

EVENT SUMMARY: SPEC6~1

The events in this adventure impact ADCP6-1

If played at a convention, what slot:

Slot Number:

Table Number:

DM's Name:

Question 1: Did Grigor survive Encounter 2?

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

Question 2: Did Naergoth survive Encounter 2?

- a. Yes
- b. No

Question 3: Did the PCs acquire the Phylactery?

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

Question 4: Did the PCs reach Encounter Five?

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

Question 5: Did the PCs destroy Vargo?

- a. Yes
- b. No, he escaped

Question 6: Did the PCs defeat the dracolich?

- a. Yes
- b. No, he escaped

HANDOUT ONE: HARPER SPIES

AL 12, AL 14 & AL 16

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

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

AL18 & AL20

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

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

HANDOUT 2: MAP

