be heard and understood by all worshippers of Shar.	
Instinctive Assault	
On an initiative of Vanrak's normal initiative plus 10, Vanrak can use a free action to use Soulsword or Word of Loss. If Vanrak cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of Vanrak making the attack.	
STANDARD ACTIONS	
m Soulsword (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d8 + 13 necrotic damage.	
Effect: Vanrak shifts up to 2 squares.	
r Disk of the Night (weapon) • At-Will	
Attack: Ranged 6/12 (one creature); +23 vs. AC	
Hit: 3d8 + 13 damage.	
R Word of Loss (psychic) • Recharge 4 5 6	
Attack: Ranged 10; +21 vs. Will	
Hit: 3d8 + 13 psychic damage, and the target is dazed until the end of Vanrak's next turn.	
M Overpowering Attack (necrotic, weapon) • At-Will	
Attack: Melee 1 (one or two creatures); +23 vs. AC	
Hit: 3d10 + 11 necrotic damage, and Vanrak slides the target up to 2 squares.	
M Stab in the Dark • Recharge 5 6	
Effect: Vanrak becomes invisible until the end of his turn and shifts 6 squares. Vanrak can make 2 <i>overpowering attacks</i> at any point during this shift.	
C Darkfire Blast (fire, necrotic) • Encounter	
Attack: Close burst 5 (enemies in burst); +21 vs. Reflex	
Hit: 5d6 + 14 fire and necrotic damage.	
Miss: Half damage.	
MINOR ACTIONS	
C Minions of Shar • Recharge 6	
Effect: Vanrak summons 5 ghost tormentors anywhere in his <i>nightcloak's elan</i> .	
C Shar's Caress • Recharge 5 6	
Attack: Close blast 4 (enemies in blast); +21 vs. Will	
Hit: The target is dazed (save ends).	

TRIGGERED ACTIONS		
Darkfire Fury (fire, necrotic, teleportation) • Encounter		
Trigger: Vanrak is first bloodied.		
Effect (Free Action): Vanrak teleports up to 6 squares, his <i>darkfire blast</i> recharges and he uses it.		
Eternal Resistance • At-Will		
Trigger: Vanrak is subject to an effect that a save can end.		
Effect (No Action): Vanrak makes a saving throw against the effect.		
Skills Arcana +19, Insight +19, Religion +19		
Str 25 (+16)	Dex 18 (+13)	Wis 21 (+14)
Con 20 (+14)	Int 21 (+14)	Cha 21 (+14)
Alignment evil		
Languages Common, Chondathan, Supernal		
Equipment leather armor, 2 soulswords, chatkcha		

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

1-2Tenebrous Assassin	Level 17 Skirmisher
Medium shadow humanoid, human	XP 1,600
HP 162; Bloodied 81	Initiative +16
AC 29, Fortitude 28, Reflex 30, Will 29	Perception +14
Speed 6	Darkvision
TRAITS	
Unerring Focus	
The assassin never takes penalties to attack rolls it makes against its prey. If the assassin takes radiant damage, this trait no longer functions (save ends).	
STANDARD ACTIONS	
m Kukri (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +22 vs. AC	
<i>Hit:</i> 2d6 + 16 damage, or 3d6 + 16 if the target is the assassin's prey.	
M Sunder From Sight (weapon) • Recharge 5 6	
<i>Attack:</i> Melee 1 (one creature); +22 vs. AC	
<i>Hit:</i> 2d6 + 15 damage, or 3d6 + 15 if the target is the assassin's prey.	
<i>Effect:</i> The target takes ongoing 5 damage, and it cannot be seen or targeted by its allies (save ends both).	
MINOR ACTIONS	
Shadow Prey • At-Will	
<i>Effect:</i> Ranged sight (one creature). The assassin designates the target as its prey until the assassin designates another target or until the end of the encounter.	
TRIGGERED ACTIONS	
Shadow Leap (teleportation) • Encounter	
<i>Trigger:</i> An enemy other than the assassin's prey attacks the assassin.	
<i>Effect (Immediate Reaction):</i> The assassin teleports up to 6 squares to a square adjacent to its prey.	
Skills Acrobatics +19, Athletics +13, Stealth +19	
Str 11 (+8)	Dex 22 (+14) Wis 12 (+9)
Con 18 (+12)	Int 11 (+8) Cha 20 (+13)
Alignment unaligned Languages Common	
Equipment kukri x2, leather armor	

5 Ghost Tormentor	Level 16 Minion Skirmisher
Medium shadow humanoid (undead)	XP 350
HP 1; a missed attack never damages a minion.	Initiative +15
AC 28, Fortitude 29, Reflex 28, Will 27	Perception +12
Speed 0; fly 6 (hover), phasing	Darkvision
Immune disease, poison; Resist insubstantial	
TRAITS	
Faceless Dread (fear) • Aura 2	
Any living creature that starts its turn within the aura takes a -2 penalty to saving throws until the end of its next turn.	
STANDARD ACTIONS	
m Shifting Strike (necrotic) • At-Will	
<i>Effect:</i> The tormentor shifts 2 squares and makes the following attack.	
<i>Attack:</i> Melee 1 (one creature); +19 vs. Fortitude	
<i>Hit:</i> 12 necrotic damage, or 15 necrotic damage if the tormentor ends its move flanking the target with another tormentor.	
Str 23 (+14)	Dex 20 (+13) Wis 18 (+12)
Con 15 (+10)	Int 14 (+10) Cha 11 (+8)
Alignment unaligned Languages Common	

ENCOUNTER VII: RAGE DARK RANGER (ADVENTURE LEVEL 20)

Vanrak Moonstar	Level 20 Solo Skirmisher (leader)
Medium shadow humanoid (undead)	XP 14,000
HP 740; Bloodied 370	Initiative +17
AC 35, Fortitude 33, Reflex 28, Will 33	Perception +16
Speed 6	Eyes of Shar
Immune disease, poison ; Resist 10 necrotic ; Vulnerable 10 radiant	
Saving Throws +5; Action Points 2	
TRAITS	
Eyes of Shar	
Vanrak can see through all forms of darkness regardless of their source.	
Nightcloak's Elan • Aura 10	
All shadow creatures within the aura gain +2 to attack rolls; they also deal an additional 1d6 damage with melee and ranged attacks. They also deal an additional 1d10 damage against creatures who worship Selune.	
Shadow Talk	
Close burst 100 (all worshipers of Shar) As a free action. Vanrak can whisper a short message that can be heard and understood by all worshippers of Shar.	
Instinctive Assault	
On an initiative of Vanrak's normal initiative plus 10, Vanrak can use a free action to use Soulsword or Word of Loss. If Vanrak cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of Vanrak making the attack.	
STANDARD ACTIONS	
m Soulsword (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d8 + 15 necrotic damage.	
Effect: Vanrak shifts up to 2 squares.	
r Disk of the Night (weapon) • At-Will	
Attack: Ranged 6/12 (one creature); +25 vs. AC	
Hit: 3d8 + 15 damage.	
R Word of Loss (psychic) • Recharge 4 5 6	
Attack: Ranged 10; +23 vs. Will	
Hit: 3d8 + 15 psychic damage, and the target is dazed until the end of Vanrak's next turn.	
M Overpowering Attack (necrotic, weapon) • At-Will	
Attack: Melee 1 (one or two creatures); +25 vs. AC	
Hit: 3d10 + 13 necrotic damage, and Vanrak slides the target up to 2 squares.	
M Stab in the Dark • Recharge 5 6	
Effect: Vanrak becomes invisible until the end of his turn and shifts 6 squares. Vanrak can make 2 <i>overpowering attacks</i> at any point during this shift.	
C Darkfire Blast (fire, necrotic) • Encounter	
Attack: Close burst 5 (enemies in burst); +23 vs. Reflex	
Hit: 5d6 +12 fire and necrotic damage.	
Miss: Half damage.	
MINOR ACTIONS	
C Minions of Shar • Recharge 6	
Effect: Vanrak summons 5 ghost tormentors anywhere in his <i>nightcloak's elan</i> .	
C Shar's Caress • Recharge 5 6	
Attack: Close blast 4 (enemies in blast); +23 vs. Will	
Hit: The target is dazed (save ends).	

TRIGGERED ACTIONS		
Darkfire Fury (fire, necrotic, teleportation) • Encounter		
Trigger: Vanrak is first bloodied.		
Effect (Free Action): Vanrak teleports up to 6 squares, his <i>darkfire blast</i> recharges and he uses it.		
Eternal Resistance • At-Will		
Trigger: Vanrak is subject to an effect that a save can end.		
Effect (No Action): Vanrak makes a saving throw against the effect.		
Skills Arcana +20, Insight +20, Religion +20		
Str 25 (+17)	Dex 18 (+14)	Wis 21 (+15)
Con 20 (+15)	Int 21 (+15)	Cha 21 (+15)
Alignment evil		
Languages Common, Chondathan, Supernal		
Equipment leather armor, 2 soulwords, chatkcha		

2-3 Shadar-kai Painbearer	Level 19 Skirmisher (Leader)
Medium shadow humanoid	XP 2,400
HP 176; Bloodied 88	Initiative +18
AC 33, Fortitude 30, Reflex 32, Will 31	Perception +13
Speed 7	Low-light vision
TRAITS	
Shadow Weft • Aura 5	
Each shadar-kai ally within the aura shifts 1 square as a free action after it hits with a melee attack.	
Shrouded in Gloom	
While shrouded in gloom, a creature takes a -2 penalty to attack rolls and gains only half the benefit of healing effects.	
STANDARD ACTIONS	
m Shadow Chain (weapon) • At-Will	
Attack: Melee 2 (one creature); +24 vs. AC	
Hit: 2d8 + 10 damage, and the target is shrouded in gloom (save ends).	
M Shadow Dance (necrotic) • Recharge 5 6	
Effect: The shadar-kai painbearer shifts 7 squares and makes three shadow chain attacks during the move, each against a different target. The painbearer's second and third attacks deal 2d6 extra necrotic damage for each prior attack that has hit. A creature that is shrouded in gloom and is hit by an attack is blinded (save ends).	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The shadar-kai painbearer teleports 3 squares and becomes insubstantial until the start of its next turn.	
TRIGGERED ACTIONS	
Shadow Boon • Encounter	
Trigger: An ally within 10 squares of the shadar-kai painbearer misses with an attack.	
Effect (Immediate Reaction): The triggering ally rerolls the attack roll.	
Skills Acrobatics +21, Stealth +21	
Str 20 (+14)	Dex 24 (+16) Wis 18 (+13)
Con 16 (+12)	Int 14 (+11) Cha 11 (+9)
Alignment unaligned	Languages Common
Equipment leather armor, spiked chain	

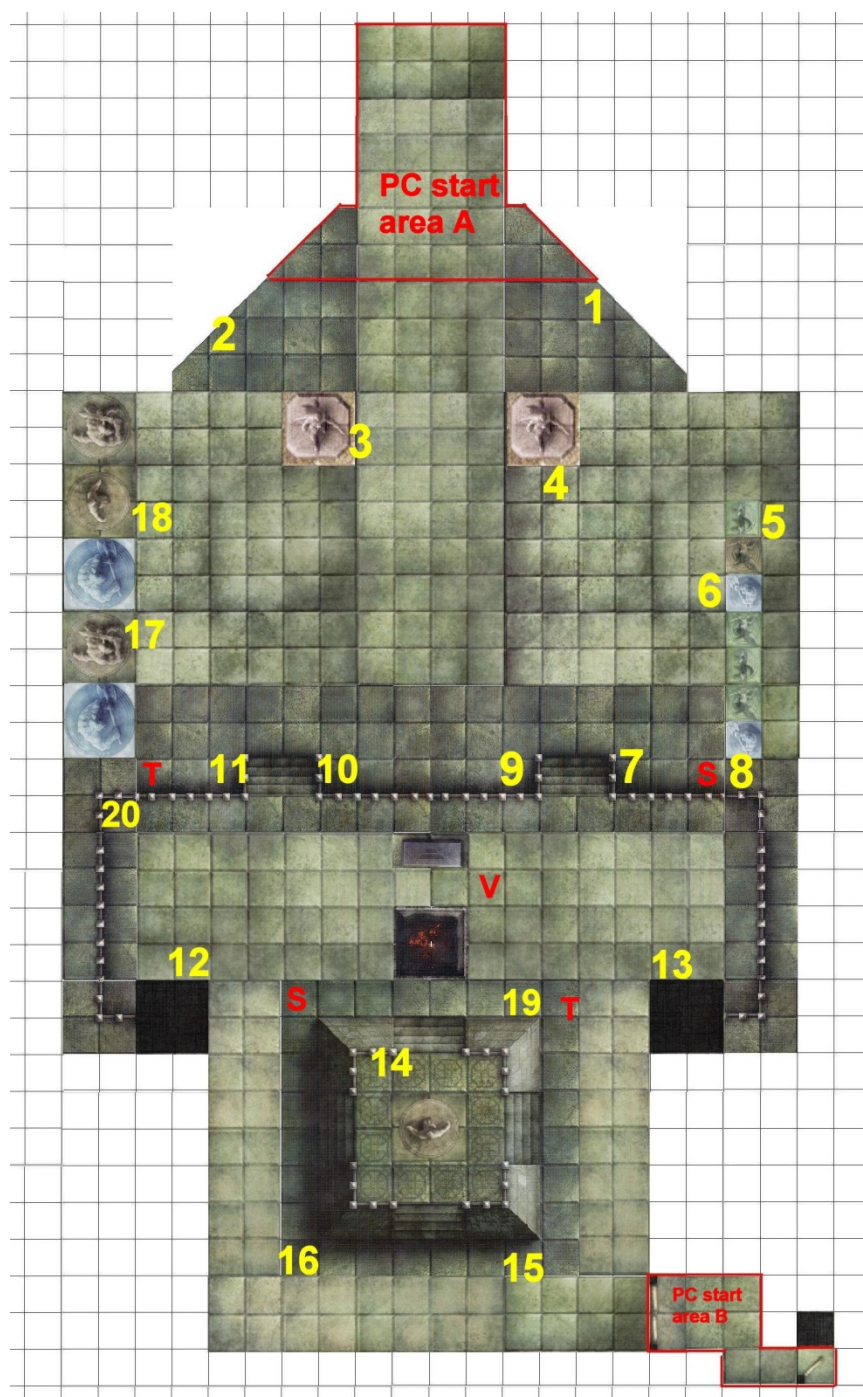
1-2 Tenebrous Assassin	Level 19 Skirmisher
Medium shadow humanoid, human	XP 2,400
HP 178; Bloodied 89	Initiative +17
AC 31, Fortitude 30, Reflex 32, Will 31	Perception +15
Speed 6	Darkvision
TRAITS	
Unerring Focus	
The assassin never takes penalties to attack rolls it makes against its prey. If the assassin takes radiant damage, this trait no longer functions (save ends).	
STANDARD ACTIONS	
m Kukri (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +24 vs. AC	
<i>Hit:</i> 2d6 + 18 damage, or 3d6 + 18 if the target is the assassin's prey.	
M Sunder From Sight (weapon) • Recharge 5 6	
<i>Attack:</i> Melee 1 (one creature); +24 vs. AC	
<i>Hit:</i> 2d6 + 18 damage, or 3d6 + 18 if the target is the assassin's prey.	
<i>Effect:</i> The target takes ongoing 5 damage, and it cannot be seen or targeted by its allies (save ends both).	
MINOR ACTIONS	
Shadow Prey • At-Will	
<i>Effect:</i> Ranged sight (one creature). The assassin designates the target as its prey until the assassin designates another target or until the end of the encounter.	
TRIGGERED ACTIONS	
Shadow Leap (teleportation) • Encounter	
<i>Trigger:</i> An enemy other than the assassin's prey attacks the assassin.	
<i>Effect (Immediate Reaction):</i> The assassin teleports up to 6 squares to a square adjacent to its prey.	
Skills Acrobatics +20, Athletics +14, Stealth +20	
Str 11 (+9)	Dex 22 (+15) Wis 12 (+10)
Con 18 (+13)	Int 11 (+9) Cha 20 (+14)
Alignment unaligned Languages Common	
Equipment kukri x2, leather armor	

5 Ghost Tormentor	Level 18 Minion	Skirmisher
Medium shadow humanoid (undead)		XP 500
HP 1; a missed attack never damages a minion.	Initiative +16	
AC 30, Fortitude 31, Reflex 30, Will 29	Perception +13	
Speed 0; fly 6 (hover), phasing	Darkvision	
Immune disease, poison; Resist insubstantial		
TRAITS		
Faceless Dread (fear) • Aura 2		
Any living creature that starts its turn within the aura takes a -2 penalty to saving throws until the end of its next turn.		
STANDARD ACTIONS		
m Shifting Strike (necrotic) • At-Will		
<i>Effect:</i> The tormentor shifts 2 squares and makes the following attack.		
<i>Attack:</i> Melee 1 (one creature); +21 vs. Fortitude		
<i>Hit:</i> 13 necrotic damage, or 16 necrotic damage if the tormentor ends its move flanking the target with another tormentor.		
Str 23 (+15)	Dex 20 (+14)	Wis 18 (+13)
Con 15 (+11)	Int 14 (+11)	Cha 11 (+9)
Alignment unaligned Languages Common		

ENCOUNTER VII: RAGE, DARK RANGER MAP

TILE SETS NEEDED

Dungeon Tile Master Set - The Dungeon 2x, DN4 Cathedral of Chaos 2x, Dungeon Tile Master Set-The City (statues only) 2x, DN 1 (statues only) 2x, Fane of the Forgotten Gods (statue only)



V= Vanrak, S= shadar-kai painbearer, T= tenebrous assassin
numbers indicate locations of dark mirrors

CONCLUDING THE ADVENTURE

Use this encounter no matter the path taken or choices made.

IMPORTANT NPCs

Vajra Safhar, Blackstaff and Archmage of Waterdeep;
Jhessail Eveningfall, High Priestess of the House of the Moon (Selune);
(possibly) **Lord Degault Neverember**, Open Lord of Waterdeep;
(possibly) **Lord Stedd Moonstar**

If the PCs survive and return to Waterdeep, they are greeted by Vajra Safhar and Jhessail Eveningfall.

Depending upon which Encounters (2A, 2B, or 2C, and 16A, 16B, and/or 16C) the PCs accomplished, the conclusions and even NPCs present for the conclusions may vary.

If Encounter 2B or 16B was successfully accomplished, then Lord Stedd Moonstar is either be waiting with the other two NPCs, or is returning with the PCs from Vanrakdoom. If neither were successfully accomplished, then Stedd is not present and likely dead.

If the adventurers destroyed Vanrak, they also meet the Open Lord, Degault Neverember.

CONCLUDING THE ADVENTURE

Adjust the text as needed.

Standing before you are two familiar figures; Vajra Safhar and Jhessail Eveningfall. "What news have you?" asks the Blackstaff.

Give the opportunity for the players to role play sharing of their successes and challenges with the leadership of Waterdeep. If the players just want to say they tell what they know, then move to the respective reactions.

GOOD OUTCOMES

If Lord Vanrak was destroyed, then read the following:

"Congratulations!" declares the Blackstaff, an uncharacteristic smile crossing her face. "You have defeated one of Shar's greatest champions. All of Waterdeep will herald your bravery. Daught Neverember, the Open Lord of Waterdeep, wants to publicly recognize and reward you."

The PCs receive Story Award WATE37 Vanrak's Destruction.

This was the Major Objective of the adventure. The Blackstaff gifts the PCs with any uncommon neck slot item; the Open Lord Neverember awards the Bright Sleeve decoration (see Player Handout and WATE38 Story Award) and a choice of a common or uncommon magic item (Treasure X) to the PCs; and Jhessail Eveningfall gifts the PCs with a *wicked fang weapon*. If Stedd Moonstar is also present, he adds the thanks of House Moonstar for ending this threat, as does Lady Alathene Moonstar.

If Lord Vanrak was destroyed, those PCs who participated in all three *Brightcloaks* Major Quest adventures (WATE3-1, 3-2, and 3-3) also receive a *greater necklace of fireballs* which is provided by the Blackstaff.

If the heroes saved the temple of Selune (Encounters 2A or 16A), then read the following:

Jhessail Eveningfall steps forward. "The House of the Moon is in your debt," she states. "A great feast will be held in your honor. The bards will sing of this day for quite some time, I think, Great Heroes."

This was one of the Minor Objectives of the adventure. The temple of Selune rewards the PCs with a pair of planar stasis boots.

If the heroes saved the members of House Moonstar (Encounters 2B or 16B), then read the following:

Lord Stedd and his fiancé break their embrace. Lord Stedd grabs each of your hands and pumps your arms vigorously, tears streaming down his face. "Thank you!" he cries. "Thank you my friends. You have saved House Moonstar. Our debt to you will not long be forgotten."

Lady Alathene Moonstar adds her congratulations and thanks.

This was one of the Minor Objectives of the adventure. Lord Moonstar rewards the PCs with a *lightning wand*.

If the heroes prevented the theft of or recovered the stolen magic items (Encounters 2C or 16C), then read the following:

Vajra thanks you for this prevention of a disaster to the safety of Waterdeep. With those items, any attacking force might turn our defenses into adversaries. The Masked Lords express their thanks as well.

This was one of the Minor Objectives of the adventure.

The Masked Lords of Waterdeep reward the PCs with a set of *ever-fading armor*.

If the PCs completed all three adventures in the Brightcloaks Quest, previously received WATE31 Lady Alathene's Return and WATE34 Respect of Selune/Enmity of Shar story awards, and in this adventure destroyed Lord Vanrak and saved the temple of Selune from the Void Shadow, those PCs receive the story award WATE39 *Selune's Boon*.

BAD OUTCOMES

If the temple of Selune was destroyed by the Void Shadow, then read the following:

"I am grateful you survived" declares the Blackstaff, a dour expression on her face. "But the House of the Moon was not so lucky."

Jhessail Eveningfall says, "This is a tragic day for the followers of Selune. Many have died and Shar has won a great victory. Long will this day remain in infamy."

If the members of House Moonstar were not saved, then read the following:

Vajra and Jhessail are much saddened by the news of the loss of House Moonstar. This spells the end of an ancient line of nobles and patrons of Selune.

If the powerful magic items of Waterdeep were stolen and not recovered, then read the following:

Vajra is quite saddened at this news. "The Lords of Waterdeep and I must confer as to new protective measures to mitigate the loss of these powerful items of Waterdeep's defenses."

If Vanrak was not defeated, then read the following:

Both Vajra and Jhessail are shocked and dismayed at the news of Vanrak's survival. "We fear that he will regroup and plan more evil for the city. This is foul news."

TREASURE

The PCs are rewarded with 2000 / 3400 / 6800 / 14000 / 21000 gp (each) in gemstones. The PCs may be rewarded (check text) with any uncommon neck slot item (level +2), +3/+4 *ever-fading armor*, +3/+4 *wicked fang weapon*, +3/+4 *lightning wand*, *planar stasis boots* (level

18), Common magic item (PC's level + 2) or Uncommon magic item (PC's level) or more gold.

MAJOR QUEST BONUS REWARDS

PCs who completed all three adventures in the Brightcloaks Quest receive in addition: 500 / 850 / 1650 / 3300 / 5000 gp (each) in gemstones. Also they may receive any Uncommon neck slot item (at level + 4). If they qualify for the Quest Bonus, they may also receive a +3/+4 *greater necklace of fireballs*.

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.

Each PC who already has both Story Awards WATE30 and WATE36, and who earns WATE37 in this adventure, completes the *Brightcloaks* Major Quest and earns the additional rewards listed for the Adventure Level played. This Major Quest Bonus is in addition to the listed Maximum XP and the listed Base Gold.

To be clear, the quest bonus is based strictly on the AL played in this adventure, not the ALs at which that PC played WATE3-1 and/or WATE3-2.

ADVENTURE LEVEL 12

Minimum Possible XP: 2560 XP

Destroy Vanrak: +1400 XP
Save temple of Selune: +280 XP
Save Moonstar members: +280 XP
Protect/Recover Waterdeep magic: +280 XP

Maximum Possible XP: 4800 XP

Base Gold per PC: 3200 gp

(Encounter 3: 300 gp, Encounter 7: 300 gp OR
Encounter 11: 300 gp; Encounter 17: 600 gp;
Conclusion: 2000 gp)

AL 12 Major Quest Bonus: + 700 XP, 500 gp

ADVENTURE LEVEL 14

Minimum Possible XP: 3600 XP

Destroy Vanrak: +2000 XP
Save temple of Selune: +400 XP
Save Moonstar members: +400 XP
Protect/Recover Waterdeep magic: +400 XP

Maximum Possible XP: 6800 XP

Base Gold per PC: 5500 gp

(Encounter 3: 525 gp, Encounter 7: 525 gp OR
Encounter 11: 525 gp; Encounter 17: 1050 gp;
Conclusion: 3400 gp)

AL 4 Major Quest Bonus: +1000 XP, +850 gp

ADVENTURE LEVEL 16

Minimum Possible XP: 5020 XP per PC

Destroy Vanrak: +2800 XP
Save temple of Selune: +560 XP
Save Moonstar members: +560 XP
Protect/Recover Waterdeep magic: +560 XP

Maximum Possible XP: 9500 XP per PC

Base Gold per PC: 11,000 gp

(Encounter 3: 1050 gp, Encounter 7: 1050 gp OR
Encounter 11: 1050 gp; Encounter 17: 2100 gp;
Conclusion: 6800 gp)

AL 6 Major Quest Bonus: +1400 XP, +1650 gp

ADVENTURE LEVEL 18

Minimum Possible XP: 7200 XP

Destroy Vanrak: +4000 XP
Save temple of Selune: +800 XP
Save Moonstar members: +800 XP
Protect/Recover Waterdeep magic: +800 XP

Maximum Possible XP: 13,600 XP

Base Gold per PC: 22,000 gp

(Encounter 3: 2000 gp, Encounter 7: 2000 gp OR
Encounter 11: 2000 gp; Encounter 17: 4000 gp;
Conclusion: 14000 gp)

AL 8 Major Quest Bonus: +2000 XP, +3300 gp

ADVENTURE LEVEL 20

Minimum Possible XP: 10,040 XP

Destroy Vanrak: +5600 XP

Save temple of Selune: +1120 XP

Save Moonstar members: +1120 XP

Protect/Recover Waterdeep magic: +1120 XP

Maximum Possible XP: 19,000 XP

Gold per PC: 33,000 gp

(Encounter 3: 3000 gp, Encounter 7: 3000 gp OR
Encounter 11: 3000 gp; Encounter 17: 6000 gp;
Conclusion: 21000 gp)

AL 10 Major Quest Bonus: +2800 XP, +5000 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.

TWO ROUNDS, TWO TREASURES

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

Treasure A: Any Uncommon neck slot item of the character’s level + 2 or less [*Major Quest completion: character’s level + 4 or less*] from a player resource (maximum item level 20)

Found in Conclusion

Treasure B: +3/+4 *greater necklace of fireballs* (Level 15 at AL 12, 14, Level 20 at AL 16 and up; Rare; MME)

Found in Conclusion/Quest Bonus

Treasure C: +3/+4 *blast scepter* (Level 12 at AL 12, 14, Level 17 at AL 16 and up; Rare; HoU)

Found in Encounter 17

Treasure D: +3/+4 *shade weapon* (Level 15 at AL 12, 14, Level 20 at AL 16 and up; Rare; *Dragon* 400)

Found in Encounter 17

Treasure E: +3/+4 *ever-fading armor* (Level 15 at AL 12, 14, Level 20 at AL 16 and up; VR)

Found in Conclusion

Treasure F: +3/+4 *scintillating armor* (Level 13 at AL 12, 14, Level 18 at AL 16 and up; AV)

Found in Encounter 7 or 11

Treasure G: +3/+4 *wyrdwarped weapon* (Level 12 at AL 12, 14, Level 17 at AL 16 and up; MotP)

Found in Encounter 7 or 11

Treasure H: +3/+4 *shadowstrike weapon* (Level 13 at AL 12, 14, Level 18 at AL 16 and up; MotP)

Found in Encounter 17

Treasure I: +3/+4 *wicked fang weapon* (Level 13 at AL 12, 14, Level 18 at AL 16 and up; DM 160)

Found in Conclusion

Treasure J: +3/+4 *lightning wand* (Level 13 at AL 12, 14, Level 18 at AL 16 and up; DMK)

Found in Conclusion

Treasure K: *planar stasis boots* (level 18; MotP)

Found in Conclusion

Treasure L: *gauntlets of the blood war* (level 16; MotP)

Found in Encounter 15

Treasure M: *+3/+4 staff of portals* (Level 14 at AL 12, 14, Level 19 at AL 16 and up; MotP)

Found in Encounter 17

ALL ALs:

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

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

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

AL 12: *potion of vitality* plus 0 gp

AL 14: *potion of vitality* plus 750 gp

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

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

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

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

AL 12: 1000 gp

AL 14: 1750 gp

AL 16: 3500 gp

AL 18: 7000 gp

AL 20: 11000 gp

STORY AWARDS

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

WATE37 Vanrak's Destruction

You have completed the *Brightcloaks* Major Quest to find and destroy Lord Vanrak Moonstar. You are seen favorably by House Moonstar, the clergy of Selûne, the City of Waterdeep, and Selûne herself.

At the DM's discretion, you may receive assistance from any temple, priest, or worshipper of Selûne. You are also the subject of unfavorable attention from followers and servants of Shar, who attack you in preference to other targets.

WATE38 Decorated by Waterdeep

You have been awarded the Bright Sleeve, a decoration recognized by the Blackstaff, the Lords of Waterdeep, and other elites of the City of Splendors. You gain favorable letters of introduction to other states, cities, and organizations. Nonresidents are encouraged but not required to become citizens of Waterdeep. This Story Award counts as 1 of 2 needed to qualify for membership in the Heirs of Mirt.

This Story Award grants you access to take the character background of Masked Lord of Waterdeep.

WATE39 Selune's Boon

You gained the blessing of Selune through extended dedication to her faith and protection of her temples. You initially receive the level 13 version of the boon.

Selûne's Mark of the Moon	Level 13/18 Uncommon
Divine Boon	
Property: If a creature cannot see you, you take half damage from its attacks that hit you and no damage from its attacks that deal damage on a miss.	
Power (Teleportation) ♦ Daily (Immediate Reaction)	
Trigger: You take damage.	
Level 13 Effect: You teleport 4 squares, and you can make a Stealth check as a free action to hide if you end this teleport in cover or with concealment.	
Level 18 Effect: You teleport 6 squares, become invisible until the end of your next turn, and can make a Stealth check to hide as a free action.	

This boon does not require a found-item slot, and it does not count as your one active alternative reward (it is an exception to the normal campaign rules). When you choose to have this boon active, it does count as an Uncommon permanent magic item.

When you reach character level 16, if you have Selûne as your patron deity, the boon automatically upgrades to the level 18 version at no cost to you. If you do not have Selûne as your patron deity, you can access the level 18 version of the boon upon reaching 16th level after donating 15,000 gp to a temple of Selûne.

Note: *Selune's Boon* is a reflavored *Sehanine's Mark of the Dark Moon* divine boon (source: DMG2).

WATE3~3 EVENT SUMMARY

If you run this adventure at home, or at a public event where the event organizer is not going to enter the survey data, please fill out the online survey. If you are at a convention, we recommend that each DM fill out the form on paper and deliver the filled in form to the Senior DM or Event Organizer, who can then answer the survey online.

<https://www.surveymonkey.com/s/WATE0303LFR>

The survey period closes on **01 January 2014**. The adventure remains playable after that date, but we will tabulate the results at the end of the survey period and that will be the official result for the campaign as a whole.

If played at a convention, what slot:

Table Number:

DM's Name:

ADVENTURE QUESTIONS

Mark the answers to the following adventure questions on the tracking form.

1. Vanrak is:

- a. Dead
- b. Alive, but was attacked
- c. Escaped, forewarned by the destruction of the Covenant
- d. Never confronted.

2. The members of House Moonstar are:

- a. Alive
- b. Dead
- c. Were taken captive but not rescued.

3. The Temple of Selune in Waterdeep was:

- a. Rescued
- b. Destroyed

4. The Magic Items of Waterdeep were:

- a. Safe
- b. Retrieved
- c. Stolen and not retrieved

5. Which path did the PCs choose?

- a. "Front door"
- b. "Back Door"

6. This LFR adventure was generally evaluated by the players as:

- a. Poor
- b. Average
- c. Good
- d. Excellent

NEW RULES

Greater Necklace of Fireballs Level 15+ Rare

The globes of this necklace are warm to the touch, hinting at the deadly fire they can unleash upon your foes.

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

Neck Slot

Enhancement Bonus: Fortitude, Reflex, and Will

Power (Fire) • Encounter (Standard Action)

Attack: Area burst 2 within 10 squares (each creature in the burst); the necklace's level + 3 vs. Reflex.

Hit: 5d6 + the necklace's enhancement bonus fire damage.

Level 20: 6d6 + enhancement bonus fire damage.

Miss: Half damage.

Reference: *Mordenkainen's Magnificent Emporium*, page 74.

Blast Scepter Level 7+ Rare

This rare, ancient device is one of the more unpleasant legacies of lost Netheril.

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

Implement: Rod or wand

Enhancement Bonus: Attack rolls and damage rolls

Critical: +1d8 force damage per plus

Property: When holding this implement, you have resist 10 fire and resist 10 lightning.

Power • Daily (Standard Action)

Attack: Melee 1 (one creature); Intelligence, Constitution or Charisma + the scepter's enhancement bonus vs. Fortitude

Hit: The target is stunned (save ends).

Power (Thunder) • At-Will (Standard Action)

Attack: Close blast 3 (creatures in the blast); Intelligence, Constitution or Charisma + the scepter's enhancement bonus vs. Reflex

Hit: 5 thunder damage, and you push the target up to 3 squares.

Level 12 or 17: 10 thunder damage.

Reference: *Halls of Undermountain*, page 63.

Shade Weapon Level 5+ Rare

This weapon is crafted from gleaming black metal. Wisps of white energy shift and flow across its surface.

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

Weapon: Any melee

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Conjuration) • (Free Action)

Trigger: You slay a living creature with an attack using this weapon.

Effect: You conjure a Medium shade in a square adjacent to the creature. The shade lasts until it is destroyed or until the end of the encounter, and it occupies its square. While the shade persists, you can move it up to 5 squares as a minor action. The shade can be attacked and all of its defenses are 10. It has no hit points, but if it is hit by attack that deals damage, it is destroyed. It is otherwise immune to attacks' effects.

Power (Necrotic) • (Minor Action)

Each shade that you created with this weapon explodes, causing any creature that is adjacent to one or more of the shades to take 5 necrotic damage.

Level 15 or 20: 10 necrotic damage.

Reference: *Dragon Magazine* 400.

Ever-Fading Armor Level 10+ Uncommon

This armor is inlaid with leaf patterns and seems to fade in and out of existence, like the camouflage of a magical beast.

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

Armor: Leather or hide

Enhancement Bonus: AC

Power • (Standard Action)

Requirement: You must be invisible.

Effect: You remain invisible until the end of your next turn.

Reference: *Vor Rukoth*, pg 26.

Scintillating Armor Level 8+ Uncommon

Woven from thread imbued with the fundamental powers of the cosmos, this armor can protect against energy and unseen forces.

Lvl 13 +3 17,000 gp Lvl 18 +4 85,000 gp

Armor: Cloth

Enhancement Bonus: AC

Power • Daily (Immediate Interrupt)

Use this power when you take force, lightning, psychic, or radiant damage. You gain resist 5 against that damage type until the end of the encounter.

Level 13 or 18: Resist 10.

Level 23 or 28: Resist 20

Reference: *Manual of the Planes*, pg 152.

NEW RULES (CONTINUED)

Wyrdwarped Weapon **Level 12+ Uncommon**
This weapon thrums with hidden power that can teleport your enemy.

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

Weapon: Any ranged

Enhancement Bonus: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Teleportation) • **Daily** (Free Action) Use this power when you hit with this weapon. Teleport the target of your attack a number of squares equal to the weapon's enhancement bonus.

Reference: Manual of the Planes, page 153.

Shadowstrike Weapon **Level 13+ Uncommon**
This weapon casts a long and dangerous shadow.

Lvl 13 +3 17,000 gp Lvl 18 +4 85,000 gp

Weapon: Light blade or spear

Enhancement Bonus: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Attacks that use this weapon ignore concealment from dim light or darkness.

Power • **Daily** (Minor Action): Until the end of your next turn, this weapon's reach increases by 1 square and you have combat advantage against your target.

Reference: Manual of the Planes, page 153.

Wicked Fang Weapon **Level 13+ Uncommon**
This weapon's jagged blade seems permanently stained with the blood of those it has slain.

Lvl 13 +3 17,000 gp Lvl 18 +4 85,000 gp

Weapon: Longsword

Enhancement Bonus: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: Whenever you use a power with the weapon keyword that deals ongoing damage, increase that ongoing damage by an amount equal to the weapon's enhancement bonus.

Power • **Daily** (Free Action) Use this power when you hit with an attack with the weapon keyword. In addition to the normal effects of the attack, the target takes ongoing 10 damage (save ends).

Level 23 or 28: 15 damage

Reference: Dungeon Magazine 160, page 54.

Planar Stasis Boots **Level 18 Uncommon**
These supple boots make you feel confident of your ability to stay in one place when confronting magical attacks that displace you.

Item Slot: Feet

85,000 gp

Property: You cannot be teleported against your will.

Power • **Encounter** (Immediate Interrupt) Use this power when you would be pulled, pushed, or slid. You are moved 2 fewer squares.

Source: Manual of the Planes, page 156.

Lightning Wand **Level 3+ Uncommon**

With this wand, your lightning powers crackle with extra energy.

Lvl 13 +3 17,000 gp Lvl 18 +4 85,000 gp

Implement: Wand

Enhancement Bonus: attack rolls and damage rolls

Critical: +1d8 lightning damage per plus

Property: You gain a +2 item bonus to damage rolls when you use this wand to attack with a lightning power.

Power • **Encounter** (Standard Action)

As the wizard's arc lightning power.

Reference: Dungeon Master's Kit, page 263.

Gauntlets of the Blood War **Level 16+ Uncommon**
These gauntlets are perpetually stained with blood and were originally crafted by elementals to help slay immortals.

Lvl 16 45,000 gp Lvl 26 1,125,000 gp

Hands Slot

Property: You gain a +3 item bonus to damage rolls against creatures that have the immortal origin.

Level 26: Gain a +5 item bonus to damage.

Power • **Daily** (Free Action)

Use this power when you hit a creature with the immortal origin. The creature takes ongoing 10 damage (save ends).

Level 26: 15 damage

Reference: Manual of the Planes, page 156.

NEW RULES (CONTINUED)

Staff of Portals

Level 14+ Uncommon

Topping this black staff is a crystal sphere that enhances your powers of teleportation.

Lvl 14 +3 21,000 gp Lvl 19 +4 105,000 gp

Implement: Staff

Enhancement Bonus: attack rolls and damage rolls

Critical: +1d6 necrotic damage per plus

Property: On a critical hit, you teleport the target 3 squares..

Level 19: Teleport the target 4 squares

Power (Teleportation) • **Daily** (Free Action)

Use this power after you use a power that has the teleportation keyword. You and all allies within 2 squares of you can teleport 5 squares.

Reference: Manual of the Planes, page 156.

Bead of Force

Level 15+ Uncommon

Lvl 15 1,000 gp

Lvl 25 25,000 gp

Lvl 20 5,000 gp

Lvl 30 125,000 gp

Consumable

Attack Power (Force) • **Consumable** (Minor Action)

Attack: Ranged 10 (one creature of size Medium or smaller); the bead's level + 3 vs. Reflex.

Hit: The target is restrained, cannot teleport, and takes ongoing 10 force damage (save ends all). Until the effect ends, line of effect cannot be traced into or out of the target's space, and attacks cannot enter or exit it.

Miss: The target is slowed and takes ongoing 5 force damage (save ends both).

Level 25 or 30: Ongoing 15 force damage, and ongoing 10 force damage on a miss.

Reference: Mordenkainen's Magnificent Emporium, page 98.

Potion of Vitality

Level 15 Common

Potion

1,000 gp

Power (Consumable • Healing): Minor Action. Drink the potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 25 hit points and make one saving throw against an effect that a save can end.

Reference: Player's Handbook, page 255.

Elixir of Flying

Level 11+Uncommon

Lvl 11 350 gp

Lvl 21 9,000 gp

Consumable: Elixir

Utility Power • Consumable (Minor Action)

Effect: You drink the elixir and gain a fly speed of 4 until the end of the encounter.

When the effect ends, you float 100 feet toward the ground. If you are not on a horizontal surface sufficient to bear your weight at the end of this distance, you fall to the nearest such surface, taking damage accordingly.

Level 21: You gain a fly speed of 8 and can hover.

Reference: Mordenkainen's Magnificent Emporium, page 92

Potion of Shadow's Essence

Level 17 Uncommon

Consumable: Potion

2,600 gp

Utility Power • Consumable (Minor Action) You drink the potion.

Effect: Until the end of the encounter, you gain Darkvision and are insubstantial and phasing, but you are weakened. You can end this effect as a minor action.

Reference: Mordenkainen's Magnificent Emporium, page 97.

APPENDIX A: THE DESPAIR DECK

The Despair Deck represents the unnatural behaviors and neuroses that can come over those who visit the Shadowfell. People from beyond the plane who travel through its dusky landscape find that cheer turns to gloom, friendship becomes enmity, and reason transforms into madness. Usually, these changes occur over months or years. Adventurers suffer the effects more rapidly, for they are constantly engaged in life-or-death struggles that test their physical and mental limits.

The Despair Deck consists of 30 cards, most of which represent an aspect of gloom: apathy, fear, or madness. Over the course of the adventure, players draw cards from the Despair Deck to find out what aspect of despair afflicts their characters.

GAINING DESPAIR

The adventure directs you as to when the players should draw from the despair deck. If the PCs take an extended rest, all PCs must draw from the despair deck.

OVERCOMING DESPAIR

The effects of despair cards can be debilitating, but adventurers have opportunities to overcome them. Whenever a character reaches a milestone, the player rolls a d20 to see if his or her character overcomes a despair effect. On a result of 10 or higher, a character overcomes the effect.

When an adventurer overcomes a despair effect, he or she is bolstered by the success. When the despair effect ends, the adventurer gains the benefit in the "Boon" entry on the respective card. In addition, that card no longer counts as an active despair card.

While adventuring in the Shadowfell the PCs draw from the Despair Deck. If you have a copy of *The Shadowfell - Gloomwrought and Beyond*, then feel free to use the Despair Deck included in that accessory. If you do not own a copy of this product, then use normal playing cards as listed below or construct your own deck of despair cards.

Playing Card	Despair Card	Effect	Key Skill	Boon
Ace of Hearts	Indomitable Spirit			Discard any despair cards you currently have. You do not draw despair cards until the end of your next extended rest.
Ace of Spades	Rampant Despair	Immediately discard this card and draw two more despair cards.		
Ace of Clubs	Twist of Fate	Choose one player other than yourself to draw a new despair card. That player can then choose one of his or her despair cards to discard. You then discard this despair card and draw a new one.		
		APATHY CARDS		
Two of Spades	Clumsy	Until you overcome this despair effect, whenever you roll a natural 1 on an attack roll, a skill check, or a saving throw, you fall prone.	Acrobatics. If you are trained in Acrobatics, you gain a +2 bonus to the roll to overcome this despair effect.	After you overcome this despair effect, you can reroll a natural 1 on an attack roll once per encounter. This benefit lasts until the

Playing Card	Despair Card	Effect	Key Skill	Boon
				end of your next extended rest.
Three of Spades	Distracted	You take a -4 penalty to initiative until you overcome this despair effect.	Perception. If you are trained in Perception, you gain a +2 bonus to the roll to overcome this despair effect.	After you overcome this despair effect, you gain a +4 bonus to initiative until the end of your next extended rest.
Four of Spades	Drowsy	You cannot make opportunity attacks until you overcome this despair effect. This card is not discarded as normal at the end of an extended rest.	Perception. If you are trained in Perception, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, you can make an opportunity attack against any enemy that shifts while adjacent to you. This benefit lasts until the end of your next extended rest.
Five of Spades	Fatalistic	Until you overcome this despair effect, you take a -5 penalty to death saving throws and die after two failed death saving throws.	Religion. If you are trained in Religion, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, you gain a +5 bonus on death saving throws until the end of your next extended rest.
Six of Spades	Hopeless	You take a -2 penalty to saving throws until you overcome this despair effect.	Insight. If you are trained in Insight, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, you gain a +2 bonus on saving throws until the end of your next extended rest.
Seven of Spades	Indifferent	You cannot use action points until you overcome this despair effect.	Bluff. If you are trained in Bluff, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, you can use 2 action points per encounter, but only 1 per round. This benefit lasts until the end of your next extended rest.
Eight of Spades	Lethargic	You take a -2 penalty to Fortitude until you overcome this despair effect.	Endurance. If you are trained in Endurance, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, you gain a +2 bonus to Fortitude until the end of your next extended rest.
Nine of Spades	Sluggish	You take a -1 penalty to speed until you overcome this despair effect. This card is not discarded as normal at the end of an extended rest.	Athletics. If you are trained in Athletics, you gain a +2 bonus to the roll to overcome this despair	After you have overcome this despair effect, you gain a +1 bonus to speed until the end of your next

Playing Card	Despair Card	Effect	Key Skill	Boon
			effect.	extended rest.
Ten of Spades	Unconcerned	You take a -2 penalty to Reflex until you overcome this despair effect.	Thievery. If you are trained in Thievery, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, you gain a +2 bonus to Reflex until the end of your next extended rest.
		FEAR CARDS		
Two of Clubs	Craven	You fall prone whenever an enemy pushes, pulls, slides, or charges you until you overcome this despair effect. You fall prone only after the forced movement or charge attack is complete.	Dungeoneering. If you are trained in Dungeoneering, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, you can choose to ignore any forced movement you are subject to. This benefit lasts until the end of your next extended rest.
Three of Clubs	Frail	You gain vulnerable 4 to all damage.	Endurance. If you are trained in Endurance, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, you gain resist 4 to all damage until the end of your next extended rest.
Four of Clubs	Insomnia	Your healing surge value is halved until you overcome this despair effect. This card is not discarded as normal at the end of an extended rest.	Nature. If you are trained in Nature, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, your healing surge value increases by 10 until the end of your next extended rest.
Five of Clubs	Jittery	You are dazed during your first turn in combat until you overcome this despair effect.	Streetwise. If you are trained in Streetwise, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, you cannot be surprised, dazed, or stunned until the end of your next extended rest.
Six of Clubs	Mistrustful	You cannot move through allies' spaces until you overcome this despair effect. This card is not discarded as normal at the end of an extended rest.	Insight. If you are trained in Insight, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, you gain a +1 bonus to attack rolls and all defenses while you are adjacent to an ally. This bonus lasts until the end of your next extended rest.
Seven of Clubs	Paranoid	You take a -2 penalty to Will until you overcome this despair effect.	Perception. If you are trained in Perception, you gain a +2 bonus	After you have overcome this despair effect, you gain a +2

Playing Card	Despair Card	Effect	Key Skill	Boon
			to the roll to overcome this despair effect.	bonus to Will until the end of your next extended rest.
Eight of Clubs	Phobic	You take a -1 penalty to all defenses until you overcome this despair effect.	Intimidate. If you are trained in Intimidate, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, you gain a +1 bonus to all defenses until the end of your next extended rest.
Nine of Clubs	Scared Stiff	You cannot shift while adjacent to a Large or larger enemy until you overcome this despair effect.	Athletics. If you are trained in Athletics, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, you cannot be immobilized until the end of your next extended rest.
Ten of Clubs	Trembling	You take a -1 penalty to attack rolls until you overcome this despair effect.	Acrobatics. If you are trained in Acrobatics, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, you gain a +1 bonus to attack rolls until the end of your next extended rest.
		MADNESS CARDS		
Two of Hearts	Covetous	Until you overcome this despair effect, you cannot flank an enemy	Thievery. If you are trained in Thievery, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, any enemy grants combat advantage to you while adjacent to you and an ally. This benefit lasts until the end of your next extended rest.
Three of Hearts	Delusional	You take a -2 penalty to AC until you overcome this despair effect. This card is not discarded as normal at the end of an extended rest.	Nature. If you are trained in Nature, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, you gain a +2 bonus to AC until the end of your next extended rest.
Four of Hearts	Forgetful	You take a -2 penalty on skill checks until you overcome this despair effect.	History. If you are trained in History, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, you gain a +2 bonus to skill checks until the end of your next extended rest.
Five of Hearts	Haunted	You take a -4 penalty to all defenses against charm or fear powers until you overcome this despair effect. This card is not discarded as normal at the end of an extended rest.	Arcana. If you are trained in Arcana, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, you ignore charm or fear effects until the end of your next extended rest.

Playing Card	Despair Card	Effect	Key Skill	Boon
Six of Hearts	Jealous	Until you overcome this despair effect, you cannot take the aid another, aid attack, or aid defense actions.	Diplomacy. If you are trained in Diplomacy, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, you grant a +4 bonus for taking the aid another, aid attack, or aid defense action instead of +2. This benefit lasts until the end of your next extended rest.
Seven of Hearts	Quarrelsome	Allies grant combat advantage while adjacent to you until you overcome this despair effect.	Bluff. If you are trained in Bluff, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, you grant allies a +2 bonus to all defenses while they are adjacent to you. This benefit lasts until the end of your next extended rest.
Eight of Hearts	Reckless	You cannot use your second wind, take the total defense action, or take the first aid action until you overcome this despair effect.	Stealth. If you are trained in Stealth, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, you can use your second wind as a minor action, or as a free action during your turn if you can already use your second wind as a minor action. This benefit lasts until the end of your next extended rest.
Nine of Hearts	Squeamish	Until you overcome this despair effect, you take a -2 penalty to attack rolls against bloodied creatures.	Arcana. If you are trained in Arcana, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, you gain a +2 bonus to attack rolls against bloodied creatures. This benefit lasts until the end of your next extended rest.
Ten of Hearts	Wrathful	You grant combat advantage to enemies adjacent to you until you overcome this despair effect.	Intimidate. If you are trained in Intimidate, you gain a +2 bonus to the roll to overcome this despair effect.	After you have overcome this despair effect, creatures do not gain combat advantage for flanking you until the end of your next extended rest.

APPENDIX B: BACKGROUND INFORMATION

- Vanrakdoom was once a dwarven stronghold deep in Undermountain. It was a vast complex of temples, forges, barracks and crypts. Vanrak took it over for his own uses many years ago.
- The earthmote is barely visible from my tower with an extremely strong telescope. However, I could not see any sign of a problem.
- I have consulted histories and there had been a citadel in the Storm Mountains in that area several hundred years ago.
- The tales vary some but they all agree that a wizard or necromancer that resided there was forced out and the place sacked.
- Occasionally over the years monsters would make their lair there and someone would hunt them down eventually; nothing of value was left.
- When the Spellplague hit, the citadel and the area around it ripped out of the mountainside and rose up as an earthmote.
- About 50 years ago adventurers explored the earthmote and found that the citadel had collapsed and was reduced to ruins. They could not search the interior of the citadel as debris blocked all the avenues into the citadel.
- Last year, adventurers flew (on hippogriffs) to the earthmote and defeated the inhabitants who were servants of Lord Vanrak.
- It is 90 miles from the city to the earthmote.

APPENDIX C: LADY ALATHENE

Lady Alathene, once an archmage devoted to Selune, who became an archlich to continue her search for Vanrak eternally, was transformed into a crystal statue by the Spellplague. She and the Vault of the Stars were shifted to the Gates of the Moon.

Old and beautiful before the change, she still has the regal air of a centuries-old aristocrat.

- The first temple of Selûne in Waterdeep, known as the High House of the Stars, was destroyed in 1182.
- Lady Alathene's brother, Lord Vanrak Moonstar, and his Sharran allies caused the destruction.
- Lady Alathene was consumed by the hunt for her brother vowing not to rest until he pays for his crimes.
- The Vault of the Stars occupied a lower basement area of the High House of the Stars that was not destroyed in the original attack. Over the years she transformed it into an arcane lab and library. She retained rooms in The Blushing Mermaid a large inn and festhall in the Dock Ward of Waterdeep
- In her current state she does not have full access to her former powers.
- She is still consumed with the need to see Vanrak defeated.

Normally when rescued in Encounter 16B, Lady Alathene is damaged significantly, she only has about a quarter of her usual hit points, and has used both the *death pulse* and the *eye of the archlich*. The latter may recharge during combat. The DM should not use Alathene to take away fun or desired challenge for the PCs. However, if creative usage of Alathene makes for a more fun, more dramatic climatic battle aligned with the players/PCs abilities, the DM is empowered to proceed, even sacrifice herself. Alathene has existed for centuries to defeat her brother; only her patron deity and her family are more important to her.

Lady Alathene Moonstar	Level 22 Elite Controller
Medium natural living construct (undead) archlich	XP 8,300
HP (100) 404; Bloodied 202	Initiative +6
AC 36, Fortitude 41, Reflex 16, Will 40	Perception +22
Speed 0, teleport 6	
Immune disease, poison, cold, lightning Resist 20 necrotic Vulnerable 20 thunder, 15 radiant	
Saving Throws +2 (+5 against charm effects); Action Points: 1	
TRAITS	
Indestructible	
When Alathene is reduced to 0 hit points, her crystal body crumbles into dust, but she is not destroyed. She reappears in 1d10 days within 1 square of her phylactery, unless the phylactery is also found and destroyed. Alathene's phylactery is currently in the possession of Selune on the Gates of the Moon.	
Telepathy	
Lady Alathene in her current form communicates via telepathy with creatures up to a range of 10 (line of sight).	
STANDARD ACTIONS	
r Dark Bolts (lightning, necrotic) • At-Will	
Attack: Ranged 20 (one creature); +27 vs. Reflex	
Hit: 3d6 + 10 lightning and necrotic damage and an ally adjacent to the target shifts up to 2 squares.	
C Thunderwave (thunder) • At-Will	
Attack: Close blast 3 (creatures); +26 vs. Fortitude	
Hit: 3d8 + 9 thunder damage, and the target is pushed 2 squares.	

A Death Pulse (necrotic) • Daily
Attack: Area burst 2 (creatures) within 20; +26 vs. Reflex
Hit: 4d6 + 19 necrotic damage, and the target gains vulnerable 15 necrotic (save ends).
MOVE ACTIONS
Moonlight Walk (teleportation) • Recharge 5, 6
Effect: When Alathene is in natural moon light, she can teleport to any other spot in moon light within line of sight.
MINOR ACTIONS
A Globe of Moon Light (zone) • At-Will
Target: Area burst 2 within 10
Effect: The power creates a globe of dim illumination that remains in place until the end of Alathene's next turn or a new globe is created. The zone negates any magical darkness.
Sustain Minor: The globe lasts until the end of Alathene's next turn or a new globe is created.
R Eye of the Archlich (gaze, necrotic) • Recharge 6
Attack: Ranged 10 (one creature); +26 vs Fortitude;
Hit: 3d8 + 14 necrotic damage, and the target is stunned until the end of Alathene's next turn.
Skills Arcana +29, Dungeoneering +20, History +24, Insight +20, Religion +26
Str 0 (+6) Dex 0 (+6) Wis 18 (+15)
Con 18 (+15) Int 28 (+19) Cha 22 (+17)
Alignment Good Languages Common, Elven, Chondathan
Unique creature for LFR

APPENDIX D: WATERDEEP LORE

LORDS OF WATERDEEP

One Open Lord (Dagult “Dagger” Neverember) and about twenty Masked Lords rule Waterdeep and meet usually once a tenday in secret conclave or open court. The Masked Lords all appear identical due to identical magical black helms, silver masks, and black robes that veil their appearance and voice. They all appear to be 6 feet tall with the same physique and their voices are deep, hollow baritones (even if the Lord is a lady). No magic reveals them and the items are rumored to offer magical protections. The Lords are rumored to have magic amulets and rings as well but the reliability of any streetwise information is suspect. The penalty for impersonating a Masked Lord is death, enforced by the Blackstaff. Denouncing a Masked Lord as false in recent years happened so frequently that the City Watch or Guard are unlikely to take such claims seriously unless they come from a ranking city official or person of considerable importance. Presenting evidence to the Blackstaff is currently the most likely avenue for swift action.

The Lords of Waterdeep have ruled the city for most of the past four centuries. The Lords set laws although many laws are unwritten and by custom. They also rule on legal matters. The Open Lord, at least two Masked Lords and two Magisters sit in the Lords’ Hall to hear appeals and all charges of severe offenses. Barristers are barred from working in the city. The Lords also make all major decisions of state. Because of the threat of assassination and blackmail, the identity of the Masked Lords is much more secret currently than in some earlier periods.

LORDS’ PALACE AKA THE PALACE OF WATERDEEP

This elaborate palace was built by the third Open Lord. Its gleaming marble walls and seven towers house many of the city’s official offices, the Lords’ Hall, the Hall of Justice, embassies representing a few countries and other cities, living quarters for the Open Lord and apartments for visiting envoys and trade delegations. In the past the palace took its common name from that of the current Open Lord. But during the time of the guild wards, several Open Lords were assassinated and it became simpler to simply refer to it as the Lords’ Palace. Balconies, parapets and turrets give an almost festive air to this edifice.

A grand foyer opens into the central reception hall. Here a massive staircase leads up to the Lords’ Hall. There are a number of alcoves in the reception hall and four hallways provide access to various offices and meeting rooms. Various secret tunnels, doors and rooms are rumored to exist in the Palace. Certainly past attempts to observe the Masked Lords entering and leaving the Lords’ Palace were general failures.

THE BLACKSTAFF, ARCHMAGE OF WATERDEEP

Blackstaff, often called the Archmage of Waterdeep, is a title and role of the heir of Blackstaff Tower. Always a person of considerable arcane power in their own right, investiture as the Blackstaff is rumored to bestow considerable arcane powers from the Tower’s enchantments, items within, and knowledge from the previous Blackstaffs. The Blackstaff also controls many of the magical defenses of the City and may command the Watchful Order of Magists & Protectors. The Blackstaff is both guardian and, if need be, executioner of the Lords of Waterdeep. Vajra Safhar, a thin, small, dusky-skinned Tethyrian, is the current Blackstaff.

BROADSHEETS

At any given time, 10-20 different named broadsheets of news are printed and sold in Waterdeep and conveys more information than a “broadcrier” but less than a bard. Each broadsheet tends to have a particular theme or scope of interest as decided by the publisher. Reliability of the content varies wildly and the articles are short and often tend towards a tabloid style. Physically, broadsheets in the Realms, like historical Earth, are large, vertical sheets of newsprint. Usually these are printed on one side and may be issued daily, weekly, or irregularly. A broadsheet sells for 1-2 cp.

PLAYER HANDOUT 1: THE HEIRS OF MIRT

A SOCIETY OF WATERDHAVIAN ADVENTURERS WHOSE MEMBERS VOW TO DEFEND WATERDEEP AGAINST ALL ENEMIES, TO UPHOLD THE VALUES OF WATERDEEP (SUCH AS FIGHTING CORRUPTION), AND TO AID THE HELPLESS.

- There is no membership fee nor salary nor stipend for membership.
- The members are only required to be true to defending Waterdeep. If at anytime, they cannot do that, then they should resign.
- You may be a member of an Adventuring Company in addition to this Society.
- Foreigners are not accepted as members because their loyalties likely lie with other realms. If they make their residence in Waterdeep in the future, they may join at that time.
- As we prove the worth of the adventurers, it is hoped that the Society is seen as an informal militia or a group that would provide back up for the City Guard for the defense of the City.
- It is possible that the membership might decide to undertake civic projects in the future.

To become a member of this organization a PC must be a citizen of Waterdeep and have either story Award WATE14 or WATE 24 or have a total of 2 favors (which are granted in story awards) from different organizations/personages. Most story awards that grant favors note that in the text. However, the following story awards can also be used for this purpose (they predate the forming of the organization) WATE2, WATE5, and WATE 10.

Benefits:

Membership benefits include the usage of the hall which serves as a social club with meals, drinks and private meeting rooms. The members' hall also offers long-term secure storage. Members may bring guests.

Patrons seeking adventurers may post notices here or come in person seeking help. Sometimes the society itself may sponsor an adventure.

Healing (from the local temples) is available at cost (no markup) when arranged through the Society.

The members may use a private permanent teleportation circle within the members' hall of the Heirs of Mirt.

Tickets to current entertainment events in Waterdeep are available at half price.

Additional benefits include:

The table gains one bonus action point if you are at a Society table (a table with 3 or more members of the Heirs of Mirt). These bonus action points follow the same rules as for adventuring companies and do not stack with an adventuring company's action point. A table can only have one bonus action point.

A member gains access to *Courtier's Cape* (uncommon, Adventurer's Vault 2) and *Ring of Retreat* (uncommon, Adventurer's Vault). You can purchase these items or choose them with your found item slots when your level plus four is equal to or greater than that of the item. You may upgrade the items. The default location for the *Ring of Retreat* is Waterdeep, specifically inside the members' hall of the Society of Mirt.

Members gain a +2 bonus to Streetwise checks within Waterdeep and a +1 bonus to Streetwise checks in any urban location.

Ex-Members: Should a member leave the Society, they are not allowed to rejoin later. Rumors circulating within Waterdeep about their departure results in a -2 penalty to Diplomacy checks within Waterdeep. If the story award favors (originally used to justify admission) had additional benefits, those favors are considered void (and should be marked such) as your patron feels betrayed. The ex-member are not be welcomed as a guest within the members' hall.

PLAYER HANDOUT 2: BRIGHT SLEEVE DECORATION OF WATERDEEP

This decoration is literally a sleeve of cloth-of-gold, embroidered with the name of the person to whom it is awarded. The Bright Sleeve is fitted with elaborately worked pins to secure it at wrist and shoulder. The pins resemble serpentine bows of knotted laurel leaves. It fits a human arm from the wrist to its “flame,” which stands up from the wearer’s shoulder like a stiff collar. The sleeve’s open end flares outward like the tabards of some heralds, and it has a pleated, accordion-like section at the elbow that allows it to be shortened (without actual alteration) for wear on shorter arms.

The Bright Sleeve is awarded to outlanders, citizens, and employees of the city (Guard, Watch, courtiers, and hirelings) for acts of bravery above and beyond expected conduct or paid duties. An example of award-winning conduct is rescuing someone at the risk of one’s own life.

(Originally published in *Dungeon* 189, page 2)

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

WATE3~3 DARK RANGER

WATE37 Vanrak's Destruction

You have completed the *Brightcloaks* Major Quest to find and destroy Lord Vanrak Moonstar. You are seen favorably by House Moonstar, the clergy of Selûne, the City of Waterdeep, and Selûne herself.

At the DM's discretion, you may receive assistance from any temple, priest, or worshipper of Selûne. You are also the subject of unfavorable attention from followers and servants of Shar, who attack you in preference to other targets.

WATE38 Decorated by Waterdeep

You have been awarded the Bright Sleeve, a decoration recognized by the Blackstaff, the Lords of Waterdeep, and other elites of the City of Splendors. You gain favorable letters of introduction to other states, cities, and organizations. Nonresidents are encouraged but not required to become citizens of Waterdeep. This Story Award counts as 1 of 2 needed to qualify for membership in the Heirs of Mirt.

This Story Award grants you access to take the character background of Masked Lord of Waterdeep.

WATE39 Selune's Boon

You gained the blessing of Selune through extended dedication to her faith and protection of her temples. You initially receive the level 13 version of the boon.

Selûne's Mark of the Moon

Level 13/18 Uncommon

Divine Boon

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

Power (Teleportation) ♦ Daily (Immediate Reaction)

Trigger: You take damage.

Level 13 Effect: You teleport 4 squares, and you can make a Stealth check as a free action to hide if you end this teleport in cover or with concealment.

Level 18 Effect: You teleport 6 squares, become invisible until the end of your next turn, and can make a Stealth check to hide as a free action.

This boon does not require a found-item slot, and it does not count as your one active alternative reward (it is an exception to the normal campaign rules). When you choose to have this boon active, it does count as an Uncommon permanent magic item.

When you reach character level 16, if you have Selûne as your patron deity, the boon automatically upgrades to the level 18 version at no cost to you. If you do not have Selûne as your patron deity, you can access the level 18 version of the boon upon reaching 16th level after donating 15,000 gp to a temple of Selûne.

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

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

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

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

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

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DUNGEONS & DRAGONS

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

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DUNGEONS & DRAGONS

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DUNGEON MASTER

DM Name: _____

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