

THE END AND THE BEGINNING

A DUNGEONS & DRAGONS® LIVING FORGOTTEN REALMS ADVENTURE

BY M. SEAN MOLLEY

SPECIAL THANKS TO THE PLAYERS AND DMs OF WINTER FANTASY 2014

War rages between Cormyr and Netheril. While the battle for Suzail unfolds on the surface of Faerûn, a far more important struggle occurs in the realm of the unseen. The Netherese seek to create a new Shadow Weave and remake everything in Shar's image. The Order of Blue Fire wishes to ensure that the Spellplague's effects can never be undone. This is a fight not to determine the fate of the world, but to decide the very nature of reality. These are the last moments of this age, as the twin worlds of Abeir and Toril are sundered once more.

This is a two-round continuous-play *Living Forgotten Realms* Battle Interactive set throughout Faerûn and the planes for characters of the Paragon tier (levels 11-20). This adventure is the finale of the Desolation series. Its events are directly influenced by the outcomes of CORE6-1, MYTH6-1 through 6-3, SPEC6-1, PREQ6-1, and EPIC6-1. Please note that as with all Battle Interactives, this adventure is combat-intensive.

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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THE WIZARDS PLAY NETWORK

If you want to organize public *Living Forgotten Realms* games at a retail game store, you need to be associated with a Wizards Play Network (WPN) store. If you want to organize public LFR games outside of a store, you should be associated with a Wizards Play Network store, but you can be an independent organizer too. To learn more about the Wizards Play Network, visit <http://www.wizards.com/wpn>.

If you want to organize LFR games at home, you don't need to be associated with the Wizards Play Network. You don't need to report your event to anyone, and neither the DM nor the players need to have DCI/RPGA membership numbers. Just find the adventure you want to play, download it, and have fun!

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 is written to support the entire Paragon tier of play (levels 11-20). Heroic and Epic tier characters may not play this adventure. 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 AL 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.

MILESTONES AND ACTION POINTS

This adventure has special rules for dealing with action points (see page 10 for details). The standard boilerplate is included here, but be sure you are familiar with the additional options that the PCs have for using action points during the battle interactive.

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.

WHAT'S AN ADVENTURING COMPANY?

In the FORGOTTEN REALMS campaign setting, groups of adventurers often band together under a common cause or motivation. These groups are collectively referred to as "adventuring companies." A "company" is an organized group of adventurers that has taken on a specific name, heraldry or other identifying characteristic, regardless of whether their fundamental motive is one of profit. For example, an adventuring company could be part of an extended family or clan, a small religious sect, or a special team in a military organization. In the *Living Forgotten Realms* campaign, adventuring companies are player-created and player-administered organizations. They are a fun, but completely optional, component of the organized-play experience.

To learn more about the rules and guidelines for creating an adventuring company in *Living Forgotten Realms*, please see the *LFR Meta-Organization Guide*, which can be downloaded from the campaign website at <http://livingforgottenrealms.com>.

This adventure, like all DUNGEONS & DRAGONS® adventures, assumes that the player characters will be working together to achieve their goals. Any elements of competition between adventuring companies are intended to occur in a larger story context rather than taking place at the table. For example, an adventure might include a tournament or other contest in which the PCs score points for their adventuring company, with the company that scores the most points "winning" the overall competition. That's great, but it only works if the PCs at each individual table are working together instead of trying to undermine one another. Therefore, you may not run this adventure for a group of PCs that does not include at least four characters who are members of the same adventuring company, and it is recommended that all of the PCs be members of the same adventuring company.

If there are players whose characters do not belong to any existing adventuring company at the table, that's fine. They can join another PC's adventuring company or organize a new company on the spot, so long as the rules in the *LFR Campaign Guide* are followed (most notably, the restriction that a character may not change his or her adventuring company membership more than once per character level).

ORGANIZER INFORMATION

Adventuring company adventures are only available for sanctioned Wizards Play Network (WPN) Public Play events. These adventures are designed to incorporate some meta-game elements (such as an overall scoring system for the participating adventuring companies). These make the most sense and are the most fun when there are a large number of tables all playing the

adventure. Public Play events, especially conventions, are the biggest WPN events, draw the most players, and run the most tables, giving them the greatest opportunity to have participants from a variety of different adventuring companies.

Tables of an adventuring company adventure should be treated the same as any other LFR event. Each table must include 4-6 players and a DM. In other words, the core D&D experience must be the same, even though there might be some elements that extend beyond an individual table (the interactive elements). Each table DM must complete a Session Tracking Form and turn it in to the Senior DM or event organizer, who is responsible for making sure that the results are reported to the WPN in a timely fashion.

WHAT'S A BATTLE INTERACTIVE?

The term "Battle Interactive" (BI) is used to denote an adventure where the player characters are taking part in a mass combat environment (such as a war, although formally-declared wars between sovereign nations are rare in the *Forgotten Realms*). The PCs are fighting as part of a much larger force, typically an army. They might have different roles depending on their level (lower-level PCs are likely to be treated more like common soldiers, slugging it out against a horde of foes on the front lines, while higher-level PCs are generally regarded as valuable assets, asked to join war councils and engage in special missions to strike directly at enemy leaders). Regardless of the details, the basic idea behind a BI is that it represents a clash of two or more opposing forces on a larger scale than would typically be depicted in a normal *Living Forgotten Realms* adventure.

Because it is plausible for a large number of PCs to be fighting at the same time as part of the same army, a BI makes an excellent fit for a convention or game day that can run a large number of tables at the same time. In the *Living Forgotten Realms* campaign we have chosen to present Battle Interactives as Adventuring Company adventures (using the ADCP designation) because it makes sense for factions to recruit large numbers of characters through their adventuring companies, rather than trying to recruit each individual PC one by one.

The overall success or failure of a BI is often based on the collective outcomes of all the tables playing. For example, if five tables are playing, the story could change depending on the majority outcome. Look for ways for players to help each other. Special rules might allow tables to assist or affect one another in ways that are not possible in a normal adventure. For example, if Table #1 is overrun by monsters and forced to retreat, the BI organizer might rule that Table #2 can try to take on the extra monsters in addition to the ones they are already fighting, in hopes of saving Table #1 and closing the gap.

Because a BI is focused on the battlefield, it features more and harder combat encounters than a typical LFR adventure. The XP budget is higher, and the adventure is designed to push PCs to their limits, using up all their resources. Character deaths are common. Players who enjoy the tactical combat aspect of D&D are more likely to enjoy this adventure than those who don't.

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 table on this page.

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

EARNING TREASURE AND EXPERIENCE

This adventure does not list specific treasure and XP awards for individual missions. Instead, each party of adventurers accumulates **reward shares** for successfully completing their mission objectives. During Round 1, each primary objective is worth 1 share and each secondary objective is worth 1 share, so the PCs can earn 2 shares per mission. During Round 2, each mission as a whole is worth 2 or 3 shares.

Since the players will ask, in order to earn the maximum possible XP and gold rewards from this adventure, the PCs need a total of 12 shares. There are only 7 shares total available in Round 2, so that means that the PCs need to earn at least 5 during Round 1 if they want the maximum. This can be accomplished in as few as three missions (for example, two complete successes and one partial success), which should be attainable by all tables at all Adventure Levels.

To be clear, every character at the table earns the same number of shares regardless of what they do or don't do in terms of completing specific objectives during any given mission. We assume that over the course of the entire adventure everyone will contribute more or less equally. The players do NOT divide up their shares; all PCs earn the same number of shares based on their collective success or failure during each mission.

ADVENTURE BACKGROUND

Netheril has invaded Cormyr, etc.

MISSION STRUCTURE

The structure of this Battle Interactive is a bit more free-form than a typical LFR adventure. The BI is divided into two rounds, each of which is intended to take about 4 hours to finish with a 1-2 hour break in between rounds, for an overall running time of 9-10 hours.

During Round 1, there are initially six missions for the PCs to choose from. Each mission represents a location where either the followers of Shar are attempting to steal power for the Shadow Weave or the Order of Blue Fire is attempting to steal power for the Spellplague. All missions include some form of combat encounter, and defeating the monsters is usually an objective; however, some encounters also require diplomacy, puzzle-solving, or other non-combat skills in order to achieve a complete success. All of the Round 1 missions are of equal relative importance, so the PCs must decide (based on short mission briefings) which order they want to tackle these assignments in. There are also two "battlefield" encounters where the PCs have the opportunity to take part directly in the fight to defend Suzail from the invading Netherese army. These missions become available at certain points in time and have specific time limits. Only tables that complete these missions during the window of opportunity have their results count.

There is a hard time limit of 240 minutes (four hours) for completing missions during Round 1. (We are assuming that the first 30 minutes is for set-up, mustering, boxed text, and bathroom breaks.) Each table plays through missions as its own pace. Whenever a table finishes its current mission, assuming there are more missions remaining, they choose another mission and keep playing. Between each mission the PCs can take as many short rests as they want, but they cannot take an extended rest. Each mission has primary and secondary objectives. The more tables that complete the objectives for a given mission, the better the overall result becomes for everyone. Each mission has a different influence (either good or bad) on the overall outcome of the battle and the fate of Myth Nantar.

In Round 2, we shift back to a more traditional BI structure with all tables playing through the same missions at the same time. The PCs have the opportunity to take the fragments of Mystra's soul that were recovered by the Epic characters who played EPIC6-1 and use those fragments to seed a new Weave, thereby ending the Spellplague and also preventing Shar's followers from making the Shadow Weave the foundation of magic in the Realms.

We strongly recommend that you use a timer to control the start and end times for everyone

participating. During Round 1, the tables play at their own speed, but everyone needs to start and end the overall round together so that final results can be tabulated. The overall time limit of four hours for Round 1 missions is important as it forces the players to prioritize which of the eight missions they believe is most important. (If you have more time at your convention, you can lengthen Round 1, but the overall win/loss ratio will likely be skewed in favor of the PCs if you do.) During Round 2, the start and end of each mission must be synchronized as the overall success or failure of each mission affects the setup for the following mission.

Part of the challenge and the enjoyment of running a large-scale interactive is giving the players the sense that they are all fighting through the battle together. During Round 1, the table DMs must read the beginning and ending boxed text for each mission individually, because each table is playing at its own pace. For Round 2, if the venue has a sound system, the Senior DM can read the boxed text to everyone at once (again reinforcing the sense to the players that they are all in this fight together).

COMING BACK FROM THE DEAD

Among the defenders of Suzail are a number of high-level clerics. In recognition of the PCs' willingness to help defend the city, the Raise Dead ritual is always available at no cost.

A character who dies and returns during this adventure suffers the death penalty for his or her next three encounters (not three milestones). Unlike a normal LFR adventure, the death penalty does not carry over from this adventure to a character's subsequent adventures, so it does not need to be tracked on the character's logsheet.

Characters who die during a mission rejoin the fight on their table's next mission (without having to wait for an extended rest or the end of the adventure). They still suffer the usual 20% penalty to their earned XP at the conclusion of the adventure.

MISSION SUMMARY

The battle interactive consists of the following missions. Each mission has key objectives that determine how the overall battle progresses. In most missions, the obvious objective is to kill all the monsters. However, certain missions might have other objectives (saving NPCs, defeating a specific enemy, destroying a particular fortification or object, finishing within a certain number of combat rounds, and so forth). You will need a way for each table DM to track the success or failure of each mission's specific objectives, so that the Senior DM can tabulate the overall results.

ROUND 1 MISSIONS

If possible, track ongoing results in full view of all the tables so that everyone can see the ebb and flow of the battle as it happens. Set up a large poster or whiteboard that is visible to everyone. That way all the players can see which missions have been played the most, which have been played the least, and the running totals of success and failure at the individual mission objectives. The players might choose to work on missions that haven't been played as much yet, or try to make up for bad results that other tables suffered by tackling those same missions and achieving success.

Again, to be clear, during Round 1 each table picks its own missions and plays at its own pace. Whenever they finish their current mission, as long as there is still time on the clock, they immediately pick their next mission and continue without having to wait for any other tables. When the overall time limit is up, all tables stop and the Senior DM tabulates the overall success or failure of each mission using the results of every table that attempted that mission. A single table of PCs will almost certainly not be able to complete all the missions in the available time: this is by design. It's theoretically possible, but they would have to play at a pace of 30 minutes per mission. Emphasize to the players that the goal is not necessarily to complete the most missions; rather, the goal is to achieve total success on every mission that they attempt.

- **Mustering and Introduction (15 minutes):** Allow the players some time to mingle in character while you are forming tables. Remember that each table must consist of 4-6 PCs who all fall within a three levels of each other. Also, any PCs who are not members of an Adventuring Company might wish to form one at this time, to gain the benefit of the bonus Action Point for the table if nothing else. During this interlude, the PCs learn about the current situation in Cormyr and are given brief descriptions of each of the 6 missions that are initially available in Round 1, along with the overall rules for choosing missions and timing. When everyone is ready to begin, either the event organizer or the individual table DMs can read the Player's Introduction (for a large group it is often best to have one "mission boxed text reader" equipped with a microphone) and then each table picks its first mission and begins playing.
- **Mission 1.1:** The Order of Blue Fire appears to be receiving troops from their fomorian allies via a fey crossing. The PCs are sent to find the fey crossing and shut it down to stop the flow of reinforcements.
- **Mission 1.2:** A powerful magical nexus is being corrupted with Spellplague energy. The War Wizards can't tell exactly how, but the PCs need

to investigate the area and destroy the source of the malevolent energy before it can be turned into a weapon against Cormyr.

- **Mission 1.3:** The Netherese army includes a contingent of hill giants, who are bombarding the Cormyrean lines with boulders from a fortified position. The regular troops are not strong enough to mount a direct assault on this artillery position, but the PCs are.
- **Mission 1.4:** The scouts of Myth Drannor intercepted a communication between several high-ranking ritual casters of Netheril. It seems that a detachment of Netherese troops has been sent to secure a location that is infused with powerful magic, presumably so that magic can be shunted into the Shadow Weave. The site was once home to a warlock named Draigdurroch, whose name the PCs might have heard before.
- **Mission 1.5:** Reports have come to the Purple Dragon commanders that a number of common citizens of Suzail have been leaving the city, following the call of someone calling herself Tyrangal. This elf woman claims to be able to inoculate people against the Spellplague and is assembling volunteers to go after the Order of Blue Fire. The Cormyreans aren't sure what to make of this report, but if this is some sort of trick to infiltrate Suzail from within, it needs to be investigated and dealt with.
- **Mission 1.6:** A powerful burst of shadow energy has been detected coming from Zhentil Keep. The followers of Shar must be doing something big to create such a strong emanation. Whatever it is, it can't be good news for Cormyr, so the PCs are sent to investigate.
- **Mission 1.7 (Not initially available):** Urgent reports from the front lines tell of some kind of deadly cloud that is sweeping across the troops, killing people instantly when they breathe it. The entire northern front is in danger of routing if this isn't stopped, but anyone who tries to get near the area dies. Clearly a job for the powerful PCs, and time is of the essence, because we can't afford to keep losing soldiers to this thing!
- **Mission 1.8 (Not initially available):** An intercepted Netherese battlefield dispatch suggests that a number of the surviving commanders of the Netherese army are convening in a hastily-planned meeting to discuss strategy. They must feel the situation is dire to take the risk of getting so many commanders together like this. We should take advantage of the opportunity to kill as many of their leaders as we can. The window won't be open for long, though, so we need to hurry.

- **Interlude 1 and Results (15 minutes):** After time is up for completing Round 1 missions, this section explains how to tabulate and announce the overall results. Once that's done, we recommend that you take a nice long break and then reconvene for Round 2. Between rounds, the PCs get the benefits of an extended rest.

ROUND 2 MISSIONS

At the end of Round 1, the Senior DM should determine the overall success or failure of each of the eight missions. Each mission has consequences (good or bad) for the PCs during Round 2. These consequences are detailed in Appendix C1 (favorable) and Appendix C2 (unfavorable). Some of the beneficial results for successful mission outcomes give the PCs access to unique powers; others give them additional resources or take monsters away from Round 2. Negative outcomes give the DM unique powers that she can use or add extra monsters or hazards to Round 2 missions. Make sure that all table DMs know the final outcome of each mission so that they can apply the appropriate effects.

Round 2 is intended to run for about three and a half hours total. Most of this time is dedicated to the three missions, but unlike Round 1, all the tables should start and stop each mission together. This helps reinforce the sense that everyone playing is taking part in a single massive battle as they confront Dagon and his cult.

As a reminder, the PCs get the benefits of an extended rest.

- **Recap (10 minutes):** If possible, the Senior DM should read the boxed text explaining the situation at the beginning of Round 2 based on the overall success or failure of each Round 1 mission. Deciphering the mysterious fragments of prophecy that the PCs have been discovering throughout the battle suggests that Mystra is alive and that it might be possible to re-establish the Weave. This would not only prevent Netheril from being able to establish their own Shadow Weave, but also end the Spellplague once and for all. This would effectively end the war in one fell swoop. The prophecy says that the location where Dweomerheart can be reconstructed is Cyric's prison, the Supreme Throne. Yazeth Cobb asks for volunteers to break into the prison and take the power that was originally used to imprison Cyric, redirecting that power to bring back Mystra and the Weave. Breaking into Cyric's prison is risky, because it will release the Mad God. Yazeth tactfully points out that one way to resolve that particular dilemma would be for the PCs to kill Cyric, a proposition to which they are unlikely to object.

- Also at this time, the table DMs should pass out any power or resource cards that the PCs have earned as a result of the overall success of Round 1 missions and answer any questions about the mechanics of these cards. (The DM's own power or resource cards that she has accrued as a result of PC failures should be kept secret until they can be deployed at a suitably appropriate moment, accompanied by evil, mocking laughter.)
- **Mission 2.1 (60 minutes):** The PCs, accompanied by Yazeth Cobb, travel to the astral dominion that is Cyric's home and prison. The angels guarding Cyric's prison have fallen under the sway of the Mad God and must be destroyed in order to open the entrance to Cyric's crystal castle.
- **Mission 2.2 (60 minutes):** When the PCs open the seals on Cyric's prison, a number of demon lords who have been waiting for just the right moment decide to strike, sending a force of Abyssal monsters into the prison. If the PCs are defeated, then the demons may be able to seize the power and take control of the source of magic, which might be even worse than the Spellplague.
- **Mission 2.3 (75 minutes):** Having defeated the demons, the PCs reseal the prison (so that nobody else can come after them) and enter the heart of the Supreme Throne for the final battle with Cyric. The Spellplague is revealed to be Cyric's madness infused with the power of the Far Realm. The PCs must deal with a sharn and other aberrations in addition to defeating Cyric, who is greatly weakened by his imprisonment, but is after all still a god. Once the PCs defeat Cyric they can use the ritual of cleansing that they discovered in the Myth Drannor adventures to eradicate the Spellplague at its source, which allows Mystra to rebuild Dweomerheart on the ruins of the Supreme Throne and create a new Weave.
- **Conclusion (20 minutes):** The world is either saved or damned. If the PCs were successful, Mystra's reincarnation triggers the Sundering and effectively ends the current incarnation of the Forgotten Realms (as well as the LFR campaign).

CHOOSING MISSIONS

During Round 1, each player may have the chance to act as the table captain. Although the players should decide as a group which missions they want to tackle, the table captain has a tie-breaking vote and is also the person responsible for reporting the results of the mission to HQ (so that you, the DM, can start preparing for the next mission).

Here's how we want things to work. Before you run your first mission, choose the first table captain. You can have the players roll off, or let the youngest player go first. The first table captain chooses the second table captain, who chooses the third, and so on. A player may not serve as table captain a second time until every player has served as table captain at least once.

The players should then look at the list of available missions and discuss which one they would like to try. The first table captain then tells you which mission the players want to run first. Run that mission. When the mission ends, fill out a Mission Results tracking form (see Appendix T for a sample set of tracking forms you can use) and hand it to the first table captain. The first table captain (and only the table captain: we don't want all the players leaving the table and crowding HQ) will take the form to HQ and turn it in.

Meanwhile, the second table captain and the remaining players should start choosing their second mission. That way, you don't have to wait for the first table captain to get back. As soon as the second table captain has chosen the next mission, you can start setting up the map and getting ready. Meanwhile, the second table captain also chooses who the third table captain is going to be. When the first table captain gets back to the table, you should have all your players and be ready to start the second mission immediately. After the second mission ends, fill out another Mission Results tracking form, hand it to the second table captain, and the second table captain takes it to HQ while the third table captain and the remaining players start choosing the third mission. This process continues until you run out of time and Round 1 ends.

TROUBLESHOOTING

Time is of the essence during Round 1. The players have exactly four hours (unless the Senior DM has specified a longer duration) to complete as many missions as they can. When the allotted time for Round 1 is up, all of the Round 1 missions are over, for better or worse. There's no going back. As a result, you need to make every effort to keep things moving.

We Can't Decide: If the table consists of mostly new or inexperienced players, or if they are having a hard time agreeing on which mission they should start with, suggest that they pick Mission 1. This mission is straightforward and relatively easy compared to most of the other missions.

Overachievers: If your table somehow manages to finish all eight missions and they still have time remaining, something has probably gone horribly wrong. They can re-run any of Missions 1.1 through 1.6 if they wish, but not 1.7 or 1.8 (which are special).

BATTLE STANCES

It's difficult to calibrate a combat-heavy adventure for the wide variety of possible table configurations and tactical skill levels that inevitably arise when you get a large group of players together. To help adjust the challenge level so that each group gets the type of play experience they prefer, we have included the option for the PCs to pick a **battle stance**. (This is not a substitute for the DM's good judgement, which is always assumed to be in effect.)

At the beginning of each mission, ask the table captain for that mission which stance the party wishes to assume. This affects the quantity and timing of additional monsters that the PCs will face during that mission. (Nearly all of the missions include at least one wave of monster reinforcements, so choosing the harder stances generally means facing additional waves or numbers.)

The table captain should consult with everyone but ultimately makes the final decision (except for Glory; see below). It's fine for the group to choose different stances for different missions, either based on how well they think the mission briefing fits their capabilities or simply because they found the last mission easier or harder than they expected.

Normal is the default stance and should be chosen by most groups for most missions. (Emphasize to the players that this is "normal," not "timid.") This is the expected challenge level, not a scaled-down challenge level. All encounters were written to this standard; the Aggressive and Glory options simply make things harder. Most encounters have a base EL equal to the AL + 2 on Normal.

Aggressive is for groups with higher damage output or with stronger synergies between the PCs than normal. A leader-heavy or defender-heavy group could fall into this category, but sometimes having a lot of tanking ability or a lot of healing also translates into lower damage output, meaning that this stance might not be the best fit for all such groups even if they are otherwise tactically sound. Note also that striker-heavy groups might be "glass cannons" if they lack sufficient healing to keep up with the monsters' damage output. The Aggressive option is usually equivalent to about a +1 bump in the EL over Normal.

Glory is for those groups who want to go all-out or whose players believe that normal LFR adventures are simply not a challenge even when they play up. Tables choose to fight the Glory option at their own risk and you should not pull any punches when running for such a table. The table captain **cannot** select the Glory stance without the unanimous consent of all the other players.

There are no extra rewards for assuming the more dangerous stances. The option is there for those players who enjoy a greater challenge, but a table that plays the entire BI on Aggressive or Glory won't get

more XP, more gold, or more item access than one that plays the entire BI on Normal.

ADVENTURE LEVEL ELEVEN

If you have a table that is mostly or all level 11 characters, check and see if they are brand-new players. If so, consider scaling things down slightly. The intense time pressure and difficult combats of a battle interactive can be especially challenging for new players who might still be figuring out the rules.

For AL 11, use the AL 12 statistics, but don't ask the table what battle stance they want to use. Instead, run them on Normal, and remove a monster from the initial setup. Then bring that creature into the battle by itself (instead of the listed reinforcements) after a round or two of combat. That way the PCs have one fewer creature on the board to deal with initially, which gives them a couple of rounds to get the situation under control. If they are doing well, then you can subsequently bring in the Normal reinforcements a round or two after that. This way you don't overwhelm them. If the starting enemy force is enough of a challenge, the players never have to know that you didn't use the extra monsters.

Of course, the PCs still earn the normal reward shares for completing their mission objectives and get the listed AL 12 XP and treasure, even if you tone the fights down a bit. Veteran players with brand-new level 11 characters are welcome to take advantage of this option, too, if they want a less-stressful BI experience. It's all about everyone having fun!

HEALING SURGES AND ACTION POINTS

Healing surges are not tracked during Round 1 of this adventure, because the entire Cormyrean side is under the effects of a massive ritual that enables all the PCs to combine their healing surges into a single pool. Between missions, the PCs always have enough healing surges available to get back to their full hit points. During an encounter, healing surges can be spent for powers and magic items as normal. The only restriction is that a character cannot spend more surges in a single encounter than her normal daily total number of surges.

Action points are also an important resource. To give them a little bit of an edge, PCs start Round 1 with two action points each. As normal, completing two encounters (missions) constitutes a milestone. It does not matter what order the PCs play the missions in, or whether they succeed or fail. They earn another action point after every two missions.

When spending an action point, a PC can choose to recharge an expended encounter power, or to reroll a single d20 that they just rolled, instead of taking an extra standard action. A character may spend two action points per encounter, but only one for each of the options.

PLAYER'S INTRODUCTION

When the adventure begins, the PCs are in Suzail. A council of war between Cormyr, Myth Drannor, and various other allies has convened. The Netherese army has advanced on the capital city. Skirmishes are already occurring in outlying areas and it won't be long before the main invasion force is within range.

Meanwhile, the Order of Blue Fire is down but not out, and ritual casters in the service of Shar have evidently begun casting powerful spells at certain key locations around Faerun. The Paragon tier PCs are a much better choice for dealing with these kinds of special missions than the rank and file troops.

Boxed text for Player's Introduction.

PREVIOUS ADVENTURE HOOKS

Pretty much every adventure in the *Desolation* series, along with the last several Battle Interactives, along with all the other Winter Fantasy 2014 premieres (CORE6-1, SPEC6-1, MYTH6-1 to 6-3, and PREQ6-1) is important. Characters who have been on any of those adventures should already know why they are fighting and what they are fighting for.

Players (not characters) who participated in the Epic Campaign finale (EPIC6-1) probably have a better idea than anyone else what is at stake in this adventure. The events of EPIC6-1 actually happen in parallel with the Battle of Suzail. During Round 1, the fate of the goddess Shar (as decided by the Epic characters) has an impact on the morale and actions of the Netherese invaders. Throughout Round 1, the PCs receive cryptic fragments of some sort of message, which when assembled turns out to be from the goddess Mystra, whose soul was discovered in Shar's possession during EPIC6-1. Translating the mysterious message reveals the PCs' true mission, which is to break into Cyric's prison (his dominion, the Supreme Throne) and change the power that the greater gods used to imprison Cyric to instead recreate Mystra's dominion of Dweomerheart. With Dweomerheart reconstructed, Mystra's soul (with help from the PCs) can then reconstruct the Weave, which will end the Spellplague and usher in a new era for the Forgotten Realms (aka the Sundering).

ORGANIZATIONAL AND NATIONAL HOOKS

Anybody who has ever worked with Cormyr or Myth Drannor has a clear national hook, since those two nations are leading the fight (and it is Cormyr's capital city of Suzail that is currently under siege by Shade Enclave). More generally, all nations and all free peoples have a stake in the outcome of the war. If Netheril prevails, the Shadow Weave will take the place of the Spellplague (instead of Mystra's Weave), which

would give Shar's followers control of all magic in the Realms. This would certainly usher in a new Empire of Netheril that might last for all eternity.

IMPORTANT STORY AWARDS

Ask the players to complete Handout 1 while everyone is getting set up. There are various Story Awards and adventure outcomes listed on this form which the organizers of the BI need in order to make certain decisions during the event.

SUPPLY RUN

The PCs have been in Suzail long enough to rest and resupply before the battle starts. If the players want to stock up on consumables or pick up just the right magic item, they may do so before their first mission, subject to the normal rules in the *LFR Campaign Guide* for purchasing items (they may also take advantage of any Story Awards they have that allow them additional purchase access). Suzail is a major metropolis, so anything that the PCs are able to legally purchase may be found here.

BEGINNING THE BATTLE

Each table should fill out one copy of **Handout 1** so that the Senior DM can get a sense of which of the lead-in adventures were successful and unsuccessful (for example, if CORE6-1 was not successful, then there might be orc reinforcements available to bolster the Netherese forces during Round 1).

Distribute several copies **Handout 2** to each table as well. This provides a briefing on the six missions that are available when Round 1 starts. The players can use this information to choose their first (and subsequent) missions. We strongly recommend that you have a central tracking system such as a whiteboard or projection system so that each table can see which missions have been completed, which are currently being played, and the success / failure counts. This will help them focus their efforts in the areas that are most in need of support.

When all the DMs and players are ready, have the table captains choose their first missions and start. The expected duration of Round 1 is four hours. At the conclusion of this time, the Senior DM should tally the successes and failures to determine the results of each individual mission. We recommend that a mission be counted as a success if at least half plus one of the total number of tables completed it. For example, if you have a five-table event, a mission must be completed by at least three tables to count as a success; otherwise it is a failure. (You may want to require smaller success numbers for Missions 1.7 and 1.8 since these are only available for a limited time.)

MISSION 1.1: FEY CROSSING

ENCOUNTER LEVEL = AL + 2

CREATURES

AL 12 (5000 XP):

- 1 Wind-Claw Owlbear (level 12 elite)
- 1 Green Hag (level 13)
- 2 Medusa Bodyguards (level 12)
- 2 Medusa Venom Arrows (level 12)

AL 14 (7000 XP):

- 1 Wind-Claw Owlbear (level 14 elite)
- 1 Green Hag (level 14)
- 2 Medusa Bodyguards (level 14)
- 2 Medusa Venom Arrows (level 14)

AL 16 (10,000 XP):

- 1 Wind-Claw Owlbear (level 16 elite)
- 1 Green Hag (level 17)
- 2 Medusa Bodyguards (level 16)
- 2 Medusa Venom Arrows (level 16)

AL 18 (14,000 XP):

- 1 Wind-Claw Owlbear (level 18 elite)
- 1 Green Hag (level 18)
- 2 Medusa Bodyguards (level 18)
- 2 Medusa Venom Arrows (level 18)

AL 20 (20,800 XP):

- 1 Wind-Claw Owlbear (level 21 elite)
- 1 Green Hag (level 21)
- 2 Medusa Bodyguards (level 20)
- 2 Medusa Venom Arrows (level 20)

SCALING THE ENCOUNTER

Four PCs: Remove a medusa venom arrow.

Six PCs: Add a third medusa venom arrow at the beginning of round 3.

TIERING THE ENCOUNTER

Aggressive: Give the owlbear a +2 bonus to attack rolls and a +5 bonus to damage rolls. The owlbear's *wind howl* power deals damage equal to its melee basic attack in addition to pushing targets and knocking them prone. The green hag's *grasping roots* power deals damage equal to her melee basic attack in addition to restraining those it hits.

Glory: Add the third medusa venom arrow at the beginning of round 2, and add a second owlbear at the beginning of round 3. At AL 12-16, the second owlbear is bloodied when it arrives; at AL 18-20 it has its full normal hit points.

OBJECTIVE

The PCs are sent to investigate a fey crossing where the Order of Blue Fire has been receiving reinforcements from their dark fey allies. The crossing is guarded by a contingent of medusas led by a green hag and accompanied by her pet owlbear. The green hag carries an item that is used to open and close the fey crossing; the PCs can “overload” this item with the right skills, allowing them to temporarily seal the crossing and stop further reinforcements (the effect lasts for 24 hours, which is more than enough in this case). The PCs are forced to deal with reinforcements from the Feywild if they do not act quickly enough to seal the crossing.

MEDUSA PETRIFICATION

It is possible that one or more PCs will fail two saving throws and become petrified during this encounter. A petrified creature is unconscious (but does not fall prone unless it was prone when it was petrified), has resist 20 to all damage, and doesn't age.

Petrified PCs can be restored by the following means, which any character knows on a successful Hard DC Nature check.

- The use of an appropriate power, such as *divine cleansing*.
- The use of an appropriate magic item, such as *oil of flesh returned*.
- The willing kiss of the medusa that petrified the creature (unlikely, but perhaps possible via Intimidate or domination)
- The medusa responsible for the petrification is killed and its blood is applied to the stony lips of the victim before a full day passes.

The fourth option is the easiest, assuming the PCs aren't forced to flee the battlefield. In a worst-case scenario, if petrified PCs are left behind, send the table captain to HQ and we will send another table on a rescue mission to recover the missing characters.

MISSION 11: FEY CROSSING (AL 12)

Wind-Claw Owlbear	Level 12 Elite Controller
Large fey beast (air)	XP 1400
HP 244; Bloodied 122	Initiative +9
AC 26, Fortitude 26, Reflex 22, Will 24	Perception +15
Speed 7	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
O Keening Gale • Aura 2	
Any enemy that ends its turn in the aura takes 5 damage, and the owlbear slides it up to 2 squares as a free action.	
STANDARD ACTIONS	
m Wind Claw • At-Will	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 3d6 + 9 damage, and the owlbear slides the target up to 2 squares and knocks it prone.	
Miss: The owlbear can slide the target 1 square.	
M Disembowel • At-Will	
Effect: The owlbear uses <i>wind claw</i> twice against one creature. If both attacks hit, that creature is stunned until the end of the owlbear's next turn.	
M Beak Snap • At-Will	
Attack: Melee 1 (one creature stunned by the owlbear).	
Effect: The target takes 4d10 + 18 damage. (No attack roll needed.)	
TRIGGERED ACTIONS	
C Wind Howl • Encounter	
Trigger: The owlbear is first bloodied.	
Attack (Immediate Reaction): Close blast 5 (creatures in the blast); +15 vs. Fortitude	
Hit: The owlbear pushes the target up to 3 squares and knocks it prone.	
Miss: The owlbear can push the target 1 square.	
Str 22 (+12)	Dex 16 (+9) Wis 18 (+10)
Con 18 (+10)	Int 2 (+2) Cha 10 (+6)
Alignment unaligned Languages --	

Green Hag	Level 13 Controller
Medium fey humanoid (shapechanger)	XP 800
HP 132; Bloodied 66	Initiative +10
AC 27, Fortitude 26, Reflex 25, Will 24	Perception +14
Speed 8 (forest walk, swamp walk), swim 8	Low-light vision
Resist 10 poison	
STANDARD ACTIONS	
m Hurl Through the Earth (teleportation) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 2d6 + 10 damage.	
Effect: The hag teleports the target up to 3 squares.	
A Grasping Roots • At-Will	
Attack: Area burst 2 within 5 (creatures in the burst); +16 vs. Reflex	
Hit: The target is restrained (save ends).	
Miss: The target is slowed until the end of the hag's next turn.	
A Rampant Growth (zone) • Encounter	
Attack: Area burst 2 within 5, centered on a creature restrained by <i>grasping roots</i> (creatures in the burst); +16 vs. Reflex	
Hit: 2d8 + 10 damage.	
Effect: The burst creates a zone that lasts until the end of the encounter. Squares in the zone are difficult terrain for any creature that doesn't have forest walk. Creatures without forest walk take 5 damage for each square of movement within the zone.	
A Stagnant Miasma (poison, zone) • Recharge when first bloodied	
Attack: Area burst 2 within 5 (creatures in the burst); +16 vs. Fortitude	
Hit: 2d10 + 13 poison damage.	
Effect: The burst creates a zone of lightly obscured squares that lasts until the end of the hag's next turn. Any creature that ends its turn in the zone takes 10 poison damage.	
MINOR ACTIONS	
Change Shape (polymorph) • At-Will	
Effect: The hag alters its physical form to appear as a crone or young woman of any Medium humanoid race until it uses <i>change shape</i> again or it drops to 0 hit points. To assume a specific individual's form, the hag must have seen that individual. Other creatures can make a DC 33 Insight check to discern that the form is a disguise.	
Skills Bluff +14, Stealth +15	
Str 21 (+11)	Dex 19 (+10) Wis 16 (+9)
Con 20 (+11)	Int 15 (+8) Cha 16 (+9)
Alignment evil Languages Common, Elven	

MISSION 1.1: FEY CROSSING (AL 12 CONTINUED)

Medusa Bodyguard	Level 12 Soldier
Medium natural humanoid	XP 700
HP 123; Bloodied 61	Initiative +11
AC 28, Fortitude 25, Reflex 23, Will 24	Perception +15
Speed 6	
Immune petrification; Resist 10 poison	
STANDARD ACTIONS	
m Bastard Sword (poison, weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 2d8 + 9 damage, and ongoing 5 poison damage (save ends).	
Effect: The bodyguard marks the target until the end of the bodyguard's next turn.	
r Longbow (poison, weapon) • At-Will	
Attack: Ranged 30 (one creature); +17 vs. AC	
Hit: 2d8 + 9 damage, and ongoing 5 poison damage (save ends).	
TRIGGERED ACTIONS	
C Mind-Venom Gaze (charm, poison, psychic) • Recharge when the bodyguard hits with bastard sword	
Trigger: An enemy marked by the bodyguard makes an attack that does not include it as a target.	
Attack (<i>Immediate Interrupt</i>): Close blast 5 (enemies in the blast); +15 vs. Will. The attack must include the triggering enemy as a target.	
Hit: 2d6 + 3 poison and psychic damage, and if the target is the triggering enemy, the target is stunned until the end of its next turn.	
Skills Bluff +14, Stealth +14	
Str 22 (+12)	Dex 17 (+9) Wis 19 (+10)
Con 19 (+10)	Int 12 (+7) Cha 17 (+9)
Alignment evil Languages Common	
Equipment bastard sword, longbow, 20 arrows	

Medusa Venom Arrow	Level 12 Artillery
Medium natural humanoid	XP 700
HP 96; Bloodied 48	Initiative +12
AC 26, Fortitude 23, Reflex 25, Will 23	Perception +14
Speed 6	
Immune petrification; Resist 10 poison	
STANDARD ACTIONS	
m Serpent Hair (poison) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 2d8 + 9 poison damage, and the target takes a -2 penalty to saving throws until the end of the medusa's next turn.	
r Shortbow (poison, weapon) • At-Will	
Attack: Ranged 30 (one creature); +19 vs. AC	
Hit: 3d6 + 10 damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).	
TRIGGERED ACTIONS	
Petrifying Stare • At-Will	
Trigger: An enemy starts its turn within 2 squares of the medusa.	
Effect (<i>Opportunity Action</i>): Close blast 2 (the triggering enemy in the blast); no attack roll needed. The target is slowed (save ends).	
First Failed Save: The target is immobilized instead of slowed (save ends).	
Second Failed Save: The target is petrified (see sidebar).	
Skills Bluff +15, Stealth +17	
Str 14 (+8)	Dex 22 (+12) Wis 17 (+9)
Con 18 (+10)	Int 12 (+7) Cha 19 (+10)
Alignment evil Languages Common	
Equipment shortbow, 20 arrows	

MISSION 1.1: FEY CROSSING (AL 14)

Wind-Claw Owlbear	Level 14 Elite Controller
Large fey beast (air)	XP 2000
HP 276; Bloodied 138	Initiative +10
AC 28, Fortitude 28, Reflex 24, Will 26	Perception +16
Speed 7	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
O Keening Gale • Aura 2	
Any enemy that ends its turn in the aura takes 5 damage, and the owlbear slides it up to 2 squares as a free action.	
STANDARD ACTIONS	
m Wind Claw • At-Will	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 3d6 + 11 damage, and the owlbear slides the target up to 2 squares and knocks it prone.	
Miss: The owlbear can slide the target 1 square.	
M Disembowel • At-Will	
Effect: The owlbear uses <i>wind claw</i> twice against one creature. If both attacks hit, that creature is stunned until the end of the owlbear's next turn.	
M Beak Snap • At-Will	
Attack: Melee 1 (one creature stunned by the owlbear).	
Effect: The target takes 5d10 + 17 damage. (No attack roll needed.)	
TRIGGERED ACTIONS	
C Wind Howl • Encounter	
Trigger: The owlbear is first bloodied.	
Attack (Immediate Reaction): Close blast 5 (creatures in the blast); +17 vs. Fortitude	
Hit: The owlbear pushes the target up to 3 squares and knocks it prone.	
Miss: The owlbear can push the target 1 square.	
Str 22 (+13)	Dex 16 (+10) Wis 18 (+11)
Con 18 (+11)	Int 2 (+3) Cha 10 (+7)
Alignment unaligned Languages --	

Green Hag	Level 14 Controller
Medium fey humanoid (shapechanger)	XP 1,000
HP 140; Bloodied 70	Initiative +11
AC 28, Fortitude 27, Reflex 26, Will 25	Perception +15
Speed 8 (forest walk, swamp walk), swim 8	Low-light vision
Resist 10 poison	
STANDARD ACTIONS	
m Hurl Through the Earth (teleportation) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 2d6 + 11 damage.	
Effect: The hag teleports the target up to 3 squares.	
A Grasping Roots • At-Will	
Attack: Area burst 2 within 5 (creatures in the burst); +17 vs. Reflex	
Hit: The target is restrained (save ends).	
Miss: The target is slowed until the end of the hag's next turn.	
A Rampant Growth (zone) • Encounter	
Attack: Area burst 2 within 5, centered on a creature restrained by <i>grasping roots</i> (creatures in the burst); +17 vs. Reflex	
Hit: 2d8 + 11 damage.	
Effect: The burst creates a zone that lasts until the end of the encounter. Squares in the zone are difficult terrain for any creature that doesn't have forest walk. Creatures without forest walk take 5 damage for each square of movement within the zone.	
A Stagnant Miasma (poison, zone) • Recharge when first bloodied	
Attack: Area burst 2 within 5 (creatures in the burst); +17 vs. Fortitude	
Hit: 2d10 + 14 poison damage.	
Effect: The burst creates a zone of lightly obscured squares that lasts until the end of the hag's next turn. Any creature that ends its turn in the zone takes 10 poison damage.	
MINOR ACTIONS	
Change Shape (polymorph) • At-Will	
Effect: The hag alters its physical form to appear as a crone or young woman of any Medium humanoid race until it uses <i>change shape</i> again or it drops to 0 hit points. To assume a specific individual's form, the hag must have seen that individual. Other creatures can make a DC 33 Insight check to discern that the form is a disguise.	
Skills Bluff +15, Stealth +16	
Str 21 (+12)	Dex 19 (+11) Wis 16 (+10)
Con 20 (+12)	Int 15 (+9) Cha 16 (+10)
Alignment evil Languages Common, Elven	

MISSION 1.1: FEY CROSSING (AL 14 CONTINUED)

Medusa Bodyguard	Level 14 Soldier
Medium natural humanoid	XP 1,000
HP 139; Bloodied 69	Initiative +12
AC 30, Fortitude 27, Reflex 25, Will 26	Perception +16
Speed 6	
Immune petrification; Resist 10 poison	
STANDARD ACTIONS	
m Bastard Sword (poison, weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 2d8 + 10 damage, and ongoing 5 poison damage (save ends).	
Effect: The bodyguard marks the target until the end of the bodyguard's next turn.	
r Longbow (poison, weapon) • At-Will	
Attack: Ranged 30 (one creature); +19 vs. AC	
Hit: 2d8 + 11 damage, and ongoing 5 poison damage (save ends).	
TRIGGERED ACTIONS	
C Mind-Venom Gaze (charm, poison, psychic) • Recharge when the bodyguard hits with bastard sword	
Trigger: An enemy marked by the bodyguard makes an attack that does not include it as a target.	
Attack (<i>Immediate Interrupt</i>): Close blast 5 (enemies in the blast); +17 vs. Will. The attack must include the triggering enemy as a target.	
Hit: 2d6 + 5 poison and psychic damage, and if the target is the triggering enemy, the target is stunned until the end of its next turn.	
Skills Bluff +15, Stealth +15	
Str 22 (+13)	Dex 17 (+10) Wis 19 (+11)
Con 19 (+11)	Int 12 (+9) Cha 17 (+10)
Alignment evil Languages Common	
Equipment bastard sword, longbow, 20 arrows	

Medusa Venom Arrow	Level 14 Artillery
Medium natural humanoid	XP 1,000
HP 108; Bloodied 54	Initiative +13
AC 28, Fortitude 25, Reflex 27, Will 25	Perception +15
Speed 6	
Immune petrification; Resist 10 poison	
STANDARD ACTIONS	
m Serpent Hair (poison) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 2d8 + 11 poison damage, and the target takes a -2 penalty to saving throws until the end of the medusa's next turn.	
r Shortbow (poison, weapon) • At-Will	
Attack: Ranged 30 (one creature); +21 vs. AC	
Hit: 3d6 + 12 damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).	
TRIGGERED ACTIONS	
Petrifying Stare • At-Will	
Trigger: An enemy starts its turn within 2 squares of the medusa.	
Effect (<i>Opportunity Action</i>): Close blast 2 (the triggering enemy in the blast); no attack roll needed. The target is slowed (save ends).	
First Failed Save: The target is immobilized instead of slowed (save ends).	
Second Failed Save: The target is petrified (see sidebar).	
Skills Bluff +16, Stealth +19	
Str 14 (+9)	Dex 22 (+13) Wis 17 (+10)
Con 18 (+11)	Int 12 (+8) Cha 19 (+11)
Alignment evil Languages Common	
Equipment shortbow, 20 arrows	

MISSION 1.1: FEY CROSSING (AL 16)

Wind-Claw Owlbear	Level 16 Elite Controller
Large fey beast (air)	XP 2,800
HP 308; Bloodied 154	Initiative +11
AC 30, Fortitude 30, Reflex 24, Will 26	Perception +17
Speed 7	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
O Keening Gale • Aura 2	
Any enemy that ends its turn in the aura takes 5 damage, and the owlbear slides it up to 2 squares as a free action.	
STANDARD ACTIONS	
m Wind Claw • At-Will	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 3d6 + 13 damage, and the owlbear slides the target up to 2 squares and knocks it prone.	
Miss: The owlbear can slide the target 1 square.	
M Disembowel • At-Will	
Effect: The owlbear uses <i>wind claw</i> twice against one creature. If both attacks hit, that creature is stunned until the end of the owlbear's next turn.	
M Beak Snap • At-Will	
Attack: Melee 1 (one creature stunned by the owlbear).	
Effect: The target takes 5d10 + 19 damage. (No attack roll needed.)	
TRIGGERED ACTIONS	
C Wind Howl • Encounter	
Trigger: The owlbear is first bloodied.	
Attack (Immediate Reaction): Close blast 5 (creatures in the blast); +19 vs. Fortitude	
Hit: The owlbear pushes the target up to 3 squares and knocks it prone.	
Miss: The owlbear can push the target 1 square.	
Str 22 (+14)	Dex 16 (+11) Wis 18 (+12)
Con 18 (+12)	Int 2 (+4) Cha 10 (+8)
Alignment unaligned Languages --	

Green Hag	Level 17 Controller
Medium fey humanoid (shapechanger)	XP1,600
HP 164; Bloodied 82	Initiative +12
AC 31, Fortitude 30, Reflex 29, Will 28	Perception +16
Speed 8 (forest walk, swamp walk), swim 8	Low-light vision
Resist 10 poison	
STANDARD ACTIONS	
m Hurl Through the Earth (teleportation) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 2d8 + 14 damage.	
Effect: The hag teleports the target up to 3 squares.	
A Grasping Roots • At-Will	
Attack: Area burst 2 within 5 (creatures in the burst); +20 vs. Reflex	
Hit: The target is restrained (save ends).	
Miss: The target is slowed until the end of the hag's next turn.	
A Rampant Growth (zone) • Encounter	
Attack: Area burst 2 within 5, centered on a creature restrained by <i>grasping roots</i> (creatures in the burst); +20 vs. Reflex	
Hit: 3d8 + 14 damage.	
Effect: The burst creates a zone that lasts until the end of the encounter. Squares in the zone are difficult terrain for any creature that doesn't have forest walk. Creatures without forest walk take 5 damage for each square of movement within the zone.	
A Stagnant Miasma (poison, zone) • Recharge when first bloodied	
Attack: Area burst 2 within 5 (creatures in the burst); +20 vs. Fortitude	
Hit: 2d12 + 12 poison damage.	
Effect: The burst creates a zone of lightly obscured squares that lasts until the end of the hag's next turn. Any creature that ends its turn in the zone takes 10 poison damage.	
MINOR ACTIONS	
Change Shape (polymorph) • At-Will	
Effect: The hag alters its physical form to appear as a crone or young woman of any Medium humanoid race until it uses <i>change shape</i> again or it drops to 0 hit points. To assume a specific individual's form, the hag must have seen that individual. Other creatures can make a DC 33 Insight check to discern that the form is a disguise.	
Skills Bluff +16, Stealth +16	
Str 21 (+13)	Dex 19 (+12) Wis 16 (+11)
Con 20 (+13)	Int 15 (+10) Cha 16 (+11)
Alignment evil Languages Common, Elven	

MISSION 1.1: FEY CROSSING (AL 16 CONTINUED)

Medusa Bodyguard	Level 16 Soldier
Medium natural humanoid	XP 1,400
HP 155; Bloodied 77	Initiative +13
AC 32, Fortitude 29, Reflex 27, Will 28	Perception +17
Speed 6	
Immune petrification; Resist 10 poison	
STANDARD ACTIONS	
m Bastard Sword (poison, weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 2d8 + 13 damage, and ongoing 10 poison damage (save ends).	
Effect: The bodyguard marks the target until the end of the bodyguard's next turn.	
r Longbow (poison, weapon) • At-Will	
Attack: Ranged 30 (one creature); +21 vs. AC	
Hit: 2d8 + 13 damage, and ongoing 10 poison damage (save ends).	
TRIGGERED ACTIONS	
C Mind-Venom Gaze (charm, poison, psychic) • Recharge when the bodyguard hits with bastard sword	
Trigger: An enemy marked by the bodyguard makes an attack that does not include it as a target.	
Attack (<i>Immediate Interrupt</i>): Close blast 5 (enemies in the blast); +19 vs. Will. The attack must include the triggering enemy as a target.	
Hit: 2d6 + 7 poison and psychic damage, and if the target is the triggering enemy, the target is stunned until the end of its next turn.	
Skills Bluff +16, Stealth +16	
Str 22 (+14)	Dex 17 (+11) Wis 19 (+12)
Con 19 (+12)	Int 12 (+9) Cha 17 (+11)
Alignment evil Languages Common	
Equipment bastard sword, longbow, 20 arrows	

Medusa Venom Arrow	Level 16 Artillery
Medium natural humanoid	XP 1,400
HP 120; Bloodied 60	Initiative +14
AC 30, Fortitude 27, Reflex 29, Will 27	Perception +15
Speed 6	
Immune petrification; Resist 10 poison	
STANDARD ACTIONS	
m Serpent Hair (poison) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 2d8 + 14 poison damage, and the target takes a -2 penalty to saving throws until the end of the medusa's next turn.	
r Shortbow (poison, weapon) • At-Will	
Attack: Ranged 30 (one creature); +23 vs. AC	
Hit: 3d6 + 14 damage, and the target takes ongoing 10 poison damage and is slowed (save ends both).	
TRIGGERED ACTIONS	
Petrifying Stare • At-Will	
Trigger: An enemy starts its turn within 2 squares of the medusa.	
Effect (<i>Opportunity Action</i>): Close blast 2 (the triggering enemy in the blast); no attack roll needed. The target is slowed (save ends).	
First Failed Save: The target is immobilized instead of slowed (save ends).	
Second Failed Save: The target is petrified (see sidebar).	
Skills Bluff +17, Stealth +19	
Str 14 (+10)	Dex 22 (+14) Wis 17 (+10)
Con 18 (+12)	Int 12 (+9) Cha 19 (+12)
Alignment evil Languages Common	
Equipment shortbow, 20 arrows	

MISSION 1.1: FEY CROSSING (AL 18)

Wind-Claw Owlbear	Level 18 Elite Controller
Large fey beast (air)	XP 4,000
HP 340; Bloodied 170	Initiative +12
AC 32, Fortitude 32, Reflex 28, Will 30	Perception +18
Speed 7	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
O Keening Gale • Aura 2	
Any enemy that ends its turn in the aura takes 5 damage, and the owlbear slides it up to 2 squares as a free action.	
STANDARD ACTIONS	
m Wind Claw • At-Will	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 3d6 + 15 damage, and the owlbear slides the target up to 2 squares and knocks it prone.	
Miss: The owlbear can slide the target 1 square.	
M Disembowel • At-Will	
Effect: The owlbear uses <i>wind claw</i> twice against one creature. If both attacks hit, that creature is stunned until the end of the owlbear's next turn.	
M Beak Snap • At-Will	
Attack: Melee 1 (one creature stunned by the owlbear).	
Effect: The target takes 5d12 + 12 damage. (No attack roll needed.)	
TRIGGERED ACTIONS	
C Wind Howl • Encounter	
Trigger: The owlbear is first bloodied.	
Attack (Immediate Reaction): Close blast 5 (creatures in the blast); +20 vs. Fortitude	
Hit: The owlbear pushes the target up to 3 squares and knocks it prone.	
Miss: The owlbear can push the target 1 square.	
Str 22 (+15)	Dex 16 (+12) Wis 18 (+13)
Con 18 (+13)	Int 2 (+5) Cha 10 (+9)
Alignment unaligned Languages --	

Green Hag	Level 18 Controller
Medium fey humanoid (shapechanger)	XP 2,000
HP 172; Bloodied 86	Initiative +13
AC 32, Fortitude 31, Reflex 30, Will 29	Perception +17
Speed 8 (forest walk, swamp walk), swim 8	Low-light vision
Resist 10 poison	
STANDARD ACTIONS	
m Hurl Through the Earth (teleportation) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 2d8 + 13 damage.	
Effect: The hag teleports the target up to 3 squares.	
A Grasping Roots • At-Will	
Attack: Area burst 2 within 5 (creatures in the burst); +21 vs. Reflex	
Hit: The target is restrained (save ends).	
Miss: The target is slowed until the end of the hag's next turn.	
A Rampant Growth (zone) • Encounter	
Attack: Area burst 2 within 5, centered on a creature restrained by <i>grasping roots</i> (creatures in the burst); +21 vs. Reflex	
Hit: 4d6 + 15 damage.	
Effect: The burst creates a zone that lasts until the end of the encounter. Squares in the zone are difficult terrain for any creature that doesn't have forest walk. Creatures without forest walk take 5 damage for each square of movement within the zone.	
A Stagnant Miasma (poison, zone) • Recharge when first bloodied	
Attack: Area burst 2 within 5 (creatures in the burst); +16 vs. Fortitude	
Hit: 3d8 + 11 poison damage.	
Effect: The burst creates a zone of lightly obscured squares that lasts until the end of the hag's next turn. Any creature that ends its turn in the zone takes 10 poison damage.	
MINOR ACTIONS	
Change Shape (polymorph) • At-Will	
Effect: The hag alters its physical form to appear as a crone or young woman of any Medium humanoid race until it uses <i>change shape</i> again or it drops to 0 hit points. To assume a specific individual's form, the hag must have seen that individual. Other creatures can make a DC 33 Insight check to discern that the form is a disguise.	
Skills Bluff +17, Stealth +18	
Str 21 (+14)	Dex 19 (+13) Wis 16 (+12)
Con 20 (+14)	Int 15 (+11) Cha 16 (+12)
Alignment evil Languages Common, Elven	

MISSION 1.1: FEY CROSSING (AL 18 CONTINUED)

Medusa Bodyguard	Level 18 Soldier
Medium natural humanoid	XP 2,000
HP 171; Bloodied 85	Initiative +14
AC 34, Fortitude 31, Reflex 29, Will 30	Perception +18
Speed 6	
Immune petrification; Resist 10 poison	
STANDARD ACTIONS	
m Bastard Sword (poison, weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 2d8 + 15 damage, and ongoing 10 poison damage (save ends).	
Effect: The bodyguard marks the target until the end of the bodyguard's next turn.	
r Longbow (poison, weapon) • At-Will	
Attack: Ranged 30 (one creature); +23 vs. AC	
Hit: 2d8 + 15 damage, and ongoing 10 poison damage (save ends).	
TRIGGERED ACTIONS	
C Mind-Venom Gaze (charm, poison, psychic) • Recharge when the bodyguard hits with bastard sword	
Trigger: An enemy marked by the bodyguard makes an attack that does not include it as a target.	
Attack (<i>Immediate Interrupt</i>): Close blast 5 (enemies in the blast); +21 vs. Will. The attack must include the triggering enemy as a target.	
Hit: 2d6 + 9 poison and psychic damage, and if the target is the triggering enemy, the target is stunned until the end of its next turn.	
Skills Bluff +17, Stealth +17	
Str 22 (+15)	Dex 17 (+12) Wis 19 (+13)
Con 19 (+13)	Int 12 (+10) Cha 17 (+12)
Alignment evil Languages Common	
Equipment bastard sword, longbow, 20 arrows	

Medusa Venom Arrow	Level 18 Artillery
Medium natural humanoid	XP 2,000
HP 132; Bloodied 66	Initiative +15
AC 32, Fortitude 29, Reflex 31, Will 29	Perception +17
Speed 6	
Immune petrification; Resist 10 poison	
STANDARD ACTIONS	
m Serpent Hair (poison) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 2d8 + 15 poison damage, and the target takes a -2 penalty to saving throws until the end of the medusa's next turn.	
r Shortbow (poison, weapon) • At-Will	
Attack: Ranged 30 (one creature); +25 vs. AC	
Hit: 3d6 + 16 damage, and the target takes ongoing 10 poison damage and is slowed (save ends both).	
TRIGGERED ACTIONS	
Petrifying Stare • At-Will	
Trigger: An enemy starts its turn within 2 squares of the medusa.	
Effect (<i>Opportunity Action</i>): Close blast 2 (the triggering enemy in the blast); no attack roll needed. The target is slowed (save ends).	
First Failed Save: The target is immobilized instead of slowed (save ends).	
Second Failed Save: The target is petrified (see sidebar).	
Skills Bluff +18, Stealth +20	
Str 14 (+11)	Dex 22 (+15) Wis 17 (+12)
Con 18 (+13)	Int 12 (+10) Cha 19 (+13)
Alignment evil Languages Common	
Equipment shortbow, 20 arrows	

MISSION 1.1: FEY CROSSING (AL 20)

Wind-Claw Owlbear	Level 21 Elite Controller
Large fey beast (air)	XP 6,400
HP 388; Bloodied 194	Initiative +13
AC 35, Fortitude 35, Reflex 31, Will 33	Perception +19
Speed 7	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
O Keening Gale • Aura 2	
Any enemy that ends its turn in the aura takes 10 damage, and the owlbear slides it up to 2 squares as a free action.	
STANDARD ACTIONS	
m Wind Claw • At-Will	
Attack: Melee 2 (one creature); +25 vs. AC	
Hit: 4d6 + 15 damage, and the owlbear slides the target up to 2 squares and knocks it prone.	
Miss: The owlbear can slide the target 1 square.	
M Disembowel • At-Will	
Effect: The owlbear uses <i>wind claw</i> twice against one creature. If both attacks hit, that creature is stunned until the end of the owlbear's next turn.	
M Beak Snap • At-Will	
Attack: Melee 1 (one creature stunned by the owlbear).	
Effect: The target takes 5d12 + 14 damage. (No attack roll needed.)	
TRIGGERED ACTIONS	
C Wind Howl • Encounter	
Trigger: The owlbear is first bloodied.	
Attack (Immediate Reaction): Close blast 5 (creatures in the blast); +24 vs. Fortitude	
Hit: The owlbear pushes the target up to 3 squares and knocks it prone.	
Miss: The owlbear can push the target 1 square.	
Str 22 (+16)	Dex 16 (+13)
Con 18 (+14)	Int 2 (+6)
	Wis 18 (+14)
	Cha 10 (+10)
Alignment unaligned	Languages --

Green Hag	Level 21 Controller
Medium fey humanoid (shapechanger)	XP 3,200
HP 180; Bloodied 90	Initiative +14
AC 35, Fortitude 34, Reflex 33, Will 32	Perception +18
Speed 8 (forest walk, swamp walk), swim 8	Low-light vision
Resist 15 poison	
STANDARD ACTIONS	
m Hurl Through the Earth (teleportation) • At-Will	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 3d6 + 15 damage.	
Effect: The hag teleports the target up to 3 squares.	
A Grasping Roots • At-Will	
Attack: Area burst 2 within 5 (creatures in the burst); +24 vs. Reflex	
Hit: The target is restrained (save ends).	
Miss: The target is slowed until the end of the hag's next turn.	
A Rampant Growth (zone) • Encounter	
Attack: Area burst 2 within 5, centered on a creature restrained by <i>grasping roots</i> (creatures in the burst); +24 vs. Reflex	
Hit: 4d6 + 17 damage.	
Effect: The burst creates a zone that lasts until the end of the encounter. Squares in the zone are difficult terrain for any creature that doesn't have forest walk. Creatures without forest walk take 5 damage for each square of movement within the zone.	
A Stagnant Miasma (poison, zone) • Recharge when first bloodied	
Attack: Area burst 2 within 5 (creatures in the burst); +16 vs. Fortitude	
Hit: 3d8 + 13 poison damage.	
Effect: The burst creates a zone of lightly obscured squares that lasts until the end of the hag's next turn. Any creature that ends its turn in the zone takes 15 poison damage.	
MINOR ACTIONS	
Change Shape (polymorph) • At-Will	
Effect: The hag alters its physical form to appear as a crone or young woman of any Medium humanoid race until it uses <i>change shape</i> again or it drops to 0 hit points. To assume a specific individual's form, the hag must have seen that individual. Other creatures can make a DC 35 Insight check to discern that the form is a disguise.	
Skills Bluff +18, Stealth +19	
Str 21 (+15)	Dex 19 (+14)
Con 20 (+15)	Int 15 (+12)
	Wis 16 (+13)
	Cha 16 (+13)
Alignment evil	Languages Common, Elven

MISSION 1.1: FEY CROSSING (AL 20 CONTINUED)

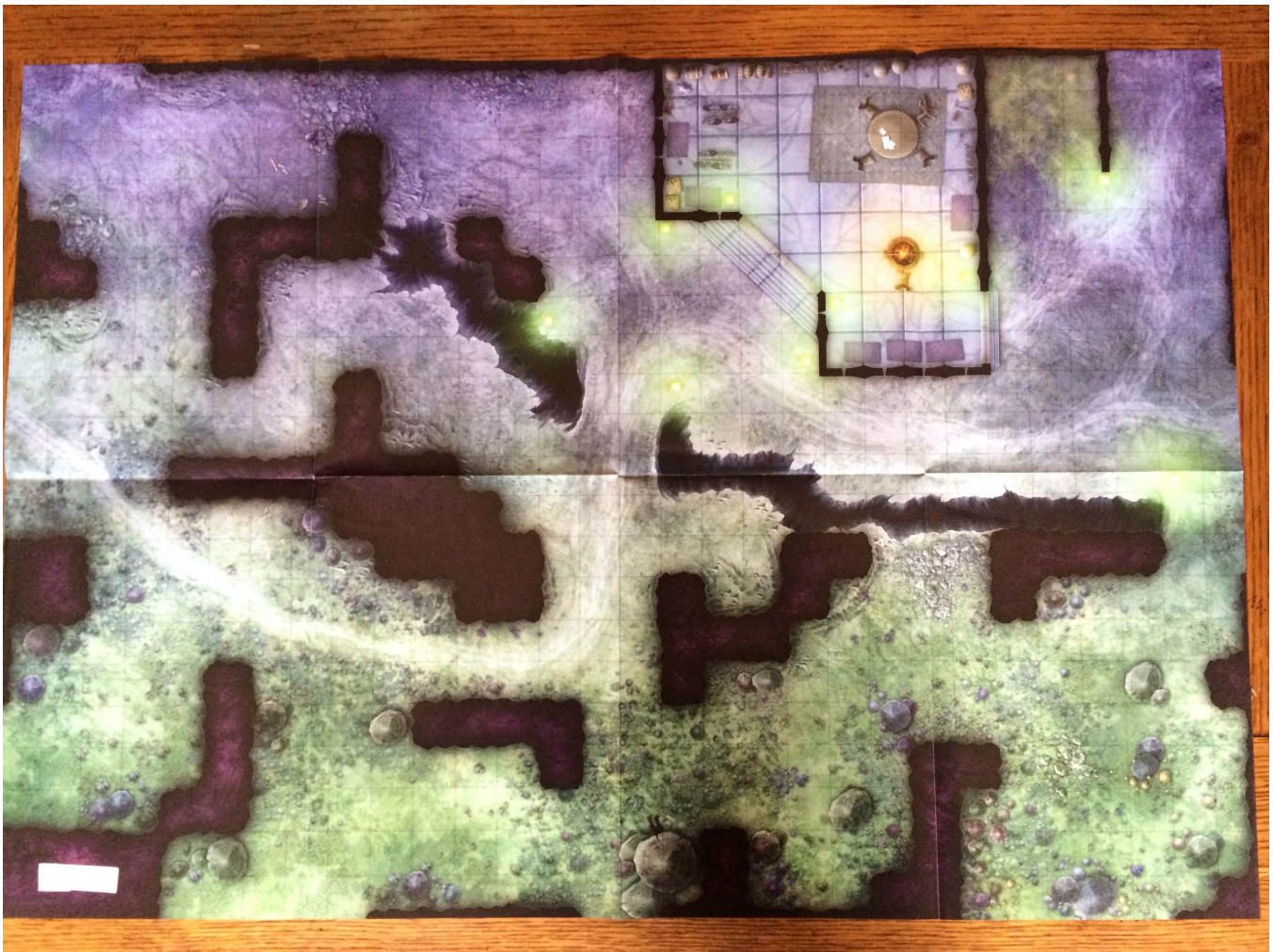
Medusa Bodyguard	Level 20 Soldier
Medium natural humanoid	XP 2,800
HP 187; Bloodied 93	Initiative +14
AC 36, Fortitude 33, Reflex 31, Will 32	Perception +19
Speed 6	
Immune petrification; Resist 15 poison	
STANDARD ACTIONS	
m Bastard Sword (poison, weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 2d8 + 17 damage, and ongoing 15 poison damage (save ends).	
Effect: The bodyguard marks the target until the end of the bodyguard's next turn.	
r Longbow (poison, weapon) • At-Will	
Attack: Ranged 30 (one creature); +25 vs. AC	
Hit: 2d8 + 17 damage, and ongoing 15 poison damage (save ends).	
TRIGGERED ACTIONS	
C Mind-Venom Gaze (charm, poison, psychic) • Recharge when the bodyguard hits with bastard sword	
Trigger: An enemy marked by the bodyguard makes an attack that does not include it as a target.	
Attack (<i>Immediate Interrupt</i>): Close blast 5 (enemies in the blast); +23 vs. Will. The attack must include the triggering enemy as a target.	
Hit: 2d6 + 11 poison and psychic damage, and if the target is the triggering enemy, the target is stunned until the end of its next turn.	
Skills Bluff +18, Stealth +18	
Str 22 (+16)	Dex 17 (+13) Wis 19 (+14)
Con 19 (+14)	Int 12 (+11) Cha 17 (+13)
Alignment evil Languages Common	
Equipment bastard sword, longbow, 20 arrows	

Medusa Venom Arrow	Level 20 Artillery
Medium natural humanoid	XP 2,800
HP 144; Bloodied 72	Initiative +16
AC 34, Fortitude 31, Reflex 33, Will 31	Perception +18
Speed 6	
Immune petrification; Resist 15 poison	
STANDARD ACTIONS	
m Serpent Hair (poison) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 2d8 + 17 poison damage, and the target takes a -2 penalty to saving throws until the end of the medusa's next turn.	
r Shortbow (poison, weapon) • At-Will	
Attack: Ranged 30 (one creature); +27 vs. AC	
Hit: 3d6 + 18 damage, and the target takes ongoing 15 poison damage and is slowed (save ends both).	
TRIGGERED ACTIONS	
Petrifying Stare • At-Will	
Trigger: An enemy starts its turn within 2 squares of the medusa.	
Effect (<i>Opportunity Action</i>): Close blast 2 (the triggering enemy in the blast); no attack roll needed. The target is slowed (save ends).	
First Failed Save: The target is immobilized instead of slowed (save ends).	
Second Failed Save: The target is petrified (see sidebar).	
Skills Bluff +19, Stealth +21	
Str 14 (+12)	Dex 22 (+16) Wis 17 (+13)
Con 18 (+14)	Int 12 (+11) Cha 19 (+14)
Alignment evil Languages Common	
Equipment shortbow, 20 arrows	

MISSION 1.1: FEY CROSSING (BATTLE MAP)

POSTER MAP NEEDED

Vaults of the Underdark - 6



The fey crossing is located in the upper right-hand corner of the map. The building is used by the medusas as their base of operations and staging area for the dark fey troops coming through the crossing to join the Order of Blue Fire.

The PCs should set up at any of the three entrances on the bottom of the map (there are two entrances in the bottom left and one on the bottom right). The PCs can use any or all of these three setup areas, as they see fit, but all PCs must start within 3 squares of the nearest map edge.

Place the green hag inside the building, with one of the medusa bodyguards outside (guarding). The other bodyguard and one of the two venom arrows are out on patrol; place them near the upper left-hand corner of the map. The other venom arrow is guarding the fey crossing (so near the upper right-hand corner) while the owlbear is in its stable, which is the small 3x3 space next to the building but not inside the building.

For 6 PCs and at the Glory tier, when you introduce new combatants to the fight, they come onto the map through either the upper-left or upper-right corner entrances.

MISSION 1.2: CORRUPTED GROVE

ENCOUNTER LEVEL = AL + 2

CREATURES

AL 12 (5000 XP):

- 1 Corrupted Elder Treant (level 11 solo)
- 5 Spellplague-Infused Saplings (level 11 minion)
- 2 Wood Woad Druids (level 11)
- 1 Wood Woad Juggernaut (level 11)

AL 14 (7000 XP):

- 1 Corrupted Elder Treant (level 13 solo)
- 5 Spellplague-Infused Saplings (level 12 minion)
- 2 Wood Woad Druids (level 13)
- 1 Wood Woad Juggernaut (level 12)

AL 16 (10,000 XP):

- 1 Corrupted Elder Treant (level 15 solo)
- 5 Spellplague-Infused Saplings (level 14 minion)
- 2 Wood Woad Druids (level 14)
- 1 Wood Woad Juggernaut (level 14)

AL 18 (14,000 XP):

- 1 Corrupted Elder Treant (level 17 solo)
- 5 Spellplague-Infused Saplings (level 16 minion)
- 2 Wood Woad Druids (level 17)
- 1 Wood Woad Juggernaut (level 16)

AL 20 (20,800 XP):

- 1 Corrupted Elder Treant (level 19 solo)
- 5 Spellplague-Infused Saplings (level 18 minion)
- 2 Wood Woad Druids (level 19)
- 1 Wood Woad Juggernaut (level 18)

SCALING THE ENCOUNTER

Four PCs: Remove one wood woad druid.

Six PCs: Add a wood woad juggernaut at the beginning of round 3.

TIERING THE ENCOUNTER

Aggressive: The elder treant automatically spawns two additional saplings at the beginning of each round (starting with round 2). They appear anywhere within 10 squares of the treant. This does not change the treant's *saplings arise* power.

Glory: Bring in the second wood woad juggernaut at the beginning of round 2. Increase the elder treant's starting hit points by an amount equal to one-half its bloodied value (AL 18-20: by its full bloodied value). Also give the elder treant a +2 bonus to attack rolls and +5 to damage rolls, and increase the damage of all saplings by 2.

OBJECTIVE

The PCs go to investigate a ley line and discover that the Order of Blue Fire has already taken control of it. A corrupted elder treant is "planted" here and its roots are feeding Spellplague energy directly into the nexus. The PCs must either destroy or purify the treant (optional in-combat skill challenge) while also dealing with its wood woad guardians and the corrupted saplings that the treant generates.

MISSION 1.2: CORRUPTED GROVE (AL 12)

Corrupted Elder Treant	Level 11 Solo Controller
Huge fey magical beast (plant), treant	XP 3000
HP 480; Bloodied 240	Initiative +7
AC 25, Fortitude 23, Reflex 20, Will 24	Perception +19
Speed 4	
Immune poison, prone	
Saving Throws +5; Action Points 2	
TRAITS	
Ancient Entity	
If the treant is stunned or dominated, it is instead dazed for the same duration.	
Deep Roots	
Whenever the treant is subjected to a push, pull, or slide, it can move 2 squares fewer than the attack specifies. The treant cannot be knocked prone.	
Firecatcher	
Whenever the treant takes fire damage, it also takes ongoing 10 fire damage (save ends). While taking ongoing fire damage, the treant deals 10 extra fire damage to any target it hits with a melee attack.	
Threatening Reach	
The treant can make opportunity attacks against enemies within 3 squares of it.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 3 (one creature); +16 vs. AC	
Hit: 3d6 + 9 damage.	
Effect: The treant can push the target 1 square.	
M Quadruple Slam • At-Will	
Effect: The treant uses slam four times. If the treant hits the same target at least twice, that target falls prone.	
C Reverberating Word (thunder) • Recharge when first bloodied	
Attack: Close burst 3 (non-plants in burst); +14 vs. Fortitude	
Hit: 3d6 + 11 thunder damage, and the target is dazed until the end of the treant's next turn.	
C Saplings Arise • Recharge when first bloodied	
Effect: Five spellplague-infused saplings appear within a close burst 10 of the treant. They share the treant's initiative and act immediately.	
MINOR ACTIONS	
M Root Grab • At-Will (1/turn)	
Attack: Melee 3 (one prone creature); +14 vs. Reflex	
Hit: The treant pulls the target up to 2 squares, and the target is grabbed (escape DC 20). The treant can have up to four creatures grabbed at once.	
TRIGGERED ACTIONS	
M Charred for Life • At-Will	
Trigger: An attack deals fire damage to the treant.	
Effect (Immediate Reaction): The treant uses slam.	
Skills History +15, Nature +19	
Str 26 (+13)	Dex 15 (+7) Wis 29 (+14)
Con 24 (+12)	Int 21 (+10) Cha 26 (+13)
Alignment unaligned	Languages Common, Elven

Spellplague-Infused Sapling	Level 11 Minion Soldier
Medium fey magical beast (plant), treant	XP 150
HP 1; a missed attack roll never damages a minion.	Initiative +9
AC 27, Fortitude 24, Reflex 21, Will 23	Perception +9
Speed 6 (forest walk)	Low-light vision
Resist 10 fire	
TRAITS	
O Branches Ablaze (fire) • Aura 1	
Whenever an immobilized enemy starts its turn in the aura, the enemy takes 3 fire damage.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 8 damage, and the target is immobilized until the end of its next turn.	
r Thorn • At-Will	
Attack: Ranged 10 (one creature); +16 vs. AC	
Hit: 8 damage.	
Str 21 (+10)	Dex 15 (+7) Wis 18 (+9)
Con 19 (+9)	Int 12 (+6) Cha 15 (+7)
Alignment unaligned	Languages Elven

MISSION 1.2: CORRUPTED GROVE (AL 12 CONTINUED)

Wood Woad Druid	Level 11 Skirmisher (Leader)
Medium fey humanoid (plant)	XP 600
HP 121; Bloodied 60	Initiative +12
AC 25, Fortitude 24, Reflex 23, Will 23	Perception +15
Speed 5	
Immune immobilized, restrained, slowed	
STANDARD ACTIONS	
m Cudgel (weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 2d8 + 9 damage.	
M Darting Strike (weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 2d8 + 9 damage.	
Effect: Before or after the attack, the druid can shift up to 2 squares.	
M Polymorph into Plant (polymorph) • Recharge if the power misses	
Attack: Melee 1 (one creature); +14 vs. Fortitude	
Hit: The druid alters the target's physical form to appear as a plant until the end of the druid's next turn, or until the druid drops to 0 hit points. While in this form, the target is stunned and has vulnerable 15 fire.	
MOVE ACTIONS	
Earthen Stride • At-Will	
Effect: The druid and one ally adjacent to it can each shift up to 2 squares.	
MINOR ACTIONS	
Nature's Boon • Encounter	
Effect: Close burst 5 (one plant ally in the burst). The target gains 20 temporary hit points.	
Skills Endurance +17, Heal +15, Nature +15	
Str 17 (+8)	Dex 20 (+10) Wis 21 (+10)
Con 25 (+12)	Int 15 (+7) Cha 15 (+7)
Alignment unaligned	Languages Common, Elven
Equipment cudgel	

Wood Woad Juggernaut	Level 11 Brute
Large fey humanoid (plant)	XP 600
HP 143; Bloodied 71	Initiative +8
AC 23, Fortitude 24, Reflex 21, Will 23	Perception +10
Speed 5	
TRAITS	
Juggernaut Charge	
The juggernaut has resist 15 to all damage while charging.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 2 (one creature); +16 vs. AC	
Hit: 3d8 + 11 damage.	
M Nature's Reign (healing) • Recharge when first bloodied	
Attack: Melee 2 (one creature); +16 vs. AC	
Hit: 3d12 + 10 damage, and ongoing 10 damage (save ends).	
Whenever the target takes this ongoing damage, the juggernaut regains 10 hit points.	
Str 20 (+10)	Dex 17 (+8) Wis 21 (+10)
Con 23 (+11)	Int 15 (+7) Cha 15 (+7)
Alignment unaligned	Languages Common, Elven

MISSION 1.2: CORRUPTED GROVE (AL 14)

Corrupted Elder Treant	Level 13 Solo Controller
Huge fey magical beast (plant), treant	XP 4000
HP 544; Bloodied 272	Initiative +8
AC 27, Fortitude 25, Reflex 22, Will 26	Perception +20
Speed 4	
Immune poison, prone	
Saving Throws +5; Action Points 2	
TRAITS	
Ancient Entity	
If the treant is stunned or dominated, it is instead dazed for the same duration.	
Deep Roots	
Whenever the treant is subjected to a push, pull, or slide, it can move 2 squares fewer than the attack specifies. The treant cannot be knocked prone.	
Firecatcher	
Whenever the treant takes fire damage, it also takes ongoing 10 fire damage (save ends). While taking ongoing fire damage, the treant deals 10 extra fire damage to any target it hits with a melee attack.	
Threatening Reach	
The treant can make opportunity attacks against enemies within 3 squares of it.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 3 (one creature); +18 vs. AC	
Hit: 3d6 + 11 damage.	
Effect: The treant can push the target 1 square.	
M Quadruple Slam • At-Will	
Effect: The treant uses slam four times. If the treant hits the same target at least twice, that target falls prone.	
C Reverberating Word (thunder) • Recharge when first bloodied	
Attack: Close burst 3 (non-plants in burst); +16 vs. Fortitude	
Hit: 3d6 + 12 thunder damage, and the target is dazed until the end of the treant's next turn.	
C Saplings Arise • Recharge when first bloodied	
Effect: Five spellplague-infused saplings appear within a close burst 10 of the treant. They share the treant's initiative and act immediately.	
MINOR ACTIONS	
M Root Grab • At-Will (1/turn)	
Attack: Melee 3 (one prone creature); +16 vs. Reflex	
Hit: The treant pulls the target up to 2 squares, and the target is grabbed (escape DC 21). The treant can have up to four creatures grabbed at once.	
TRIGGERED ACTIONS	
M Charred for Life • At-Will	
Trigger: An attack deals fire damage to the treant.	
Effect (Immediate Reaction): The treant uses slam.	
Skills History +16, Nature +20	
Str 26 (+14) Dex 15 (+8) Wis 29 (+15)	
Con 24 (+13) Int 21 (+11) Cha 26 (+14)	
Alignment unaligned	Languages Common, Elven

Spellplague-Infused Sapling	Level 12 Minion Soldier
Medium fey magical beast (plant), treant	XP 175
HP 1; a missed attack roll never damages a minion.	Initiative +10
AC 28, Fortitude 25, Reflex 22, Will 24	Perception +10
Speed 6 (forest walk)	Low-light vision
Resist 10 fire	
TRAITS	
O Branches Ablaze (fire) • Aura 1	
Whenever an immobilized enemy starts its turn in the aura, the enemy takes 3 fire damage.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 9 damage, and the target is immobilized until the end of its next turn.	
r Thorn • At-Will	
Attack: Ranged 10 (one creature); +17 vs. AC	
Hit: 10 damage.	
Str 21 (+11) Dex 15 (+8) Wis 18 (+10)	
Con 19 (+10) Int 12 (+7) Cha 15 (+8)	
Alignment unaligned	Languages Elven

MISSION 1.2: CORRUPTED GROVE (AL 14 CONTINUED)

Wood Woad Druid	Level 13 Skirmisher (Leader)
Medium fey humanoid (plant)	XP 800
HP 137; Bloodied 68	Initiative +13
AC 27, Fortitude 26, Reflex 25, Will 25	Perception +16
Speed 5	
Immune immobilized, restrained, slowed	
STANDARD ACTIONS	
m Cudgel (weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d6 +11 damage.	
M Darting Strike (weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d6 + 11 damage.	
Effect: Before or after the attack, the druid can shift up to 2 squares.	
M Polymorph into Plant (polymorph) • Recharge if the power misses	
Attack: Melee 1 (one creature); +14 vs. Fortitude	
Hit: The druid alters the target's physical form to appear as a plant until the end of the druid's next turn, or until the druid drops to 0 hit points. While in this form, the target is stunned and has vulnerable 15 fire.	
MOVE ACTIONS	
Earthen Stride • At-Will	
Effect: The druid and one ally adjacent to it can each shift up to 2 squares.	
MINOR ACTIONS	
Nature's Boon • Encounter	
Effect: Close burst 5 (one plant ally in the burst). The target gains 20 temporary hit points.	
Skills Endurance +18, Heal +16, Nature +16	
Str 17 (+9)	Dex 20 (+11) Wis 21 (+11)
Con 25 (+13)	Int 15 (+8) Cha 15 (+8)
Alignment unaligned	Languages Common, Elven
Equipment cudgel	

Wood Woad Juggernaut	Level 12 Brute
Large fey humanoid (plant)	XP 700
HP 153; Bloodied 76	Initiative +9
AC 24, Fortitude 25, Reflex 22, Will 24	Perception +11
Speed 5	
TRAITS	
Juggernaut Charge	
The juggernaut has resist 15 to all damage while charging.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 3d8 + 13 damage.	
M Nature's Reign (healing) • Recharge when first bloodied	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 3d12 + 11 damage, and ongoing 10 damage (save ends).	
Whenever the target takes this ongoing damage, the juggernaut regains 10 hit points.	
Str 20 (+11)	Dex 17 (+9) Wis 21 (+11)
Con 23 (+12)	Int 15 (+8) Cha 15 (+8)
Alignment unaligned	Languages Common, Elven

MISSION 1.2: CORRUPTED GROVE (AL 16)

Corrupted Elder Treant	Level 15 Solo Controller
Huge fey magical beast (plant), treant	XP 6,000
HP 576; Bloodied 288	Initiative +9
AC 29, Fortitude 27, Reflex 24, Will 28	Perception +21
Speed 4	
Immune poison, prone	
Saving Throws +5; Action Points 2	
TRAITS	
Ancient Entity	
If the treant is stunned or dominated, it is instead dazed for the same duration.	
Deep Roots	
Whenever the treant is subjected to a push, pull, or slide, it can move 2 squares fewer than the attack specifies. The treant cannot be knocked prone.	
Firecatcher	
Whenever the treant takes fire damage, it also takes ongoing 10 fire damage (save ends). While taking ongoing fire damage, the treant deals 10 extra fire damage to any target it hits with a melee attack.	
Threatening Reach	
The treant can make opportunity attacks against enemies within 3 squares of it.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 3 (one creature); +20 vs. AC	
Hit: 3d6 + 13 damage.	
Effect: The treant can push the target 1 square.	
M Quadruple Slam • At-Will	
Effect: The treant uses slam four times. If the treant hits the same target at least twice, that target falls prone.	
C Reverberating Word (thunder) • Recharge when first bloodied	
Attack: Close burst 3 (non-plants in burst); +18 vs. Fortitude	
Hit: 3d6 + 15 thunder damage, and the target is dazed until the end of the treant's next turn.	
C Saplings Arise • Recharge when first bloodied	
Effect: Five spellplague-infused saplings appear within a close burst 10 of the treant. They share the treant's initiative and act immediately.	
MINOR ACTIONS	
M Root Grab • At-Will (1/turn)	
Attack: Melee 3 (one prone creature); +18 vs. Reflex	
Hit: The treant pulls the target up to 2 squares, and the target is grabbed (escape DC 22). The treant can have up to four creatures grabbed at once.	
TRIGGERED ACTIONS	
M Charred for Life • At-Will	
Trigger: An attack deals fire damage to the treant.	
Effect (Immediate Reaction): The treant uses slam.	
Skills History +17, Nature +21	
Str 26 (+15)	Dex 15 (+8) Wis 29 (+16)
Con 24 (+13)	Int 21 (+12) Cha 26 (+15)
Alignment unaligned	Languages Common, Elven

Spellplague-Infused Sapling	Level 14 Minion Soldier
Medium fey magical beast (plant), treant	XP 250
HP 1; a missed attack roll never damages a minion.	Initiative +11
AC 30, Fortitude 27, Reflex 24, Will 26	Perception +11
Speed 6 (forest walk)	Low-light vision
Resist 10 fire	
TRAITS	
O Branches Ablaze (fire) • Aura 1	
Whenever an immobilized enemy starts its turn in the aura, the enemy takes 3 fire damage.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 10 damage, and the target is immobilized until the end of its next turn.	
r Thorn • At-Will	
Attack: Ranged 10 (one creature); +19 vs. AC	
Hit: 11 damage.	
Str 21 (+12)	Dex 15 (+9) Wis 18 (+11)
Con 19 (+11)	Int 12 (+8) Cha 15 (+9)
Alignment unaligned	Languages Elven

MISSION 1.2: CORRUPTED GROVE (AL 16 CONTINUED)

Wood Woad Druid	Level 14 Skirmisher (Leader)
Medium fey humanoid (plant)	XP 1,000
HP 145; Bloodied 72	Initiative +14
AC 28, Fortitude 27, Reflex 26, Will 26	Perception +17
Speed 5	
Immune immobilized, restrained, slowed	
STANDARD ACTIONS	
m Cudgel (weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d6 + 12 damage.	
M Darting Strike (weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d6 + 12 damage.	
Effect: Before or after the attack, the druid can shift up to 2 squares.	
M Polymorph into Plant (polymorph) • Recharge if the power misses	
Attack: Melee 1 (one creature); +17 vs. Fortitude	
Hit: The druid alters the target's physical form to appear as a plant until the end of the druid's next turn, or until the druid drops to 0 hit points. While in this form, the target is stunned and has vulnerable 15 fire.	
MOVE ACTIONS	
Earthen Stride • At-Will	
Effect: The druid and one ally adjacent to it can each shift up to 2 squares.	
MINOR ACTIONS	
Nature's Boon • Encounter	
Effect: Close burst 5 (one plant ally in the burst). The target gains 20 temporary hit points.	
Skills Endurance +19, Heal +17, Nature +17	
Str 17 (+10)	Dex 20 (+12) Wis 21 (+12)
Con 25 (+14)	Int 15 (+9) Cha 15 (+9)
Alignment unaligned	Languages Common, Elven
Equipment cudgel	

Wood Woad Juggernaut	Level 14 Brute
Large fey humanoid (plant)	XP 1,000
HP 173; Bloodied 86	Initiative +10
AC 26, Fortitude 27, Reflex 24, Will 26	Perception +12
Speed 5	
TRAITS	
Juggernaut Charge	
The juggernaut has resist 15 to all damage while charging.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 3d8 + 14 damage.	
M Nature's Reign (healing) • Recharge when first bloodied	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 3d12 + 13 damage, and ongoing 10 damage (save ends).	
Whenever the target takes this ongoing damage, the juggernaut regains 10 hit points.	
Str 20 (+12)	Dex 17 (+10) Wis 21 (+12)
Con 23 (+13)	Int 15 (+9) Cha 15 (+9)
Alignment unaligned	Languages Common, Elven

MISSION 1.2: CORRUPTED GROVE (AL 18)

Corrupted Elder Treant	Level 17 Solo Controller
Huge fey magical beast (plant), treant	XP 8000
HP 672; Bloodied 336	Initiative +10
AC 31, Fortitude 29, Reflex 26, Will 30	Perception +22
Speed 4	
Immune poison, prone	
Saving Throws +5; Action Points 2	
TRAITS	
Ancient Entity	
If the treant is stunned or dominated, it is instead dazed for the same duration.	
Deep Roots	
Whenever the treant is subjected to a push, pull, or slide, it can move 2 squares fewer than the attack specifies. The treant cannot be knocked prone.	
Firecatcher	
Whenever the treant takes fire damage, it also takes ongoing 10 fire damage (save ends). While taking ongoing fire damage, the treant deals 10 extra fire damage to any target it hits with a melee attack.	
Threatening Reach	
The treant can make opportunity attacks against enemies within 3 squares of it.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 3 (one creature); +22 vs. AC	
Hit: 3d8 + 12 damage.	
Effect: The treant can push the target 1 square.	
M Quadruple Slam • At-Will	
Effect: The treant uses slam four times. If the treant hits the same target at least twice, that target falls prone.	
C Reverberating Word (thunder) • Recharge when first bloodied	
Attack: Close burst 3 (non-plants in burst); +20 vs. Fortitude	
Hit: 3d6 + 17 thunder damage, and the target is dazed until the end of the treant's next turn.	
C Saplings Arise • Recharge when first bloodied	
Effect: Five spellplague-infused saplings appear within a close burst 10 of the treant. They share the treant's initiative and act immediately.	
MINOR ACTIONS	
M Root Grab • At-Will (1/turn)	
Attack: Melee 3 (one prone creature); +20 vs. Reflex	
Hit: The treant pulls the target up to 2 squares, and the target is grabbed (escape DC 23). The treant can have up to four creatures grabbed at once.	
TRIGGERED ACTIONS	
M Charred for Life • At-Will	
Trigger: An attack deals fire damage to the treant.	
Effect (Immediate Reaction): The treant uses slam.	
Skills History +18, Nature +21	
Str 26 (+16) Dex 15 (+10) Wis 29 (+17)	
Con 24 (+15) Int 21 (+13) Cha 26 (+16)	
Alignment unaligned	Languages Common, Elven

Spellplague-Infused Sapling	Level 16 Minion Soldier
Medium fey magical beast (plant), treant	XP 350
HP 1; a missed attack roll never damages a minion.	Initiative +12
AC 32, Fortitude 29, Reflex 26, Will 28	Perception +12
Speed 6 (forest walk)	Low-light vision
Resist 10 fire	
TRAITS	
O Branches Ablaze (fire) • Aura 1	
Whenever an immobilized enemy starts its turn in the aura, the enemy takes 4 fire damage.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 11 damage, and the target is immobilized until the end of its next turn.	
r Thorn • At-Will	
Attack: Ranged 10 (one creature); +21 vs. AC	
Hit: 12 damage.	
Str 21 (+13) Dex 15 (+10) Wis 18 (+12)	
Con 19 (+12) Int 12 (+9) Cha 15 (+10)	
Alignment unaligned	Languages Elven

MISSION 1.2: CORRUPTED GROVE (AL 18 CONTINUED)

Wood Woad Druid	Level 17 Skirmisher (Leader)
Medium fey humanoid (plant)	XP 1,600
HP 169; Bloodied 84	Initiative +15
AC 31, Fortitude 30, Reflex 29, Will 29	Perception +18
Speed 5	
Immune immobilized, restrained, slowed	
STANDARD ACTIONS	
m Cudgel (weapon) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d8 + 12 damage.	
M Darting Strike (weapon) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d8 + 12 damage.	
Effect: Before or after the attack, the druid can shift up to 2 squares.	
M Polymorph into Plant (polymorph) • Recharge if the power misses	
Attack: Melee 1 (one creature); +20 vs. Fortitude	
Hit: The druid alters the target's physical form to appear as a plant until the end of the druid's next turn, or until the druid drops to 0 hit points. While in this form, the target is stunned and has vulnerable 15 fire.	
MOVE ACTIONS	
Earthen Stride • At-Will	
Effect: The druid and one ally adjacent to it can each shift up to 2 squares.	
MINOR ACTIONS	
Nature's Boon • Encounter	
Effect: Close burst 5 (one plant ally in the burst). The target gains 20 temporary hit points.	
Skills Endurance +20, Heal +18, Nature +18	
Str 17 (+9)	Dex 20 (+13) Wis 21 (+13)
Con 25 (+15)	Int 15 (+10) Cha 15 (+10)
Alignment unaligned	Languages Common, Elven
Equipment cudgel	

Wood Woad Juggernaut	Level 16 Brute
Large fey humanoid (plant)	XP 1,400
HP 193; Bloodied 96	Initiative +11
AC 28, Fortitude 29, Reflex 26, Will 28	Perception +13
Speed 5	
TRAITS	
Juggernaut Charge	
The juggernaut has resist 15 to all damage while charging.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 4d6 + 18 damage.	
M Nature's Reign (healing) • Recharge when first bloodied	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 3d12 + 15 damage, and ongoing 10 damage (save ends).	
Whenever the target takes this ongoing damage, the juggernaut regains 10 hit points.	
Str 20 (+13)	Dex 17 (+11) Wis 21 (+13)
Con 23 (+14)	Int 15 (+10) Cha 15 (+10)
Alignment unaligned	Languages Common, Elven

MISSION 1.2: CORRUPTED GROVE (AL 20)

Corrupted Elder Treant	Level 19 Solo Controller
Huge fey magical beast (plant), treant	XP 12,000
HP 738; Bloodied 369	Initiative +11
AC 33, Fortitude 31, Reflex 28, Will 32	Perception +23
Speed 4	
Immune poison, prone	
Saving Throws +5; Action Points 2	
TRAITS	
Ancient Entity	
If the treant is stunned or dominated, it is instead dazed for the same duration.	
Deep Roots	
Whenever the treant is subjected to a push, pull, or slide, it can move 2 squares fewer than the attack specifies. The treant cannot be knocked prone.	
Firecatcher	
Whenever the treant takes fire damage, it also takes ongoing 15 fire damage (save ends). While taking ongoing fire damage, the treant deals 15 extra fire damage to any target it hits with a melee attack.	
Threatening Reach	
The treant can make opportunity attacks against enemies within 3 squares of it.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 3 (one creature); +24 vs. AC	
Hit: 3d8 + 14 damage.	
Effect: The treant can push the target 1 square.	
M Quadruple Slam • At-Will	
Effect: The treant uses slam four times. If the treant hits the same target at least twice, that target falls prone.	
C Reverberating Word (thunder) • Recharge when first bloodied	
Attack: Close burst 3 (non-plants in burst); +22 vs. Fortitude	
Hit: 3d8 + 9 thunder damage, and the target is dazed until the end of the treant's next turn.	
C Saplings Arise • Recharge when first bloodied	
Effect: Five spellplague-infused saplings appear within a close burst 10 of the treant. They share the treant's initiative and act immediately.	
MINOR ACTIONS	
M Root Grab • At-Will (1/turn)	
Attack: Melee 3 (one prone creature); +22 vs. Reflex	
Hit: The treant pulls the target up to 2 squares, and the target is grabbed (escape DC 24). The treant can have up to four creatures grabbed at once.	
TRIGGERED ACTIONS	
M Charred for Life • At-Will	
Trigger: An attack deals fire damage to the treant.	
Effect (Immediate Reaction): The treant uses slam.	
Skills History +19, Nature +23	
Str 26 (+17)	Dex 15 (+11) Wis 29 (+18)
Con 24 (+16)	Int 21 (+14) Cha 26 (+17)
Alignment unaligned	Languages Common, Elven

Spellplague-Infused Sapling	Level 18 Minion Soldier
Medium fey magical beast (plant), treant	XP 500
HP 1; a missed attack roll never damages a minion.	Initiative +13
AC 34, Fortitude 31, Reflex 28, Will 30	Perception +13
Speed 6 (forest walk)	Low-light vision
Resist 15 fire	
TRAITS	
O Branches Ablaze (fire) • Aura 1	
Whenever an immobilized enemy starts its turn in the aura, the enemy takes 4 fire damage.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 12 damage, and the target is immobilized until the end of its next turn.	
r Thorn • At-Will	
Attack: Ranged 10 (one creature); +23 vs. AC	
Hit: 13 damage.	
Str 21 (+14)	Dex 15 (+11) Wis 18 (+13)
Con 19 (+13)	Int 12 (+10) Cha 15 (+11)
Alignment unaligned	Languages Elven

MISSION 1.2: CORRUPTED GROVE (AL 20 CONTINUED)

Wood Woad Druid	Level 19 Skirmisher (Leader)
Medium fey humanoid (plant)	XP 2,400
HP 185; Bloodied 92	Initiative +16
AC 33, Fortitude 32, Reflex 31, Will 31	Perception +19
Speed 5	
Immune immobilized, restrained, slowed	
STANDARD ACTIONS	
m Cudgel (weapon) • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 3d8 + 14 damage.	
M Darting Strike (weapon) • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 3d8 + 14 damage.	
Effect: Before or after the attack, the druid can shift up to 2 squares.	
M Polymorph into Plant (polymorph) • Recharge if the power misses	
Attack: Melee 1 (one creature); +22 vs. Fortitude	
Hit: The druid alters the target's physical form to appear as a plant until the end of the druid's next turn, or until the druid drops to 0 hit points. While in this form, the target is stunned and has vulnerable 15 fire.	
MOVE ACTIONS	
Earthen Stride • At-Will	
Effect: The druid and one ally adjacent to it can each shift up to 2 squares.	
MINOR ACTIONS	
Nature's Boon • Encounter	
Effect: Close burst 5 (one plant ally in the burst). The target gains 20 temporary hit points.	
Skills Endurance +21, Heal +19, Nature +19	
Str 17 (+12)	Dex 20 (+14) Wis 21 (+14)
Con 25 (+16)	Int 15 (+11) Cha 15 (+11)
Alignment unaligned	Languages Common, Elven
Equipment cudgel	

Wood Woad Juggernaut	Level 18 Brute
Large fey humanoid (plant)	XP 2,000
HP 213; Bloodied 106	Initiative +12
AC 30, Fortitude 31, Reflex 28, Will 30	Perception +14
Speed 5	
TRAITS	
Juggernaut Charge	
The juggernaut has resist 15 to all damage while charging.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 4d6 + 19 damage.	
M Nature's Reign (healing) • Recharge when first bloodied	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 3d12 + 17 damage, and ongoing 15 damage (save ends).	
Whenever the target takes this ongoing damage, the juggernaut regains 15 hit points.	
Str 20 (+14)	Dex 17 (+12) Wis 21 (+14)
Con 23 (+15)	Int 15 (+11) Cha 15 (+11)
Alignment unaligned	Languages Common, Elven

MISSION 1.2: CORRUPTED GROVE (BATTLE MAP)

POSTER MAP NEEDED

Vaults of the Underdark - 4



The PCs enter from either the lower-left or lower-right tunnel (or both, if they want to split up). All PCs must begin within 3 squares of the map edge.

Everything that looks like a mushroom should be treated as tree cover instead. Characters in a tree square gain cover against ranged attacks. Assume that the trees are 20 feet high (Easy DC to climb). The rocky outcroppings do not require a Climb check to ascend, but crossing an elevation line does require 1 extra square of movement. Treat each “tier” of the rocks like it is a five-foot increase in the elevation. Solid black/purple squares are impassible.

The corrupted treant is in the pool at the center of the map (where it is infusing Spellplague energy into the grove). The initial group of corrupted saplings should be spread out around the edges of the pool on all sides.

One of the two druids should set up near the top right corner of the map (any square next to the rocky outcropping), while the other druid should be near the top left corner (any square next to the rocky outcropping).

The juggernaut should be near the center of the right-hand side of the map, within a couple squares of the edge. If there are 6 PCs, put the second juggernaut in a similar position but near the center of the left-hand side of the map.

MISSION 1.3: LIVING SIEGE ENGINES

ENCOUNTER LEVEL = AL + 2

CREATURES

AL 12 (5000 XP):

- 1 Hill Giant Earth Shaman (level 14)
- 2 Hill Giants (level 11)
- 2 Manticore Spike Hurlers (level 12)
- 1 Earth Titan (level 12 elite)

AL 14 (7000 XP):

- 1 Hill Giant Earth Shaman (level 16)
- 2 Hill Giants (level 13)
- 2 Manticore Spike Hurlers (level 14)
- 1 Earth Titan (level 14 elite)

AL 16 (10,000 XP):

- 1 Hill Giant Earth Shaman (level 18)
- 2 Hill Giants (level 15)
- 2 Manticore Spike Hurlers (level 16)
- 1 Earth Titan (level 16 elite)

AL 18 (14,000 XP):

- 1 Hill Giant Earth Shaman (level 20)
- 2 Hill Giants (level 17)
- 2 Manticore Spike Hurlers (level 18)
- 1 Earth Titan (level 18 elite)

AL 20 (20,950 XP):

- 1 Hill Giant Earth Shaman (level 22)
- 2 Hill Giants (level 20)
- 2 Manticore Spike Hurlers (level 20)
- 1 Earth Titan (level 20 elite)

SCALING THE ENCOUNTER

Four PCs: Remove a manticore spike hurler and delay the arrival of the earth titan by 1 round (so it appears on the second round after the earth shaman is killed instead of the first round after the shaman is killed).

Six PCs: Add a third hill giant at the beginning of round 3, and increase the earth titan's starting hit points by 25% (half its bloodied value). Do not delay the arrival of the earth titan.

CALL THE TITAN

When the earth shaman drops to 0 hit points, or at the end of Round 5 if the earth shaman is still alive, it uses a No Action ability to summon the earth titan. The earth titan appears one round later on the earth shaman's initiative count and takes its first turn. The titan can

appear anywhere within 5 squares of the shaman (or where the shaman was when it died). The PCs can recognize that the shaman just activated some sort of summoning effect with a Moderate DC Arcana check made as an immediate reaction. The PCs feel the earth rumbling and can get a basic idea where the titan is going to appear with a Moderate DC Nature check made as a move action.

TIERING THE ENCOUNTER

Aggressive: The earth titan appears immediately when the earth shaman is killed, and it takes its first turn immediately. Give the earth titan a +2 bonus to attack rolls and a +5 bonus to damage rolls.

Glory: The third hill giant arrives at the beginning of round 2, and a third manticore arrives at the beginning of round 3. Increase the earth titan's starting hit points by 50% (its full bloodied value).

OBJECTIVE

A group of hill giants allied with the Netherese army is bombarding the city with boulders from behind enemy lines, just out of reach of the Cormyrean regulars. The PCs are sent to take out these living artillery pieces. (There are many of these units, so each table that completes this mission will degrade the strength of the Netherese assault on Suzail.) The hill giants are led by an earth shaman, who summons a powerful titan once it becomes clear that the PCs are a significant threat.

MISSION 1.3: LIVING SIEGE ENGINES (AL 12)

Hill Giant Earth Shaman	Level 14 Controller
Large natural humanoid (earth, giant)	XP 1000
HP 139; Bloodied 69	Initiative +7
AC 28, Fortitude 26, Reflex 24, Will 24	Perception +9
Speed 8	
STANDARD ACTIONS	
m Earthgrip Slam • At-Will	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 2d8 + 11 damage, and the target is restrained until the end of the giant's next turn.	
R Earthen Chains (healing) • Encounter	
Attack: Ranged 10 (one creature); +17 vs. Reflex	
Hit: 1d8 + 6 damage, and the target is stunned (save ends). If the target is flying, it falls. The first time one of the giant's allies hits the target while it is stunned by this power, that ally regains 15 hit points.	
C Earth Wave • Recharge when first bloodied	
Attack: Close blast 5 (enemies in the blast); +17 vs. Fortitude	
Hit: 1d10 + 5 damage, and the giant pushes the target up to 2 squares.	
Effect: The target falls prone. Each ally in the blast can use a free action to shift up to 3 squares and make a basic attack.	
Str 21 (+12)	Dex 10 (+7) Wis 14 (+9)
Con 19 (+11)	Int 7 (+5) Cha 16 (+10)
Alignment chaotic evil	Languages Giant

Hill Giant	Level 11 Brute
Large natural humanoid (earth, giant)	XP 600
HP 139; Bloodied 69	Initiative +4
AC 23, Fortitude 25, Reflex 21, Will 23	Perception +6
Speed 8	
STANDARD ACTIONS	
m Greatclub (weapon) • At-Will	
Attack: Melee 2 (one creature); +16 vs. AC	
Hit: 3d8 + 11 damage.	
M Sweeping Club (weapon) • Encounter	
Attack: Melee 2 (one or two creatures); +16 vs. AC	
Hit: 3d8 + 11 damage, and the giant pushes the target up to 2 squares and knocks it prone.	
R Hurl Rock (weapon) • Recharge 5 6	
Attack: Ranged 10 (one creature); +16 vs. AC	
Hit: 2d8 + 8 damage.	
Skills Athletics +15	
Str 21 (+10)	Dex 8 (+4) Wis 12 (+6)
Con 19 (+9)	Int 7 (+3) Cha 9 (+4)
Alignment chaotic evil	Languages Giant
Equipment rock x4, greatclub	

Earth Titan	Level 12 Elite Brute
Huge elemental humanoid (earth, giant)	XP 1400
HP 304; Bloodied 152	Initiative +5
AC 26, Fortitude 27, Reflex 21, Will 22	Perception +7
Speed 6	
Immune dominate, petrification, removed from play	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 3 (one creature); +17 vs. AC	
Hit: 3d8 + 13 damage.	
M Double Attack • At-Will	
Effect: The titan uses slam twice.	
R Hurl Rock (weapon) • At-Will	
Attack: Ranged 20 (one creature); +17 vs. AC	
Hit: 3d8 + 13 damage.	
C Earth Shock • Encounter	
Attack: Close burst 2 (enemies in the burst); +15 vs. Fortitude	
Hit: 2d8 + 10 damage, and the target is stunned until the end of the titan's next turn.	
Miss: Half damage.	
Skills Athletics +17	
Str 23 (+12)	Dex 8 (+5) Wis 12 (+7)
Con 22 (+12)	Int 10 (+6) Cha 13 (+7)
Alignment chaotic evil	Languages Giant
Equipment rock x5	

Manticore Spike Hurler	Level 12 Artillery
Large natural magical beast	XP 700
HP 94; Bloodied 47	Initiative +12
AC 26, Fortitude 24, Reflex 25, Will 22	Perception +14
Speed 6, fly 8	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d6 + 8 damage.	
R Tail Spike • At-Will	
Attack: Ranged 10 (one creature); +19 vs. AC	
Hit: 3d6 + 10 damage.	
A Spike Volley • At-Will	
Attack: Area burst 1 within 10 (creatures in burst); +19 vs. AC	
Hit: 2d8 + 6 damage.	
Str 21 (+11)	Dex 22 (+12) Wis 17 (+9)
Con 16 (+9)	Int 4 (+3) Cha 12 (+7)
Alignment chaotic evil	Languages Giant

MISSION 1.3: LIVING SIEGE ENGINES (AL 14)

Hill Giant Earth Shaman	Level 16 Controller
Large natural humanoid (earth, giant)	XP 1,400
HP 155; Bloodied 77	Initiative +8
AC 30, Fortitude 28, Reflex 26, Will 26	Perception +11
Speed 8	
STANDARD ACTIONS	
m Earthgrip Slam • At-Will	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 2d8 + 13 damage, and the target is restrained until the end of the giant's next turn.	
R Earthen Chains (healing) • Encounter	
Attack: Ranged 10 (one creature); +19 vs. Reflex	
Hit: 1d8 + 8 damage, and the target is stunned (save ends). If the target is flying, it falls. The first time one of the giant's allies hits the target while it is stunned by this power, that ally regains 15 hit points.	
C Earth Wave • Recharge when first bloodied	
Attack: Close blast 5 (enemies in the blast); +19 vs. Fortitude	
Hit: 1d10 + 7 damage, and the giant pushes the target up to 2 squares.	
Effect: The target falls prone. Each ally in the blast can use a free action to shift up to 3 squares and make a basic attack.	
Str 21 (+13)	Dex 10 (+8) Wis 14 (+10)
Con 19 (+12)	Int 7 (+6) Cha 16 (+11)
Alignment chaotic evil	Languages Giant

Hill Giant	Level 13 Brute
Large natural humanoid (earth, giant)	XP 800
HP 159; Bloodied 79	Initiative +5
AC 25, Fortitude 27, Reflex 23, Will 25	Perception +7
Speed 8	
STANDARD ACTIONS	
m Greatclub (weapon) • At-Will	
Attack: Melee 2 (one creature); +18 vs. AC	
Hit: 3d8 + 14 damage.	
M Sweeping Club (weapon) • Encounter	
Attack: Melee 2 (one or two creatures); +18 vs. AC	
Hit: 3d8 + 14 damage, and the giant pushes the target up to 2 squares and knocks it prone.	
R Hurl Rock (weapon) • Recharge 5 6	
Attack: Ranged 10 (one creature); +18 vs. AC	
Hit: 2d8 + 10 damage.	
Skills Athletics +16	
Str 21 (+11)	Dex 8 (+5) Wis 12 (+7)
Con 19 (+10)	Int 7 (+4) Cha 9 (+5)
Alignment chaotic evil	Languages Giant
Equipment rock x4, greatclub	

Earth Titan	Level 14 Elite Brute
Huge elemental humanoid (earth, giant)	XP 2,800
HP 344; Bloodied 172	Initiative +6
AC 28, Fortitude 29, Reflex 23, Will 24	Perception +8
Speed 6	
Immune dominate, petrification, removed from play	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 3 (one creature); +19 vs. AC	
Hit: 3d8 + 15 damage.	
M Double Attack • At-Will	
Effect: The titan uses slam twice.	
R Hurl Rock (weapon) • At-Will	
Attack: Ranged 20 (one creature); +19 vs. AC	
Hit: 3d8 + 15 damage.	
C Earth Shock • Encounter	
Attack: Close burst 2 (enemies in the burst); +17 vs. Fortitude	
Hit: 2d8 + 12 damage, and the target is stunned until the end of the titan's next turn.	
Miss: Half damage.	
Skills Athletics +18	
Str 23 (+13)	Dex 8 (+6) Wis 12 (+8)
Con 22 (+13)	Int 10 (+7) Cha 13 (+8)
Alignment chaotic evil	Languages Giant
Equipment rock x5	

Manticore Spike Hurler	Level 14 Artillery
Large natural magical beast	XP 1,000
HP 106; Bloodied 53	Initiative +13
AC 28, Fortitude 26, Reflex 27, Will 24	Perception +15
Speed 6, fly 8	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d6 + 10 damage.	
R Tail Spike • At-Will	
Attack: Ranged 10 (one creature); +21 vs. AC	
Hit: 3d6 + 12 damage.	
A Spike Volley • At-Will	
Attack: Area burst 1 within 10 (creatures in burst); +21 vs. AC	
Hit: 2d8 + 8 damage.	
Str 21 (+12)	Dex 22 (+14) Wis 17 (+10)
Con 16 (+10)	Int 4 (+4) Cha 12 (+8)
Alignment chaotic evil	Languages Giant

MISSION 1.3: LIVING SIEGE ENGINES (AL 16)

Hill Giant Earth Shaman	Level 18 Controller
Large natural humanoid (earth, giant)	XP 2000
HP 171; Bloodied 85	Initiative +9
AC 32, Fortitude 30, Reflex 28, Will 28	Perception +11
Speed 8	
STANDARD ACTIONS	
m Earthgrip Slam • At-Will	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 2d8 + 15 damage, and the target is restrained until the end of the giant's next turn.	
R Earthen Chains (healing) • Encounter	
Attack: Ranged 10 (one creature); +21 vs. Reflex	
Hit: 1d8 + 10 damage, and the target is stunned (save ends). If the target is flying, it falls. The first time one of the giant's allies hits the target while it is stunned by this power, that ally regains 15 hit points.	
C Earth Wave • Recharge when first bloodied	
Attack: Close blast 5 (enemies in the blast); +21 vs. Fortitude	
Hit: 1d10 + 9 damage, and the giant pushes the target up to 2 squares.	
Effect: The target falls prone. Each ally in the blast can use a free action to shift up to 3 squares and make a basic attack.	
Str 21 (+14)	Dex 10 (+9) Wis 14 (+11)
Con 19 (+13)	Int 7 (+7) Cha 16 (+12)
Alignment chaotic evil	Languages Giant

Hill Giant	Level 15 Brute
Large natural humanoid (earth, giant)	XP 1,200
HP 179; Bloodied 89	Initiative +6
AC 27, Fortitude 29, Reflex 25, Will 27	Perception +8
Speed 8	
STANDARD ACTIONS	
m Greatclub (weapon) • At-Will	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 4d6 + 15 damage.	
M Sweeping Club (weapon) • Encounter	
Attack: Melee 2 (one or two creatures); +20 vs. AC	
Hit: 4d6 + 15 damage, and the giant pushes the target up to 2 squares and knocks it prone.	
R Hurl Rock (weapon) • Recharge 5 6	
Attack: Ranged 10 (one creature); +16 vs. AC	
Hit: 3d8 + 10 damage.	
Skills Athletics +17	
Str 21 (+12)	Dex 8 (+6) Wis 12 (+8)
Con 19 (+11)	Int 7 (+5) Cha 9 (+6)
Alignment chaotic evil	Languages Giant
Equipment rock x4, greatclub	

Earth Titan	Level 16 Elite Brute
Huge elemental humanoid (earth, giant)	XP 2,800
HP 384; Bloodied 142	Initiative +7
AC 30, Fortitude 31, Reflex 25, Will 26	Perception +9
Speed 6	
Immune dominate, petrification, removed from play	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 3 (one creature); +21 vs. AC	
Hit: 4d6 + 17 damage.	
M Double Attack • At-Will	
Effect: The titan uses slam twice.	
R Hurl Rock (weapon) • At-Will	
Attack: Ranged 20 (one creature); +21 vs. AC	
Hit: 4d6 + 17 damage.	
C Earth Shock • Encounter	
Attack: Close burst 2 (enemies in the burst); +19 vs. Fortitude	
Hit: 2d8 + 14 damage, and the target is stunned until the end of the titan's next turn.	
Miss: Half damage.	
Skills Athletics +19	
Str 23 (+14)	Dex 8 (+7) Wis 12 (+9)
Con 22 (+14)	Int 10 (+8) Cha 13 (+9)
Alignment chaotic evil	Languages Giant
Equipment rock x5	

Manticore Spike Hurler	Level 16 Artillery
Large natural magical beast	XP 1,400
HP 118; Bloodied 59	Initiative +14
AC 30, Fortitude 28, Reflex 29, Will 26	Perception +16
Speed 6, fly 8	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d6 + 12 damage.	
R Tail Spike • At-Will	
Attack: Ranged 10 (one creature); +23 vs. AC	
Hit: 3d6 + 14 damage.	
A Spike Volley • At-Will	
Attack: Area burst 1 within 10 (creatures in burst); +23 vs. AC	
Hit: 2d8 + 10 damage.	
Str 21 (+13)	Dex 22 (+14) Wis 17 (+11)
Con 16 (+11)	Int 4 (+5) Cha 12 (+9)
Alignment chaotic evil	Languages Giant

MISSION 1.3: LIVING SIEGE ENGINES (AL 18)

Hill Giant Earth Shaman	Level 20 Controller
Large natural humanoid (earth, giant)	XP 2,8000
HP 187 Bloodied 93	Initiative +10
AC 34, Fortitude 32, Reflex 30, Will 30	Perception +12
Speed 8	
STANDARD ACTIONS	
m Earthgrip Slam • At-Will	
Attack: Melee 2 (one creature); +25 vs. AC	
Hit: 3d8 + 10 damage, and the target is restrained until the end of the giant's next turn.	
R Earthen Chains (healing) • Encounter	
Attack: Ranged 10 (one creature); +23 vs. Reflex	
Hit: 2d8 + 6 damage, and the target is stunned (save ends). If the target is flying, it falls. The first time one of the giant's allies hits the target while it is stunned by this power, that ally regains 15 hit points.	
C Earth Wave • Recharge when first bloodied	
Attack: Close blast 5 (enemies in the blast); +23 vs. Fortitude	
Hit: 2d10 + 5 damage, and the giant pushes the target up to 2 squares.	
Effect: The target falls prone. Each ally in the blast can use a free action to shift up to 3 squares and make a basic attack.	
Str 21 (+15)	Dex 10 (+10) Wis 14 (+12)
Con 19 (+14)	Int 7 (+8) Cha 16 (+13)
Alignment chaotic evil	Languages Giant

Hill Giant	Level 17 Brute
Large natural humanoid (earth, giant)	XP 1,600
HP 199; Bloodied 99	Initiative +7
AC 29, Fortitude 31, Reflex 27, Will 29	Perception +9
Speed 8	
STANDARD ACTIONS	
m Greatclub (weapon) • At-Will	
Attack: Melee 2 (one creature); +22 vs. AC	
Hit: 4d8 + 17 damage.	
M Sweeping Club (weapon) • Encounter	
Attack: Melee 2 (one or two creatures); +22 vs. AC	
Hit: 4d8 + 17 damage, and the giant pushes the target up to 2 squares and knocks it prone.	
R Hurl Rock (weapon) • Recharge 5 6	
Attack: Ranged 10 (one creature); +22 vs. AC	
Hit: 3d8 +12 damage.	
Skills Athletics +18	
Str 21 (+13)	Dex 8 (+7) Wis 12 (+9)
Con 19 (+12)	Int 7 (+6) Cha 9 (+7)
Alignment chaotic evil	Languages Giant
Equipment rock x4, greatclub	

Earth Titan	Level 18 Elite Brute
Huge elemental humanoid (earth, giant)	XP 4000
HP 424; Bloodied 212	Initiative +8
AC 32, Fortitude 33, Reflex 27, Will 28	Perception +10
Speed 6	
Immune dominate, petrification, removed from play	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 3 (one creature); +23 vs. AC	
Hit: 4d6 + 19 damage.	
M Double Attack • At-Will	
Effect: The titan uses slam twice.	
R Hurl Rock (weapon) • At-Will	
Attack: Ranged 20 (one creature); +23 vs. AC	
Hit: 4d6 + 19 damage.	
C Earth Shock • Encounter	
Attack: Close burst 2 (enemies in the burst); +21 vs. Fortitude	
Hit: 3d8 + 14 damage, and the target is stunned until the end of the titan's next turn.	
Miss: Half damage.	
Skills Athletics +20	
Str 23 (+15)	Dex 8 (+8) Wis 12 (+10)
Con 22 (+15)	Int 10 (+9) Cha 13 (+10)
Alignment chaotic evil	Languages Giant
Equipment rock x5	

Manticore Spike Hurler	Level 18 Artillery
Large natural magical beast	XP 2000
HP 130; Bloodied 65	Initiative +15
AC 32, Fortitude 30, Reflex 31, Will 28	Perception +17
Speed 6, fly 8	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d8 + 13 damage.	
R Tail Spike • At-Will	
Attack: Ranged 10 (one creature); +25 vs. AC	
Hit: 3d8 + 13 damage and ongoing 10 damage (save ends).	
A Spike Volley • At-Will	
Attack: Area burst 1 within 10 (creatures in burst); +25 vs. AC	
Hit: 2d10 + 6 damage and ongoing 5 damage (save ends).	
Str 21 (+14)	Dex 22 (+15) Wis 17 (+12)
Con 16 (+12)	Int 4 (+6) Cha 12 (+10)
Alignment chaotic evil	Languages Giant

MISSION 1.3: LIVING SIEGE ENGINES (AL 20)

Hill Giant Earth Shaman	Level 22 Controller
Large natural humanoid (earth, giant)	XP 4150
HP 203; Bloodied 101	Initiative +11
AC 36, Fortitude 34, Reflex 32, Will 32	Perception +13
Speed 8	
STANDARD ACTIONS	
m Earthgrip Slam • At-Will	
Attack: Melee 2 (one creature); +27 vs. AC	
Hit: 3d8 + 12 damage, and the target is restrained until the end of the giant's next turn.	
R Earthen Chains (healing) • Encounter	
Attack: Ranged 10 (one creature); +25 vs. Reflex	
Hit: 2d8 + 8 damage, and the target is stunned (save ends). If the target is flying, it falls. The first time one of the giant's allies hits the target while it is stunned by this power, that ally regains 20 hit points.	
C Earth Wave • Recharge when first bloodied	
Attack: Close blast 5 (enemies in the blast); +25 vs. Fortitude	
Hit: 2d10 + 7 damage, and the giant pushes the target up to 2 squares.	
Effect: The target falls prone. Each ally in the blast can use a free action to shift up to 3 squares and make a basic attack.	
Str 21 (+16)	Dex 10 (+11) Wis 14 (+13)
Con 19 (+15)	Int 7 (+9) Cha 16 (+14)
Alignment chaotic evil	Languages Giant

Hill Giant	Level 20 Brute
Large natural humanoid (earth, giant)	XP 2,800
HP 229; Bloodied 114	Initiative +9
AC 31, Fortitude 34, Reflex 30, Will 32	Perception +6
Speed 8	
STANDARD ACTIONS	
m Greatclub (weapon) • At-Will	
Attack: Melee 2 (one creature); +25 vs. AC	
Hit: 4d8 + 17 damage.	
M Sweeping Club (weapon) • Encounter	
Attack: Melee 2 (one or two creatures); +25 vs. AC	
Hit: 4d8 + 17 damage, and the giant pushes the target up to 2 squares and knocks it prone.	
R Hurl Rock (weapon) • Recharge 5 6	
Attack: Ranged 10 (one creature); +25 vs. AC	
Hit: 3d8 + 14 damage.	
Skills Athletics +20	
Str 21 (+15)	Dex 8 (+9) Wis 12 (+11)
Con 19 (+14)	Int 7 (+8) Cha 9 (+9)
Alignment chaotic evil	Languages Giant
Equipment rock x4, greatclub	

Earth Titan	Level 20 Elite Brute
Huge elemental humanoid (earth, giant)	XP 5,600
HP 464; Bloodied 232	Initiative +9
AC 34, Fortitude 35, Reflex 29, Will 30	Perception +11
Speed 6	
Immune dominate, petrification, removed from play	
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 3 (one creature); +25 vs. AC	
Hit: 4d8 + 17 damage.	
M Double Attack • At-Will	
Effect: The titan uses slam twice.	
R Hurl Rock (weapon) • At-Will	
Attack: Ranged 20 (one creature); +25 vs. AC	
Hit: 4d8 + 17 damage.	
C Earth Shock • Encounter	
Attack: Close burst 2 (enemies in the burst); +23 vs. Fortitude	
Hit: 3d8 + 16 damage, and the target is stunned until the end of the titan's next turn.	
Miss: Half damage.	
Skills Athletics +21	
Str 23 (+16)	Dex 8 (+9) Wis 12 (+11)
Con 22 (+16)	Int 10 (+10) Cha 13 (+11)
Alignment chaotic evil	Languages Giant
Equipment rock x5	

Manticore Spike Hurler	Level 20 Artillery
Large natural magical beast	XP 2,800
HP 142; Bloodied 71	Initiative +16
AC 34, Fortitude 32, Reflex 33, Will 30	Perception +18
Speed 6, fly 8	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d8 + 15 damage.	
R Tail Spike • At-Will	
Attack: Ranged 10 (one creature); +27 vs. AC	
Hit: 4d6 + 12 damage and ongoing 15 damage (save ends).	
A Spike Volley • At-Will	
Attack: Area burst 1 within 10 (creatures in burst); +27 vs. AC	
Hit: 2d10 + 8 damage and ongoing 10 damage (save ends).	
Str 21 (+15)	Dex 22 (+16) Wis 17 (+13)
Con 16 (+13)	Int 4 (+7) Cha 12 (+11)
Alignment chaotic evil	Languages Giant

MISSION 1.3: LIVING SIEGE ENGINES (BATTLE MAP)

POSTER MAP NEEDED

Shattered Keeps - 6



The map represents a destroyed building that the giants are using as a fortification from which to lob rocks at the Cormyrean lines. The PCs set up anywhere within 3 squares of the right map edge.

The earth shaman is in the center of the building. The two hill giants should be in the two open areas where the walls of the building are broken on the right side (one near the upper-right corner of the building and one in the middle of the right side of the building). The two manticores are perched on the left wall of the building, one on the top-left corner and one near the bottom left corner.

Squares of rubble and destroyed catapults are difficult terrain. The solid black squares are what remain of the walls (15 feet high, Easy DC Climb). There is no roof on the building. The manticores can perch on the walls (at least two squares of the manticore's base need to be overlapping the wall for this to be true).

When the earth shaman is killed, or at the end of the earth shaman's turn on Round 5 if the shaman has not yet been killed, the shaman summons the earth titan. The titan can appear anywhere within 5 squares of the shaman. The titan appears on the earth shaman's initiative count one turn after being summoned (although this can change if the PCs are playing on Aggressive or Glory tier, in which case the titan appears immediately). When the titan appears it takes its first turn.

MISSION 1.4: DRAIGDURROCH'S TOWER

ENCOUNTER LEVEL = AL + 3

CREATURES

AL 12 (6100 XP):

1 Calastryx (level 12 solo)

1 Shadovar Legate (level 12 elite)

10 Shadovar Legionnaires (level 11 minions)

AL 14 (8200 XP):

1 Calastryx (level 14 solo)

1 Shadovar Legate (level 13 elite)

10 Shadovar Legionnaires (level 13 minions)

AL 16 (12,200 XP):

1 Calastryx (level 16 solo)

1 Shadovar Legate (level 16 elite)

10 Shadovar Legionnaires (level 15 minions)

AL 18 (16,400 XP):

1 Calastryx (level 18 solo)

1 Shadovar Legate (level 17 elite)

10 Shadovar Legionnaires (level 17 minions)

AL 20 (25,200 XP):

1 Calastryx (level 20 solo)

1 Shadovar Legate (level 20 elite)

10 Shadovar Legionnaires (level 20 minions)

Note: The legionnaires arrive in two waves. The legate and five legionnaires are part of the initial force; the next five arrive as follows: two at the end of Round 1, and three at the end of Round 2. New arrivals roll initiative as soon as they come on the map and take their normal turn in the initiative order on the round that is about to begin.

SCALING THE ENCOUNTER

Four PCs: Remove 5 of the Shadovar legionnaires (so only the initial 5 appear; basically, don't bring on the second wave).

Six PCs: Bring on a third wave of legionnaires by adding two more legionnaires at the end of Round 3, Round 4, and Round 5.

TIERING THE ENCOUNTER

Aggressive: It takes two hits instead of one to kill a legionnaire (first hit "bloodies" the minion, second hit kills it). Instead of always dealing fire damage, Calastryx deals fire damage with one head, cold damage with

another, acid damage with a third, and lightning damage with the fourth. Overlapping zones created by her breath weapons combine their damage types (e.g. fire and cold) to reduce the likelihood of PCs being able to resist that damage.

Glory: Increase Calastryx's hit points by 25% and the shadovar legate's hit points by 50%. Calastryx begins the encounter with all four heads instead of only three (she does not grow a fifth head when she becomes bloodied; instead, each head recharges *rip and tear*).

OBJECTIVE

A ley line exists at the site occupied by Draigdurroch Tower (explored by PCs in the adventure *Menace of the Icy Spire*). The PCs are sent to secure it. They arrive first and have an opportunity to explore the top of the tower (where once a powerful gemstone was placed, sealing the tower in ice and bringing an unnatural winter to the region). Once the PCs begin to tap into the ley line, a Netherese force arrives: a group of legionnaires flying in on a huge dragon. The PCs must fight for their prize. This mission is more difficult than most of the other Round 1 encounters (EL increased by 1).

AERIAL COMBAT

Out of all the battles in the BI, this is the one where being able to fly matters the most. The dragon obviously has an innate fly speed. The legate and all of the legionnaires are under the effects of a ritual granting them a fly speed of 6 (hover). The dragon cannot hover, so its best strategy is to land and fight. The legate and at least some of the legionnaires should also get into melee to support the dragon, while a few of the legionnaires should stay back and throw javelins to hopefully force the PCs to divide their attention. If a non-flying character is forced over the edge of the tower, it is a 100-foot fall (10d10 damage) to the bottom. The tower walls can be climbed with a Moderate DC Climb check (total of 20 squares of climbing to get back to the top).

If a PC has the ability to dispel magic and wants to try and dispel the legionnaires' ability to fly, the required skill check is made against the Hard DC to dispel minions and the Hard DC + 10 to dispel the legate. A creature whose flight spell is dispelled immediately gets to move up to its speed and must land on a solid surface; otherwise it falls (and can safely be assumed dead).

MISSION 1.4: DRAIGDURROCH'S TOWER (AL 12)

Calastryx	Level 12 Solo Brute
Huge natural magical beast (dragon)	XP 3500
HP 500; Bloodied 250	Initiative (see below)
AC 24, Fortitude 25, Reflex 23, Will 25	Perception +18
Speed 6, fly 8	Darkvision
Resist 10 fire	
Saving Throws +5; Action Points 2	
TRAITS	
Action Recovery	
Whenever Calastryx ends any of her turns, any marking, dazing, stunning, or dominating effect on her ends.	
Multiple Heads	
Calastryx gets a full turn at initiative counts 30, 20, and 10. She cannot delay or ready actions. If she is granted immediate actions, she can take no more than one after each of her turns.	
Power of Three	
Each of Calastryx's heads has its own <i>breath weapon</i> and <i>rip and tear</i> , and it tracks its usage of those powers separately.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 3 (one creature); +17 vs. AC	
Hit: 3d12 + 6 damage, and Calastryx slides the target up to 3 squares.	
R Inferno Shot (fire) • At-Will	
Attack: Ranged 10 (one creature); +15 vs. Reflex	
Hit: 3d10 + 4 fire damage.	
C Breath Weapon (fire, zone) • Recharge 6	
Attack: Close blast 5 (creatures in blast); +15 vs. Reflex	
Hit: 2d12 + 5 fire damage.	
Miss: Half damage.	
Effect: The blast creates a zone that lasts until the end of Calastryx's next turn. Any creature that ends its turn in one or more zones created by this power takes 10 fire damage.	
M Rip and Tear • Encounter	
Attack: Melee 3 (one, two, or three creatures); +17 vs. AC	
Hit: 2d12 + 9 damage.	
TRIGGERED ACTIONS	
Bloodied Birth • Encounter	
Trigger: Calastryx is first bloodied.	
Effect (Immediate Reaction): Calastryx sprouts a fourth head, which acts on initiative count 40 (and gets its own usage of <i>breath weapon</i> and <i>rip and tear</i> , tracked separately from the other three heads).	
Skills Arcana +16, Diplomacy +16, History +16, Insight +18, Intimidate +16	
Str 24 (+13)	Dex 15 (+8) Wis 24 (+13)
Con 21 (+11)	Int 20 (+11) Cha 21 (+11)
Alignment evil	Languages Common, Draconic, Giant, Goblin

Shadovar Legate	Level 12 Elite Soldier
Medium natural humanoid, dragonborn	XP 1400
HP 242; Bloodied 121	Initiative +9
AC 28, Fortitude 25, Reflex 23, Will 24	Perception +10
Speed 6, fly 6 (hover)	
Saving Throws +2; Action Points 1	
TRAITS	
O Last Stand • Aura 5	
The legate and all his allies in the aura gain a +2 power bonus to attack rolls while the legate is bloodied.	
Phalanx Formation	
The legate gains a +1 power bonus for each ally adjacent to him, up to a maximum power bonus of +4.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC (+19 while bloodied)	
Hit: 3d8 + 7 damage, or 5d8 + 7 if the legate is marked by the target or if the target has an active defender aura.	
r Shock Javelin (lightning, weapon) • At-Will	
Attack: Ranged 10 (one creature); +15 vs. Reflex (+17 while bloodied)	
Hit: 3d8 + 7 lightning damage.	
MINOR ACTIONS	
M Shield Bash (weapon) • At-Will (1/round)	
Attack: Melee 1 (one creature); +17 vs. AC (+19 while bloodied)	
Hit: 2d8 + 6 damage, and the legate can push the target 1 square and then shift 1 square to a square the target formerly occupied.	
C Hurling Dragon Breath (lightning) • Encounter	
Attack: Area burst 2 within 10 (creatures in the burst); +15 vs. Reflex (+17 while bloodied)	
Hit: 2d8 + 6 lightning damage.	
C Dragonfear (fear) • Encounter	
Attack: Close burst 5 (enemies in the burst); +15 vs. Will (+17 while bloodied)	
Hit: The target takes a -2 penalty to attack rolls and grants combat advantage until the end of the legate's next turn.	
TRIGGERED ACTIONS	
Legate's Challenge • At-Will	
Trigger: An ally within 5 squares of the legate is marked by an enemy.	
Effect (Immediate Interrupt): The enemy marks the legate instead.	
Skills Athletics +18, History +16	
Str 25 (+13)	Dex 13 (+7) Wis 18 (+10)
Con 17 (+9)	Int 20 (+11) Cha 23 (+12)
Alignment evil	Languages Common, Draconic
Equipment javelin x6, light shield, longsword, plate armor	

MISSION 1.4: DRAIGDURROCH'S TOWER (AL 12 CONTINUED)

Shadovar Legionnaire		Level 11 Minion Skirmisher
Medium natural humanoid, dragonborn		XP 150
HP 1; a missed attack roll never damages a minion.		Initiative +10
AC 25, Fortitude 24, Reflex 23, Will 23		Perception +6
Speed 6, fly 6 (hover)		
TRAITS		
Netherese Legion Training		
The legionnaire can score a critical hit on a natural 20. It deals double damage on a critical hit. (Minions normally cannot crit.)		
Phalanx Formation		
The legionnaire gains a +1 power bonus for each ally adjacent to it, up to a maximum power bonus of +4.		
STANDARD ACTIONS		
m Spear (weapon) • At-Will		
<i>Effect:</i> Before and after the attack, the legionnaire can shift 1 square.		
<i>Attack:</i> Melee 1 (one creature); +16 vs. AC		
<i>Hit:</i> 9 damage, or 11 damage if the legionnaire has combat advantage against the target.		
r Javelin (weapon) • At-Will		
<i>Attack:</i> Ranged 10 (one creature); +16 vs. AC		
<i>Hit:</i> 9 damage.		
Str 16 (+8)	Dex 16 (+8)	Wis 13 (+6)
Con 19 (+9)	Int 10 (+5)	Cha 16 (+8)
Alignment evil		Languages Common, Draconic
Equipment heavy shield, leather armor, spear, javelin x6		

MISSION 1.4: DRAIGDURROCH'S TOWER (AL 14)

Calastryx	Level 14 Solo Brute
Huge natural magical beast (dragon)	XP 5000
HP 564; Bloodied 282	Initiative (see below)
AC 26, Fortitude 27, Reflex 25, Will 27	Perception +19
Speed 6, fly 8	Darkvision
Resist 10 fire	
Saving Throws +5; Action Points 2	
TRAITS	
Action Recovery	
Whenever Calastryx ends any of her turns, any marking, dazing, stunning, or dominating effect on her ends.	
Multiple Heads	
Calastryx gets a full turn at initiative counts 30, 20, and 10. She cannot delay or ready actions. If she is granted immediate actions, she can take no more than one after each of her turns.	
Power of Three	
Each of Calastryx's heads has its own <i>breath weapon</i> and <i>rip and tear</i> , and it tracks its usage of those powers separately.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 3 (one creature); +19 vs. AC	
Hit: 3d12 + 8 damage, and Calastryx slides the target up to 3 squares.	
R Inferno Shot (fire) • At-Will	
Attack: Ranged 10 (one creature); +17 vs. Reflex	
Hit: 3d10 + 6 fire damage.	
C Breath Weapon (fire, zone) • Recharge 6	
Attack: Close blast 5 (creatures in blast); +17 vs. Reflex	
Hit: 2d12 + 6 fire damage.	
Miss: Half damage.	
Effect: The blast creates a zone that lasts until the end of Calastryx's next turn. Any creature that ends its turn in one or more zones created by this power takes 10 fire damage.	
M Rip and Tear • Encounter	
Attack: Melee 3 (one, two, or three creatures); +19 vs. AC	
Hit: 2d12 + 11 damage.	
TRIGGERED ACTIONS	
Bloodied Birth • Encounter	
Trigger: Calastryx is first bloodied.	
Effect (Immediate Reaction): Calastryx sprouts a fourth head, which acts on initiative count 40 (and gets its own usage of <i>breath weapon</i> and <i>rip and tear</i> , tracked separately from the other three heads).	
Skills Arcana +17, Diplomacy +17, History +17, Insight +19, Intimidate +17	
Str 24 (+14)	Dex 15 (+9) Wis 24 (+14)
Con 21 (+12)	Int 20 (+12) Cha 21 (+12)
Alignment evil	Languages Common, Draconic, Giant, Goblin

Shadovar Legate	Level 13 Elite Soldier
Medium natural humanoid, dragonborn	XP 1600
HP 258; Bloodied 129	Initiative +9
AC 29, Fortitude 26, Reflex 24, Will 25	Perception +10
Speed 6, fly 6 (hover)	
Saving Throws +2; Action Points 1	
TRAITS	
O Last Stand • Aura 5	
The legate and all his allies in the aura gain a +2 power bonus to attack rolls while the legate is bloodied.	
Phalanx Formation	
The legate gains a +1 power bonus for each ally adjacent to him, up to a maximum power bonus of +4.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC (+20 while bloodied)	
Hit: 3d8 + 8 damage, or 5d8 + 8 if the legate is marked by the target or if the target has an active defender aura.	
r Shock Javelin (lightning, weapon) • At-Will	
Attack: Ranged 10 (one creature); +16 vs. Reflex (+18 while bloodied)	
Hit: 3d8 + 8 lightning damage.	
MINOR ACTIONS	
M Shield Bash (weapon) • At-Will (1/round)	
Attack: Melee 1 (one creature); +18 vs. AC (+20 while bloodied)	
Hit: 2d8 + 7 damage, and the legate can push the target 1 square and then shift 1 square to a square the target formerly occupied.	
C Hurling Dragon Breath (lightning) • Encounter	
Attack: Area burst 2 within 10 (creatures in the burst); +16 vs. Reflex (+18 while bloodied)	
Hit: 2d8 + 7 lightning damage.	
C Dragonfear (fear) • Encounter	
Attack: Close burst 5 (enemies in the burst); +16 vs. Will (+18 while bloodied)	
Hit: The target takes a -2 penalty to attack rolls and grants combat advantage until the end of the legate's next turn.	
TRIGGERED ACTIONS	
Legate's Challenge • At-Will	
Trigger: An ally within 5 squares of the legate is marked by an enemy.	
Effect (Immediate Interrupt): The enemy marks the legate instead.	
Skills Athletics +18, History +16	
Str 25 (+13)	Dex 13 (+7) Wis 18 (+10)
Con 17 (+9)	Int 20 (+11) Cha 23 (+12)
Alignment evil	Languages Common, Draconic
Equipment javelin x6, light shield, longsword, plate armor	

MISSION 1.4: DRAIGDURROCH'S TOWER (AL 14 CONTINUED)

Shadovar Legionnaire	Level 13 Minion Skirmisher
Medium natural humanoid, dragonborn	XP 200
HP 1; a missed attack roll never damages a minion.	Initiative +11
AC 27, Fortitude 26, Reflex 25, Will 25	Perception +7
Speed 6, fly 6 (hover)	
TRAITS	
Netherese Legion Training	
The legionnaire can score a critical hit on a natural 20. It deals double damage on a critical hit. (Minions normally cannot crit.)	
Phalanx Formation	
The legionnaire gains a +1 power bonus for each ally adjacent to it, up to a maximum power bonus of +4.	
STANDARD ACTIONS	
m Spear (weapon) • At-Will	
<i>Effect:</i> Before and after the attack, the legionnaire can shift 1 square.	
<i>Attack:</i> Melee 1 (one creature); +18 vs. AC	
<i>Hit:</i> 10 damage, or 12 damage if the legionnaire has combat advantage against the target.	
r Javelin (weapon) • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +18 vs. AC	
<i>Hit:</i> 10 damage.	
Str 16 (+9)	Dex 16 (+9)
Con 19 (+10)	Int 10 (+6)
	Wis 13 (+7)
	Cha 16 (+9)
Alignment evil	Languages Common, Draconic
Equipment heavy shield, leather armor, spear, javelin x6	

MISSION 1.4: DRAIGDURROCH'S TOWER (AL 16)

Calastryx	Level 16 Solo Brute
Huge natural magical beast (dragon)	XP 7000
HP 628; Bloodied 314	Initiative (see below)
AC 28, Fortitude 29, Reflex 27, Will 29	Perception +20
Speed 6, fly 8	Darkvision
Resist 15 fire	
Saving Throws +5; Action Points 2	
TRAITS	
Action Recovery	
Whenever Calastryx ends any of her turns, any marking, dazing, stunning, or dominating effect on her ends.	
Multiple Heads	
Calastryx gets a full turn at initiative counts 30, 20, and 10. She cannot delay or ready actions. If she is granted immediate actions, she can take no more than one after each of her turns.	
Power of Three	
Each of Calastryx's heads has its own <i>breath weapon</i> and <i>rip and tear</i> , and it tracks its usage of those powers separately.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 3 (one creature); +21 vs. AC	
Hit: 3d12 + 10 damage, and Calastryx slides the target up to 3 squares.	
R Inferno Shot (fire) • At-Will	
Attack: Ranged 10 (one creature); +19 vs. Reflex	
Hit: 3d10 + 8 fire damage.	
C Breath Weapon (fire, zone) • Recharge 6	
Attack: Close blast 5 (creatures in blast); +19 vs. Reflex	
Hit: 3d8 + 8 fire damage and ongoing 5 fire damage (save ends).	
Miss: Half damage.	
Effect: The blast creates a zone that lasts until the end of Calastryx's next turn. Any creature that ends its turn in one or more zones created by this power takes 15 fire damage.	
M Rip and Tear • Encounter	
Attack: Melee 3 (one, two, or three creatures); +21 vs. AC	
Hit: 3d8 + 13 damage.	
TRIGGERED ACTIONS	
Bloodied Birth • Encounter	
Trigger: Calastryx is first bloodied.	
Effect (Immediate Reaction): Calastryx sprouts a fourth head, which acts on initiative count 40 (and gets its own usage of <i>breath weapon</i> and <i>rip and tear</i> , tracked separately from the other three heads).	
Skills Arcana +18, Diplomacy +18, History +18, Insight +20, Intimidate +18	
Str 24 (+15)	Dex 15 (+10) Wis 24 (+15)
Con 21 (+13)	Int 20 (+13) Cha 21 (+13)
Alignment evil	Languages Common, Draconic, Giant, Goblin

Shadovar Legate	Level 16 Elite Soldier
Medium natural humanoid, dragonborn	XP 2800
HP 306; Bloodied 153	Initiative +11
AC 32, Fortitude 29, Reflex 27, Will 28	Perception +12
Speed 6, fly 6 (hover)	
Saving Throws +2; Action Points 1	
TRAITS	
O Last Stand • Aura 5	
The legate and all his allies in the aura gain a +2 power bonus to attack rolls while the legate is bloodied.	
Phalanx Formation	
The legate gains a +1 power bonus for each ally adjacent to him, up to a maximum power bonus of +4.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC (+23 while bloodied)	
Hit: 3d8 + 11 damage, or 5d8 + 11 if the legate is marked by the target or if the target has an active defender aura.	
r Shock Javelin (lightning, weapon) • At-Will	
Attack: Ranged 10 (one creature); +19 vs. Reflex (+21 while bloodied)	
Hit: 3d8 + 11 lightning damage.	
MINOR ACTIONS	
M Shield Bash (weapon) • At-Will (1/round)	
Attack: Melee 1 (one creature); +21 vs. AC (+23 while bloodied)	
Hit: 3d6 + 8 damage, and the legate can push the target 1 square and then shift 1 square to a square the target formerly occupied.	
C Hurling Dragon Breath (lightning) • Encounter	
Attack: Area burst 2 within 10 (creatures in the burst); +19 vs. Reflex (+21 while bloodied)	
Hit: 3d6 + 8 lightning damage, and ongoing 5 lightning (save ends).	
C Dragonfear (fear) • Encounter	
Attack: Close burst 5 (enemies in the burst); +19 vs. Will (+21 while bloodied)	
Hit: The target takes a -2 penalty to attack rolls and grants combat advantage until the end of the legate's next turn.	
TRIGGERED ACTIONS	
Legate's Challenge • At-Will	
Trigger: An ally within 5 squares of the legate is marked by an enemy.	
Effect (Immediate Interrupt): The enemy marks the legate instead.	
Skills Athletics +20, History +18	
Str 25 (+15)	Dex 13 (+9) Wis 18 (+12)
Con 17 (+11)	Int 20 (+13) Cha 23 (+14)
Alignment evil	Languages Common, Draconic
Equipment javelin x6, light shield, longsword, plate armor	

MISSION 1.4: DRAIGDURROCH'S TOWER (AL 16 CONTINUED)

Shadovar Legionnaire	Level 15 Minion Skirmisher
Medium natural humanoid, dragonborn	XP 300
HP 1; a missed attack roll never damages a minion.	Initiative +12
AC 29, Fortitude 28, Reflex 27, Will 27	Perception +8
Speed 6, fly 6 (hover)	
TRAITS	
Netherese Legion Training	
The legionnaire can score a critical hit on a natural 20. It deals double damage on a critical hit. (Minions normally cannot crit.)	
Phalanx Formation	
The legionnaire gains a +1 power bonus for each ally adjacent to it, up to a maximum power bonus of +4.	
STANDARD ACTIONS	
m Spear (weapon) • At-Will	
<i>Effect:</i> Before and after the attack, the legionnaire can shift 1 square.	
<i>Attack:</i> Melee 1 (one creature); +20 vs. AC	
<i>Hit:</i> 11 damage, or 13 damage if the legionnaire has combat advantage against the target.	
r Javelin (weapon) • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +20 vs. AC	
<i>Hit:</i> 11 damage.	
Str 16 (+10)	Dex 16 (+10)
Con 19 (+11)	Int 10 (+7)
	Wis 13 (+8)
	Cha 16 (+10)
Alignment evil	Languages Common, Draconic
Equipment heavy shield, leather armor, spear, javelin x6	

MISSION 1.4: DRAIGDURROCH'S TOWER (AL 18)

Calastryx	Level 18 Solo Brute
Huge natural magical beast (dragon)	XP 10000
HP 692; Bloodied 346	Initiative (see below)
AC 30, Fortitude 31, Reflex 29, Will 31	Perception +21
Speed 6, fly 8	Darkvision
Resist 15 fire	
Saving Throws +5; Action Points 2	
TRAITS	
Action Recovery	
Whenever Calastryx ends any of her turns, any marking, dazing, stunning, or dominating effect on her ends.	
Multiple Heads	
Calastryx gets a full turn at initiative counts 30, 20, and 10. She cannot delay or ready actions. If she is granted immediate actions, she can take no more than one after each of her turns.	
Netherese Legion Training	
While bloodied, Calastryx can score critical hits on a roll of 19-20.	
Power of Three	
Each of Calastryx's heads has its own <i>breath weapon</i> and <i>rip and tear</i> , and it tracks its usage of those powers separately.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 3 (one creature); +23 vs. AC	
Hit: 3d12 + 12 damage, and Calastryx slides the target up to 3 squares.	
R Inferno Shot (fire) • At-Will	
Attack: Ranged 10 (one creature); +21 vs. Reflex	
Hit: 3d10 + 10 fire damage.	
C Breath Weapon (fire, zone) • Recharge 6	
Attack: Close blast 5 (creatures in blast); +21 vs. Reflex	
Hit: 3d8 + 10 fire damage and ongoing 10 fire damage (save ends).	
Miss: Half damage.	
Effect: The blast creates a zone that lasts until the end of Calastryx's next turn. Any creature that ends its turn in one or more zones created by this power takes 15 fire damage.	
M Rip and Tear • Encounter	
Attack: Melee 3 (one, two, or three creatures); +23 vs. AC	
Hit: 4d6 + 15 damage.	
TRIGGERED ACTIONS	
Bloodied Birth • Encounter	
Trigger: Calastryx is first bloodied.	
Effect (Immediate Reaction): Calastryx sprouts a fourth head, which acts on initiative count 40 (and gets its own usage of <i>breath weapon</i> and <i>rip and tear</i> , tracked separately from the other three heads).	
Skills Arcana +19, Diplomacy +19, History +19, Insight +21, Intimidate +19	
Str 24 (+16)	Dex 15 (+11) Wis 24 (+16)
Con 21 (+14)	Int 20 (+14) Cha 21 (+14)
Alignment evil	Languages Common, Draconic, Giant, Goblin

Shadovar Legate	Level 17 Elite Soldier
Medium natural humanoid, dragonborn	XP 3200
HP 322; Bloodied 161	Initiative +11
AC 33, Fortitude 30, Reflex 28, Will 29	Perception +12
Speed 6, fly 6 (hover)	
Saving Throws +2; Action Points 1	
TRAITS	
O Last Stand • Aura 5	
The legate and all his allies in the aura gain a +2 power bonus to attack rolls while the legate is bloodied.	
Phalanx Formation	
The legate gains a +1 power bonus for each ally adjacent to him, up to a maximum power bonus of +4.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC (+24 while bloodied)	
Hit: 3d8 + 12 damage, or 5d8 + 12 if the legate is marked by the target or if the target has an active defender aura.	
r Shock Javelin (lightning, weapon) • At-Will	
Attack: Ranged 10 (one creature); +20 vs. Reflex (+22 while bloodied)	
Hit: 3d8 + 12 lightning damage and ongoing 5 lightning (save ends).	
MINOR ACTIONS	
M Shield Bash (weapon) • At-Will (1/round)	
Attack: Melee 1 (one creature); +22 vs. AC (+24 while bloodied)	
Hit: 3d6 + 9 damage, and the legate can push the target 1 square and then shift 1 square to a square the target formerly occupied.	
C Hurling Dragon Breath (lightning) • Encounter	
Attack: Area burst 2 within 10 (creatures in the burst); +20 vs. Reflex (+22 while bloodied)	
Hit: 3d6 + 9 lightning damage, and ongoing 10 lightning (save ends).	
C Dragonfear (fear) • Encounter	
Attack: Close burst 5 (enemies in the burst); +20 vs. Will (+22 while bloodied)	
Hit: The target takes a -2 penalty to attack rolls and grants combat advantage until the end of the legate's next turn.	
TRIGGERED ACTIONS	
Legate's Challenge • At-Will	
Trigger: An ally within 5 squares of the legate is marked by an enemy.	
Effect (Immediate Interrupt): The enemy marks the legate instead.	
Skills Athletics +20, History +18	
Str 25 (+15)	Dex 13 (+9) Wis 18 (+12)
Con 17 (+11)	Int 20 (+13) Cha 23 (+14)
Alignment evil	Languages Common, Draconic
Equipment javelin x6, light shield, longsword, plate armor	

MISSION 1.4: DRAIGDURROCH'S TOWER (AL 18 CONTINUED)

Shadovar Legionnaire	Level 17 Minion Skirmisher
Medium natural humanoid, dragonborn	XP 400
HP 1; a missed attack roll never damages a minion.	Initiative +13
AC 31, Fortitude 30, Reflex 29, Will 29	Perception +9
Speed 6, fly 6 (hover)	
TRAITS	
Netherese Legion Training	
The legionnaire can score a critical hit on a natural 20. It deals double damage on a critical hit. (Minions normally cannot crit.)	
Phalanx Formation	
The legionnaire gains a +1 power bonus for each ally adjacent to it, up to a maximum power bonus of +4.	
STANDARD ACTIONS	
m Spear (weapon) • At-Will	
<i>Effect:</i> Before and after the attack, the legionnaire can shift 1 square.	
<i>Attack:</i> Melee 1 (one creature); +22 vs. AC	
<i>Hit:</i> 12 damage, or 14 damage if the legionnaire has combat advantage against the target.	
r Javelin (weapon) • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +22 vs. AC	
<i>Hit:</i> 12 damage.	
Str 16 (+11)	Dex 16 (+11)
Con 19 (+12)	Int 10 (+8)
	Wis 13 (+9)
	Cha 16 (+11)
Alignment evil	Languages Common, Draconic
Equipment heavy shield, leather armor, spear, javelin x6	

MISSION 1.4: DRAIGDURROCH'S TOWER (AL 20)

Calastryx	Level 20 Solo Brute
Huge natural magical beast (dragon)	XP 14000
HP 754; Bloodied 378	Initiative (see below)
AC 32, Fortitude 33, Reflex 31, Will 33	Perception +22
Speed 6, fly 8	Darkvision
Resist 20 fire	
Saving Throws +5; Action Points 2	
TRAITS	
Action Recovery	
Whenever Calastryx ends any of her turns, any marking, dazing, stunning, or dominating effect on her ends.	
Multiple Heads	
Calastryx gets a full turn at initiative counts 30, 20, and 10. She cannot delay or ready actions. If she is granted immediate actions, she can take no more than one after each of her turns.	
Netherese Legion Training	
While bloodied, Calastryx can score critical hits on a roll of 18-20.	
Power of Three	
Each of Calastryx's heads has its own <i>breath weapon</i> and <i>rip and tear</i> , and it tracks its usage of those powers separately.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 3 (one creature); +25 vs. AC	
Hit: 4d12 + 12 damage, and Calastryx slides the target up to 3 squares.	
R Inferno Shot (fire) • At-Will	
Attack: Ranged 10 (one creature); +23 vs. Reflex	
Hit: 4d10 + 10 fire damage.	
C Breath Weapon (fire, zone) • Recharge 6	
Attack: Close blast 5 (creatures in blast); +23 vs. Reflex	
Hit: 3d8 + 13 fire damage and ongoing 15 fire damage (save ends).	
Miss: Half damage.	
Effect: The blast creates a zone that lasts until the end of Calastryx's next turn. Any creature that ends its turn in one or more zones created by this power takes 20 fire damage.	
M Rip and Tear • Encounter	
Attack: Melee 3 (one, two, or three creatures); +25 vs. AC	
Hit: 4d8 + 17 damage.	
TRIGGERED ACTIONS	
Bloodied Birth • Encounter	
Trigger: Calastryx is first bloodied.	
Effect (Immediate Reaction): Calastryx sprouts a fourth head, which acts on initiative count 40 (and gets its own usage of <i>breath weapon</i> and <i>rip and tear</i> , tracked separately from the other three heads).	
Skills Arcana +20, Diplomacy +20, History +20, Insight +22, Intimidate +20	
Str 24 (+17)	Dex 15 (+12)
Con 21 (+15)	Int 20 (+15)
	Wis 24 (+17)
	Cha 21 (+15)
Alignment evil	Languages Common, Draconic, Giant, Goblin

Shadovar Legate	Level 20 Elite Soldier
Medium natural humanoid, dragonborn	XP 5600
HP 370; Bloodied 185	Initiative +13
AC 36, Fortitude 33, Reflex 31, Will 32	Perception +14
Speed 6, fly 6 (hover)	
Saving Throws +2; Action Points 1	
TRAITS	
O Last Stand • Aura 5	
The legate and all his allies in the aura gain a +2 power bonus to attack rolls while the legate is bloodied.	
Netherese Legion Training	
The legate can score critical hits on a roll of 19-20.	
Phalanx Formation	
The legate gains a +1 power bonus for each ally adjacent to him, up to a maximum power bonus of +4.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC (+27 while bloodied)	
Hit: 3d8 + 15 damage, or 5d8 + 15 if the legate is marked by the target or if the target has an active defender aura.	
r Shock Javelin (lightning, weapon) • At-Will	
Attack: Ranged 10 (one creature); +22 vs. Reflex (+25 while bloodied)	
Hit: 3d8 + 15 lightning damage.	
MINOR ACTIONS	
M Shield Bash (weapon) • At-Will (1/round)	
Attack: Melee 1 (one creature); +25 vs. AC (+27 while bloodied)	
Hit: 3d6 + 11 damage, and the legate can push the target 1 square and then shift 1 square to a square the target formerly occupied.	
C Hurling Dragon Breath (lightning) • Encounter	
Attack: Area burst 2 within 10 (creatures in the burst); +23 vs. Reflex (+25 while bloodied)	
Hit: 3d6 + 11 lightning damage, and ongoing 15 lightning (save ends).	
C Dragonfear (fear) • Encounter	
Attack: Close burst 5 (enemies in the burst); +23 vs. Will (+25 while bloodied)	
Hit: The target takes a -2 penalty to attack rolls and grants combat advantage until the end of the legate's next turn.	
TRIGGERED ACTIONS	
Legate's Challenge • At-Will	
Trigger: An ally within 5 squares of the legate is marked by an enemy.	
Effect (Immediate Interrupt): The enemy marks the legate instead.	
Skills Athletics +22, History +20	
Str 25 (+17)	Dex 13 (+11)
Con 17 (+13)	Int 20 (+15)
	Wis 18 (+14)
	Cha 23 (+16)
Alignment evil	Languages Common, Draconic
Equipment javelin x6, light shield, longsword, plate armor	

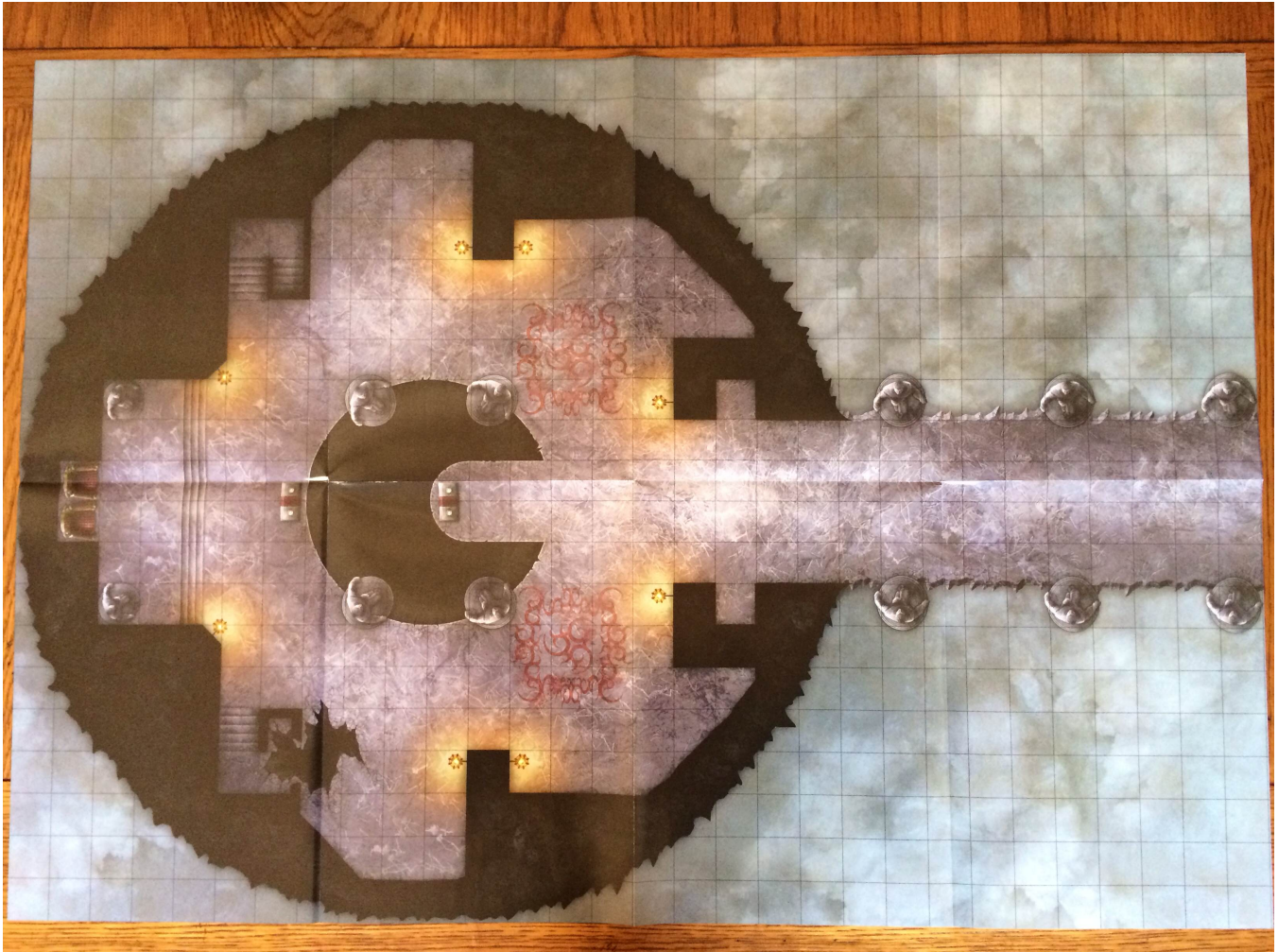
MISSION 1.4: DRAIGDURROCH'S TOWER (AL 20 CONTINUED)

Shadovar Legionnaire	Level 20 Minion Skirmisher
Medium natural humanoid, dragonborn	XP 700
HP 1; a missed attack roll never damages a minion.	Initiative +15
AC 34, Fortitude 33, Reflex 32, Will 32	Perception +10
Speed 6, fly 6 (hover)	
TRAITS	
Netherese Legion Training	
The legionnaire can score a critical hit on a natural 20. It deals double damage on a critical hit. (Minions normally cannot crit.)	
Phalanx Formation	
The legionnaire gains a +1 power bonus for each ally adjacent to it, up to a maximum power bonus of +4.	
STANDARD ACTIONS	
m Spear (weapon) • At-Will	
<i>Effect:</i> Before and after the attack, the legionnaire can shift 1 square.	
<i>Attack:</i> Melee 1 (one creature); +25 vs. AC	
<i>Hit:</i> 14 damage, or 17 damage if the legionnaire has combat advantage against the target.	
r Javelin (weapon) • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +25 vs. AC	
<i>Hit:</i> 14 damage.	
Str 16 (+13)	Dex 16 (+13)
Con 19 (+14)	Int 10 (+10)
	Wis 13 (+11)
	Cha 16 (+13)
Alignment evil	Languages Common, Draconic
Equipment heavy shield, leather armor, spear, javelin x6	

MISSION 1.4: DRAIGDURROCH'S TOWER (BATTLE MAP)

POSTER MAP NEEDED

Haunted Temples - 4



All of the legionnaires are under the effects of a ritual that gives them a fly speed, but that's mainly just to keep them from falling off the edge of the tower (which is 100 feet high). The PCs reach the tower first, so they should set up anywhere they want in the main section.

The top of the tower is actually flat, so treat all the solid black squares as normal terrain. Only the outer edge matters. The statues are blocking terrain. The stairwells have collapsed and the interior of the tower is choked with rubble.

Calastryx arrives from the upper left hand corner of the map. The legate and the first wave of shadow legionnaires arrive from the lower left hand corner of the map. The second wave of shadow legionnaires arrive from the center (landing on the bridge). Any subsequent reinforcements should enter from whatever direction you see fit.

MISSION 1.5: TYRANGAL'S RETURN?

ENCOUNTER LEVEL = AL + 2

CREATURES

AL 12 (5000 XP)

- 1 Doppelganger Impresario (level 14)
- 3 Doppelganger Rogues (level 11)
- 1 Plaguechanged Mind Flayer (level 11)
- 1 Squamous Maw (level 13 elite)

AL 14 (7000 XP)

- 1 Doppelganger Impresario (level 16)
- 3 Doppelganger Rogues (level 13)
- 1 Plaguechanged Mind Flayer (level 13)
- 1 Squamous Maw (level 15 elite)

AL 16 (10,000 XP)

- 1 Doppelganger Impresario (level 18)
- 3 Doppelganger Rogues (level 15)
- 1 Plaguechanged Mind Flayer (level 15)
- 1 Squamous Maw (level 17 elite)

AL 18 (14,000 XP)

- 1 Doppelganger Impresario (level 20)
- 3 Doppelganger Rogues (level 17)
- 1 Plaguechanged Mind Flayer (level 17)
- 1 Squamous Maw (level 19 elite)

AL 20 (21,750 XP)

- 1 Doppelganger Impresario (level 22)
- 3 Doppelganger Rogues (level 20)
- 1 Plaguechanged Mind Flayer (level 20)
- 1 Squamous Maw (level 21 elite)

SCALING THE ENCOUNTER

Four PCs: Remove a doppelganger rogue from the crowd in the main room.

Six PCs: Add a fourth doppelganger rogue, who starts in the back room with the mind flayer and squamous maw.

TIERING THE ENCOUNTER

Aggressive: Add a fourth doppelganger rogue (or a fifth in the case of 6 PCs). Increase the doppelganger impresario's and the plaguechanged mind flayer's starting hit points by an amount equal to their bloodied value.

Glory: All the doppelgangers gain a +2 bonus to attack rolls and a +5 bonus to damage rolls. Add a second squamous maw, which begins the battle bloodied (AL 12-16) or at full normal hit points (AL 18-20).

OBJECTIVE

Rumors reach the PCs that Tyrangal, the enigmatic elf (only a few know that she is a copper dragon) who was instrumental in the (ultimately unsuccessful) fight to save Elturgard, has reappeared, and is recruiting for a strike against the Order of Blue Fire. This seems impossible, as anyone who was at the final battle for Elturel knows that the city was completely destroyed and that Tyrangal sacrificed herself. However, these reports must be investigated.

When the PCs arrive they find "Tyrangal" holding an audience for a number of pilgrims. If the PCs talk to her, she explains that the power of the Companion sustained her, causing her to disincorporate rather than die. She claims that it has taken some time to regain her strength, but now she is prepared to make a final assault on the Order of Blue Fire. She has discovered a ritual that will make people immune to the Spellplague for a short time. If she can just get enough volunteers, she can immunize them long enough for a strike force to breach the Order's headquarters and destroy them.

This is, of course, all a lie. The details of the encounter vary slightly depending on how the PCs decide to proceed. "Tyrangal" is a doppelganger, and those who agree to submit to the ritual are dominated, infused with the Spellplague, and turned into aberrations to fight for the Order. Stopping this process denies the Order one of its last sources of new troops, although of course the doppelgangers will not go down without a fight.

In the ritual chamber, the PCs find a disturbing sight: the dead body of a young copper dragon, which has been transformed into a gibbering aberration. It is tended by a plaguechanged mind flayer.

MISSION 1.5: TYRANGAL'S RETURN? (AL 12)

Doppelganger Impresario	Level 14 Lurker
Medium natural humanoid (shapechanger)	XP 1000
HP 112; Bloodied 56	Initiative +18
AC 28, Fortitude 26, Reflex 27, Will 24	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); +19 vs. AC	
Hit: 3d4 + 1 damage.	
M Assassin's Strike (necrotic, weapon) • Recharge when the doppelganger uses <i>vanish</i>	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d4 + 1 damage plus 4d8 + 12 necrotic damage.	
Miss: 3d8 + 9 necrotic damage.	
Perfect Replica (illusion, polymorph) • At-Will	
Effect: Melee 1 (one Medium creature). The doppelganger takes on the form of the target and alters its clothing and gear to match those of the target. Until the end of the doppelganger's next turn, the target is immobilized and takes 2d8 extra damage from the doppelganger's dagger power. See also <i>replica switch</i> .	
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 <i>alter shape</i> 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 36 Insight check to discern that the form is a disguise.	
TRIGGERED ACTIONS	
Replica Switch • At-Will	
Requirement: The doppelganger must be adjacent to an enemy affected by its <i>perfect replica</i> .	
Trigger: A melee or ranged attack from an enemy unaffected by the doppelganger's <i>perfect replica</i> targets the doppelganger.	
Effect (Opportunity Action): The doppelganger and the enemy affected by its <i>perfect replica</i> swap places, and the triggering attack instead targets the enemy affected by the doppelganger's <i>perfect replica</i> .	
Skills Bluff +18, Insight +15, Stealth +19	
Str 11 (+7)	Dex 25 (+14)
Con 22 (+13)	Int 13 (+8)
	Wis 16 (+10)
	Cha 23 (+13)
Alignment unaligned	Languages Common
Equipment dagger	

Doppelganger Rogue	Level 11 Skirmisher
Medium natural humanoid (shapechanger)	XP 600
HP 110; Bloodied 55	Initiative +13
AC 25, Fortitude 23, Reflex 25, Will 24	Perception +11
Speed 6	
TRAITS	
Combat Advantage	
The doppelganger deals an extra 2d6 damage against any target it has combat advantage against.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 3d6 + 9 damage.	
MINOR ACTIONS	
M Shapeshifter Feint • At-Will	
Attack: Melee 1 (one creature); +14 vs. Reflex	
Effect: The doppelganger gains combat advantage against the target until the end of the doppelganger's next turn.	
Change Shape (illusion, polymorph) • At-Will	
Effect: The doppelganger alters its physical form to appear as a Medium humanoid until it uses <i>alter shape</i> 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 32 Insight check to discern that the form is a disguise.	
Skills Bluff +14, Insight +11, Stealth +16	
Str 16 (+8)	Dex 22 (+11)
Con 14 (+7)	Int 10 (+5)
	Wis 13 (+6)
	Cha 18 (+7)
Alignment unaligned	Languages Common
Equipment longsword	

MISSION 1.5: TYRANGAL'S RETURN? (AL 12 CONTINUED)

Squamous Maw	Level 13 Elite Soldier
Large aberrant magical beast (dragon)	XP 1600
HP 264; Bloodied 132	Initiative +11
AC 29, Fortitude 27, Reflex 25, Will 26	Perception +13
Speed 6	All-around vision
Resist 10 psychic	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
○ Dreadful Cacophony (fear) • Aura 3	
Enemies within the aura that are taking ongoing psychic damage take a -2 penalty to attack rolls.	
All-Around Vision	
Enemies can't gain combat advantage by flanking the maw.	
Mad Hunger	
The maw gains a +2 bonus to attack rolls and a +5 bonus to damage rolls against any creature taking ongoing psychic damage.	
STANDARD ACTIONS	
m Bite (psychic) • At-Will	
Attack: Melee 2 (one creature); +18 vs. AC	
Hit: 3d6 + 6 damage, and ongoing 10 psychic damage (save ends).	
M Double Attack • At-Will	
Effect: The maw makes two bite attacks.	
C Breath Weapon (psychic) • Encounter	
Attack: Close blast 5 (enemies in blast); +14 vs. Reflex	
Hit: 2d8 + 7 psychic damage, and ongoing 10 psychic damage (save ends).	
Miss: Half damage.	
TRIGGERED ACTIONS	
Bloodied Breath (psychic) • Encounter	
Trigger: The maw is first bloodied.	
Effect (Free Action): <i>Breath weapon</i> recharges, and the maw uses it.	
Skills Intimidate +12	
Str 23 (+12) Dex 17 (+9) Wis 15 (+8)	
Con 20 (+11) Int 11 (+6) Cha 13 (+7)	
Alignment evil	Languages Draconic, Deep Speech

At Glory tier add:

Action Recovery
Whenever the maw ends its turn, any dazing, stunning, or dominating effect on it ends.

Plaguechanged Mind Flayer	Level 11 Controller (Leader)
Medium aberrant humanoid	XP 600
HP 106; Bloodied 53	Initiative +6
AC 27, Fortitude 21, Reflex 25, Will 23	Perception +7
Speed 7	Darkvision
STANDARD ACTIONS	
m Tentacles • At-Will	
Requirement: The mind flayer must not have a creature grabbed.	
Attack: Melee 1 (one creature); +14 vs. Reflex. This attack automatically hits a dazed or stunned target.	
Hit: 3d6 + 9 damage, and the mind flayer grabs the target (escape DC 20).	
M Enthrall Brain (charm) • At-Will	
Attack: Melee 1 (one creature grabbed by the mind flayer); +14 vs. Fortitude	
Hit: 4d6 + 15 damage, and the target is dazed until it is no longer grabbed by the mind flayer.	
Special: If this attack drops the target below 1 hit point, the target stands up, regains hit points equal to its bloodied value, and is dominated until the mind flayer dies. At that point, the target drops to 0 hit points.	
R Whispers of Madness (psychic) • At-Will	
Attack: Ranged 5 (one creature); +14 vs. Will	
Hit: 3d6 + 9 psychic damage, and the target is slowed (save ends).	
C Psychotic Blast (charm, psychic) • Recharge when first bloodied	
Attack: Close blast 5 (enemies in the blast); +14 vs. Will	
Hit: 2d6 + 7 psychic damage, and the target makes a basic attack against its nearest ally as a free action.	
Miss: Half damage.	
MINOR ACTIONS	
C Your Friends Can't Help You Now • At-Will (1/round)	
Attack: Close burst 10 (one creature in the burst); +14 vs. Will	
Hit: The target gains vulnerable 5 psychic, cannot be the target of healing powers, and cannot be affected by powers that grant a saving throw (save ends all).	
TRIGGERED ACTIONS	
Forceful Submission • At-Will	
Trigger: An enemy the mind flayer can see succeeds on a saving throw.	
Effect (Immediate Interrupt): The triggering enemy makes the saving throw again with a -2 penalty.	
Skills Arcana +15, Bluff +13, Insight +12	
Str 12 (+6) Dex 12 (+6) Wis 14 (+7)	
Con 10 (+5) Int 20 (+10) Cha 17 (+8)	
Alignment chaotic evil	Languages Deep Speech, telepathy

MISSION 1.5: TYRANGAL'S RETURN? (AL 14)

Doppelganger Impresario	Level 16 Lurker
Medium natural humanoid (shapechanger)	XP 1400
HP 124; Bloodied 62	Initiative +19
AC 30, Fortitude 28, Reflex 29, Will 26	Perception +11
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); +21 vs. AC	
Hit: 3d4 + 3 damage.	
M Assassin's Strike (necrotic, weapon) • Recharge when the doppelganger uses <i>vanish</i>	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d4 + 3 damage plus 4d8 + 14 necrotic damage.	
Miss: 3d8 + 10 necrotic damage.	
Perfect Replica (illusion, polymorph) • At-Will	
Effect: Melee 1 (one Medium creature). The doppelganger takes on the form of the target and alters its clothing and gear to match those of the target. Until the end of the doppelganger's next turn, the target is immobilized and takes 3d6 extra damage from the doppelganger's dagger power. See also <i>replica switch</i> .	
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 <i>alter shape</i> 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 37 Insight check to discern that the form is a disguise.	
TRIGGERED ACTIONS	
Replica Switch • At-Will	
Requirement: The doppelganger must be adjacent to an enemy affected by its <i>perfect replica</i> .	
Trigger: A melee or ranged attack from an enemy unaffected by the doppelganger's <i>perfect replica</i> targets the doppelganger.	
Effect (Opportunity Action): The doppelganger and the enemy affected by its <i>perfect replica</i> swap places, and the triggering attack instead targets the enemy affected by the doppelganger's <i>perfect replica</i> .	
Skills Bluff +19, Insight +16, Stealth +20	
Str 11 (+8)	Dex 25 (+15) Wis 16 (+11)
Con 22 (+14)	Int 13 (+9) Cha 23 (+14)
Alignment unaligned	Languages Common
Equipment dagger	

Doppelganger Rogue	Level 13 Skirmisher
Medium natural humanoid (shapechanger)	XP 800
HP 126; Bloodied 63	Initiative +14
AC 27, Fortitude 25, Reflex 27, Will 26	Perception +12
Speed 6	
TRAITS	
Combat Advantage	
The doppelganger deals an extra 2d8 damage against any target it has combat advantage against.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d6 + 11 damage.	
MINOR ACTIONS	
M Shapeshifter Feint • At-Will	
Attack: Melee 1 (one creature); +16 vs. Reflex	
Effect: The doppelganger gains combat advantage against the target until the end of the doppelganger's next turn.	
Change Shape (illusion, polymorph) • At-Will	
Effect: The doppelganger alters its physical form to appear as a Medium humanoid until it uses <i>alter shape</i> 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 33 Insight check to discern that the form is a disguise.	
Skills Bluff +15, Insight +12, Stealth +17	
Str 16 (+9)	Dex 22 (+12) Wis 13 (+7)
Con 14 (+8)	Int 10 (+7) Cha 18 (+8)
Alignment unaligned	Languages Common
Equipment longsword	

MISSION 1.5: TYRANGAL'S RETURN? (AL 14 CONTINUED)

Squamous Maw	Level 15 Elite Soldier
Large aberrant magical beast (dragon)	XP 2400
HP 296; Bloodied 148	Initiative +12
AC 31, Fortitude 29, Reflex 27, Will 28	Perception +14
Speed 6	All-around vision
Resist 10 psychic	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
○ Dreadful Cacophony (fear) • Aura 3	
Enemies within the aura that are taking ongoing psychic damage take a -2 penalty to attack rolls.	
All-Around Vision	
Enemies can't gain combat advantage by flanking the maw.	
Mad Hunger	
The maw gains a +2 bonus to attack rolls and a +5 bonus to damage rolls against any creature taking ongoing psychic damage.	
STANDARD ACTIONS	
m Bite (psychic) • At-Will	
Attack: Melee 2 (one creature); +20 vs. AC	
Hit: 3d6 + 8 damage, and ongoing 10 psychic damage (save ends).	
M Double Attack • At-Will	
Effect: The maw makes two bite attacks.	
C Breath Weapon (psychic) • Encounter	
Attack: Close blast 5 (enemies in blast); +18 vs. Reflex	
Hit: 2d8 + 8 psychic damage, and ongoing 10 psychic damage (save ends).	
Miss: Half damage.	
TRIGGERED ACTIONS	
Bloodied Breath (psychic) • Encounter	
Trigger: The maw is first bloodied.	
Effect (Free Action): Breath weapon recharges, and the maw uses it.	
Skills Intimidate +13	
Str 23 (+13) Dex 17 (+10) Wis 15 (+9)	
Con 20 (+12) Int 11 (+7) Cha 13 (+8)	
Alignment evil	Languages Draconic, Deep Speech

At Glory tier add:

Action Recovery
Whenever the maw ends its turn, any dazing, stunning, or dominating effect on it ends.

Plaguechanged Mind Flayer	Level 13 Controller (Leader)
Medium aberrant humanoid	XP 800
HP 122; Bloodied 61	Initiative +7
AC 29, Fortitude 23, Reflex 27, Will 25	Perception +8
Speed 7	Darkvision
STANDARD ACTIONS	
m Tentacles • At-Will	
Requirement: The mind flayer must not have a creature grabbed.	
Attack: Melee 1 (one creature); +16 vs. Reflex. This attack automatically hits a dazed or stunned target.	
Hit: 3d6 + 11 damage, and the mind flayer grabs the target (escape DC 21).	
M Enthrall Brain (charm) • At-Will	
Attack: Melee 1 (one creature grabbed by the mind flayer); +16 vs. Fortitude	
Hit: 4d6 + 18 damage, and the target is dazed until it is no longer grabbed by the mind flayer.	
Special: If this attack drops the target below 1 hit point, the target stands up, regains hit points equal to its bloodied value, and is dominated until the mind flayer dies. At that point, the target drops to 0 hit points.	
R Whispers of Madness (psychic) • At-Will	
Attack: Ranged 5 (one creature); +16 vs. Will	
Hit: 3d6 + 11 psychic damage, and the target is slowed (save ends).	
C Psychotic Blast (charm, psychic) • Recharge when first bloodied	
Attack: Close blast 5 (enemies in the blast); +16 vs. Will	
Hit: 2d8 + 7 psychic damage, and the target makes a basic attack against its nearest ally as a free action.	
Miss: Half damage.	
MINOR ACTIONS	
C Your Friends Can't Help You Now • At-Will (1/round)	
Attack: Close burst 10 (one creature in the burst); +16 vs. Will	
Hit: The target gains vulnerable 5 psychic, cannot be the target of healing powers, and cannot be affected by powers that grant a saving throw (save ends all).	
TRIGGERED ACTIONS	
Forceful Submission • At-Will	
Trigger: An enemy the mind flayer can see succeeds on a saving throw.	
Effect (Immediate Interrupt): The triggering enemy makes the saving throw again with a -2 penalty.	
Skills Arcana +16, Bluff +14, Insight +13	
Str 12 (+7) Dex 12 (+7) Wis 14 (+8)	
Con 10 (+6) Int 20 (+11) Cha 17 (+9)	
Alignment chaotic evil	Languages Deep Speech, telepathy

MISSION 1.5: TYRANGAL'S RETURN? (AL 16)

Doppelganger Impresario	Level 18 Lurker
Medium natural humanoid (shapechanger)	XP 2000
HP 136; Bloodied 68	Initiative +20
AC 32, Fortitude 30, Reflex 31, Will 28	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); +23 vs. AC	
Hit: 3d4 + 5 damage.	
M Assassin's Strike (necrotic, weapon) • Recharge when the doppelganger uses <i>vanish</i>	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d4 + 5 damage plus 4d8 + 16 necrotic damage.	
Miss: 3d8 + 12 necrotic damage.	
Perfect Replica (illusion, polymorph) • At-Will	
Effect: Melee 1 (one Medium creature). The doppelganger takes on the form of the target and alters its clothing and gear to match those of the target. Until the end of the doppelganger's next turn, the target is immobilized and takes 3d8 extra damage from the doppelganger's dagger power. See also <i>replica switch</i> .	
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 <i>alter shape</i> 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.	
TRIGGERED ACTIONS	
Replica Switch • At-Will	
Requirement: The doppelganger must be adjacent to an enemy affected by its <i>perfect replica</i> .	
Trigger: A melee or ranged attack from an enemy unaffected by the doppelganger's <i>perfect replica</i> targets the doppelganger.	
Effect (Opportunity Action): The doppelganger and the enemy affected by its <i>perfect replica</i> swap places, and the triggering attack instead targets the enemy affected by the doppelganger's <i>perfect replica</i> .	
Skills Bluff +20, Insight +17, Stealth +21	
Str 11 (+9)	Dex 25 (+16) Wis 16 (+12)
Con 22 (+15)	Int 13 (+10) Cha 23 (+15)
Alignment unaligned	Languages Common
Equipment dagger	

Doppelganger Rogue	Level 15 Skirmisher
Medium natural humanoid (shapechanger)	XP 1200
HP 142; Bloodied 71	Initiative +15
AC 29, Fortitude 27, Reflex 29, Will 28	Perception +13
Speed 6	
TRAITS	
Combat Advantage	
The doppelganger deals an extra 3d6 damage against any target it has combat advantage against.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d6 + 13 damage.	
MINOR ACTIONS	
M Shapeshifter Feint • At-Will	
Attack: Melee 1 (one creature); +18 vs. Reflex	
Effect: The doppelganger gains combat advantage against the target until the end of the doppelganger's next turn.	
Change Shape (illusion, polymorph) • At-Will	
Effect: The doppelganger alters its physical form to appear as a Medium humanoid until it uses <i>alter shape</i> 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 34 Insight check to discern that the form is a disguise.	
Skills Bluff +16, Insight +13, Stealth +18	
Str 16 (+10)	Dex 22 (+13) Wis 13 (+8)
Con 14 (+9)	Int 10 (+8) Cha 18 (+9)
Alignment unaligned	Languages Common
Equipment longsword	

MISSION 1.5: TYRANGAL'S RETURN? (AL 16 CONTINUED)

Squamous Maw	Level 17 Elite Soldier
Large aberrant magical beast (dragon)	XP 3200
HP 328; Bloodied 164	Initiative +13
AC 33, Fortitude 31, Reflex 29, Will 30	Perception +15
Speed 6	All-around vision
Resist 10 psychic	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
○ Dreadful Cacophony (fear) • Aura 3	
Enemies within the aura that are taking ongoing psychic damage take a -2 penalty to attack rolls.	
All-Around Vision	
Enemies can't gain combat advantage by flanking the maw.	
Mad Hunger	
The maw gains a +2 bonus to attack rolls and a +5 bonus to damage rolls against any creature taking ongoing psychic damage.	
STANDARD ACTIONS	
m Bite (psychic) • At-Will	
Attack: Melee 2 (one creature); +22 vs. AC	
Hit: 3d8 + 7 damage, and ongoing 10 psychic damage (save ends).	
M Double Attack • At-Will	
Effect: The maw makes two bite attacks.	
C Breath Weapon (psychic) • Encounter	
Attack: Close blast 5 (enemies in blast); +20 vs. Reflex	
Hit: 3d6 + 9 psychic damage, and ongoing 10 psychic damage (save ends).	
Miss: Half damage.	
TRIGGERED ACTIONS	
Bloodied Breath (psychic) • Encounter	
Trigger: The maw is first bloodied.	
Effect (Free Action): <i>Breath weapon</i> recharges, and the maw uses it.	
Skills Intimidate +14	
Str 23 (+14) Dex 17 (+11) Wis 15 (+10)	
Con 20 (+13) Int 11 (+8) Cha 13 (+9)	
Alignment evil	Languages Draconic, Deep Speech

At Glory tier add:

Action Recovery
Whenever the maw ends its turn, any dazing, stunning, or dominating effect on it ends.

Plaguechanged Mind Flayer	Level 15 Controller (Leader)
Medium aberrant humanoid	XP 1200
HP 138; Bloodied 69	Initiative +8
AC 31, Fortitude 25, Reflex 29, Will 27	Perception +9
Speed 7	Darkvision
STANDARD ACTIONS	
m Tentacles • At-Will	
Requirement: The mind flayer must not have a creature grabbed.	
Attack: Melee 1 (one creature); +18 vs. Reflex. This attack automatically hits a dazed or stunned target.	
Hit: 3d6 + 13 damage, and the mind flayer grabs the target (escape DC 22).	
M Enthrall Brain (charm) • At-Will	
Attack: Melee 1 (one creature grabbed by the mind flayer); +18 vs. Fortitude	
Hit: 4d8 + 17 damage, and the target is dazed until it is no longer grabbed by the mind flayer.	
Special: If this attack drops the target below 1 hit point, the target stands up, regains hit points equal to its bloodied value, and is dominated until the mind flayer dies. At that point, the target drops to 0 hit points.	
R Whispers of Madness (psychic) • At-Will	
Attack: Ranged 5 (one creature); +18 vs. Will	
Hit: 3d6 + 13 psychic damage, and the target is slowed (save ends).	
C Psychotic Blast (charm, psychic) • Recharge when first bloodied	
Attack: Close blast 5 (enemies in the blast); +18 vs. Will	
Hit: 2d8 + 8 psychic damage, and the target makes a basic attack against its nearest ally as a free action.	
Miss: Half damage.	
MINOR ACTIONS	
C Your Friends Can't Help You Now • At-Will (1/round)	
Attack: Close burst 10 (one creature in the burst); +18 vs. Will	
Hit: The target gains vulnerable 5 psychic, cannot be the target of healing powers, and cannot be affected by powers that grant a saving throw (save ends all).	
TRIGGERED ACTIONS	
Forceful Submission • At-Will	
Trigger: An enemy the mind flayer can see succeeds on a saving throw.	
Effect (Immediate Interrupt): The triggering enemy makes the saving throw again with a -2 penalty.	
Skills Arcana +17, Bluff +15, Insight +14	
Str 12 (+8) Dex 12 (+8) Wis 14 (+9)	
Con 10 (+7) Int 20 (+12) Cha 17 (+10)	
Alignment chaotic evil	Languages Deep Speech, telepathy

MISSION 1.5: TYRANGAL'S RETURN? (AL 18)

Doppelganger Impresario	Level 20 Lurker
Medium natural humanoid (shapechanger)	XP 2800
HP 148; Bloodied 74	Initiative +21
AC 34, Fortitude 32, Reflex 33, Will 30	Perception +13
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); +25 vs. AC	
Hit: 3d4 + 7 damage.	
M Assassin's Strike (necrotic, weapon) • Recharge when the doppelganger uses <i>vanish</i>	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d4 + 7 damage plus 4d10 + 20 necrotic damage.	
Miss: 3d10 + 15 necrotic damage.	
Perfect Replica (illusion, polymorph) • At-Will	
Effect: Melee 1 (one Medium creature). The doppelganger takes on the form of the target and alters its clothing and gear to match those of the target. Until the end of the doppelganger's next turn, the target is immobilized and takes 4d8 extra damage from the doppelganger's dagger power. See also <i>replica switch</i> .	
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 <i>alter shape</i> 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 39 Insight check to discern that the form is a disguise.	
TRIGGERED ACTIONS	
Replica Switch • At-Will	
Requirement: The doppelganger must be adjacent to an enemy affected by its <i>perfect replica</i> .	
Trigger: A melee or ranged attack from an enemy unaffected by the doppelganger's <i>perfect replica</i> targets the doppelganger.	
Effect (Opportunity Action): The doppelganger and the enemy affected by its <i>perfect replica</i> swap places, and the triggering attack instead targets the enemy affected by the doppelganger's <i>perfect replica</i> .	
Skills Bluff +21, Insight +18, Stealth +22	
Str 11 (+10)	Dex 25 (+17) Wis 16 (+13)
Con 22 (+16)	Int 13 (+11) Cha 23 (+16)
Alignment unaligned	Languages Common
Equipment dagger	

Doppelganger Rogue	Level 17 Skirmisher
Medium natural humanoid (shapechanger)	XP 1600
HP 158; Bloodied 79	Initiative +16
AC 31, Fortitude 29, Reflex 31, Will 30	Perception +14
Speed 6	
TRAITS	
Combat Advantage	
The doppelganger deals an extra 3d8 damage against any target it has combat advantage against.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d8 + 12 damage.	
MINOR ACTIONS	
M Shapeshifter Feint • At-Will	
Attack: Melee 1 (one creature); +20 vs. Reflex	
Effect: The doppelganger gains combat advantage against the target until the end of the doppelganger's next turn.	
Change Shape (illusion, polymorph) • At-Will	
Effect: The doppelganger alters its physical form to appear as a Medium humanoid until it uses <i>alter shape</i> 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 35 Insight check to discern that the form is a disguise.	
Skills Bluff +17, Insight +14, Stealth +19	
Str 16 (+11)	Dex 22 (+14) Wis 13 (+9)
Con 14 (+10)	Int 10 (+9) Cha 18 (+10)
Alignment unaligned	Languages Common
Equipment longsword	

MISSION 1.5: TYRANGAL'S RETURN? (AL 18 CONTINUED)

Squamous Maw	Level 19 Elite Soldier
Large aberrant magical beast (dragon)	XP 4800
HP 360; Bloodied 180	Initiative +14
AC 35, Fortitude 33, Reflex 31, Will 32	Perception +16
Speed 6	All-around vision
Resist 15 psychic	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
○ Dreadful Cacophony (fear) • Aura 3	
Enemies within the aura that are taking ongoing psychic damage take a -2 penalty to attack rolls.	
All-Around Vision	
Enemies can't gain combat advantage by flanking the maw.	
Mad Hunger	
The maw gains a +2 bonus to attack rolls and a +5 bonus to damage rolls against any creature taking ongoing psychic damage.	
STANDARD ACTIONS	
m Bite (psychic) • At-Will	
Attack: Melee 2 (one creature); +24 vs. AC	
Hit: 3d8 + 9 damage, and ongoing 10 psychic damage (save ends).	
M Double Attack • At-Will	
Effect: The maw makes two bite attacks.	
C Breath Weapon (psychic) • Encounter	
Attack: Close blast 5 (enemies in blast); +22 vs. Reflex	
Hit: 3d6 + 10 psychic damage, and ongoing 15 psychic damage (save ends).	
Miss: Half damage.	
TRIGGERED ACTIONS	
Bloodied Breath (psychic) • Encounter	
Trigger: The maw is first bloodied.	
Effect (Free Action): Breath weapon recharges, and the maw uses it.	
Skills Intimidate +15	
Str 23 (+15) Dex 17 (+12) Wis 15 (+11)	
Con 20 (+14) Int 11 (+9) Cha 13 (+10)	
Alignment evil	Languages Draconic, Deep Speech

At Glory tier add:

Action Recovery
Whenever the maw ends its turn, any dazing, stunning, or dominating effect on it ends.

Plaguechanged Mind Flayer	Level 17 Controller (Leader)
Medium aberrant humanoid	XP 1600
HP 154; Bloodied 77	Initiative +9
AC 33, Fortitude 27, Reflex 31, Will 29	Perception +10
Speed 7	Darkvision
STANDARD ACTIONS	
m Tentacles • At-Will	
Requirement: The mind flayer must not have a creature grabbed.	
Attack: Melee 1 (one creature); +20 vs. Reflex. This attack automatically hits a dazed or stunned target.	
Hit: 3d8 + 12 damage, and the mind flayer grabs the target (escape DC 23).	
M Enthrall Brain (charm) • At-Will	
Attack: Melee 1 (one creature grabbed by the mind flayer); +20 vs. Fortitude	
Hit: 4d8 + 20 damage, and the target is dazed until it is no longer grabbed by the mind flayer.	
Special: If this attack drops the target below 1 hit point, the target stands up, regains hit points equal to its bloodied value, and is dominated until the mind flayer dies. At that point, the target drops to 0 hit points.	
R Whispers of Madness (psychic) • At-Will	
Attack: Ranged 5 (one creature); +20 vs. Will	
Hit: 3d8 + 12 psychic damage, and the target is slowed (save ends).	
C Psychotic Blast (charm, psychic) • Recharge when first bloodied	
Attack: Close blast 5 (enemies in the blast); +20 vs. Will	
Hit: 3d6 + 9 psychic damage, and the target makes a basic attack against its nearest ally as a free action.	
Miss: Half damage.	
MINOR ACTIONS	
C Your Friends Can't Help You Now • At-Will (1/round)	
Attack: Close burst 10 (one creature in the burst); +20 vs. Will	
Hit: The target gains vulnerable 10 psychic, cannot be the target of healing powers, and cannot be affected by powers that grant a saving throw (save ends all).	
TRIGGERED ACTIONS	
Forceful Submission • At-Will	
Trigger: An enemy the mind flayer can see succeeds on a saving throw.	
Effect (Immediate Interrupt): The triggering enemy makes the saving throw again with a -2 penalty.	
Skills Arcana +18, Bluff +16, Insight +15	
Str 12 (+9) Dex 12 (+9) Wis 14 (+10)	
Con 10 (+8) Int 20 (+13) Cha 17 (+11)	
Alignment chaotic evil	Languages Deep Speech, telepathy

MISSION 1.5: TYRANGAL'S RETURN? (AL 20)

Doppelganger Impresario	Level 22 Lurker
Medium natural humanoid (shapechanger)	XP 4150
HP 160; Bloodied 80	Initiative +22
AC 36, Fortitude 34, Reflex 35, Will 32	Perception +14
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); +27 vs. AC	
Hit: 3d4 + 9 damage.	
M Assassin's Strike (necrotic, weapon) • Recharge when the doppelganger uses <i>vanish</i>	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 3d4 + 9 damage plus 4d12 + 20 necrotic damage.	
Miss: 3d12 + 15 necrotic damage.	
Perfect Replica (illusion, polymorph) • At-Will	
Effect: Melee 1 (one Medium creature). The doppelganger takes on the form of the target and alters its clothing and gear to match those of the target. Until the end of the doppelganger's next turn, the target is immobilized and takes 5d8 extra damage from the doppelganger's dagger power. See also <i>replica switch</i> .	
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 <i>alter shape</i> 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 40 Insight check to discern that the form is a disguise.	
TRIGGERED ACTIONS	
Replica Switch • At-Will	
Requirement: The doppelganger must be adjacent to an enemy affected by its <i>perfect replica</i> .	
Trigger: A melee or ranged attack from an enemy unaffected by the doppelganger's <i>perfect replica</i> targets the doppelganger.	
Effect (Opportunity Action): The doppelganger and the enemy affected by its <i>perfect replica</i> swap places, and the triggering attack instead targets the enemy affected by the doppelganger's <i>perfect replica</i> .	
Skills Bluff +22, Insight +19, Stealth +23	
Str 11 (+11)	Dex 25 (+18) Wis 16 (+14)
Con 22 (+17)	Int 13 (+12) Cha 23 (+17)
Alignment unaligned	Languages Common
Equipment dagger	

Doppelganger Rogue	Level 20 Skirmisher
Medium natural humanoid (shapechanger)	XP 2800
HP 182; Bloodied 91	Initiative +18
AC 34, Fortitude 32, Reflex 34, Will 33	Perception +16
Speed 6	
TRAITS	
Combat Advantage	
The doppelganger deals an extra 5d6 damage against any target it has combat advantage against.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d8 + 15 damage.	
MINOR ACTIONS	
M Shapeshifter Feint • At-Will	
Attack: Melee 1 (one creature); +23 vs. Reflex	
Effect: The doppelganger gains combat advantage against the target until the end of the doppelganger's next turn.	
Change Shape (illusion, polymorph) • At-Will	
Effect: The doppelganger alters its physical form to appear as a Medium humanoid until it uses <i>alter shape</i> 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 37 Insight check to discern that the form is a disguise.	
Skills Bluff +19, Insight +16, Stealth +21	
Str 16 (+13)	Dex 22 (+16) Wis 13 (+10)
Con 14 (+12)	Int 10 (+10) Cha 18 (+12)
Alignment unaligned	Languages Common
Equipment longsword	

MISSION 1.5: TYRANGAL'S RETURN? (AL 20 CONTINUED)

Squamous Maw	Level 21 Elite Soldier
Large aberrant magical beast (dragon)	XP 6400
HP 392; Bloodied 196	Initiative +15
AC 37, Fortitude 35, Reflex 33, Will 34	Perception +17
Speed 6	All-around vision
Resist 15 psychic	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
○ Dreadful Cacophony (fear) • Aura 3	
Enemies within the aura that are taking ongoing psychic damage take a -2 penalty to attack rolls.	
All-Around Vision	
Enemies can't gain combat advantage by flanking the maw.	
Mad Hunger	
The maw gains a +2 bonus to attack rolls and a +5 bonus to damage rolls against any creature taking ongoing psychic damage.	
STANDARD ACTIONS	
m Bite (psychic) • At-Will	
Attack: Melee 2 (one creature); +26 vs. AC	
Hit: 4d6 + 10 damage, and ongoing 15 psychic damage (save ends).	
M Double Attack • At-Will	
Effect: The maw makes two bite attacks.	
C Breath Weapon (psychic) • Encounter	
Attack: Close blast 5 (enemies in blast); +24 vs. Reflex	
Hit: 3d8 + 9 psychic damage, and ongoing 20 psychic damage (save ends).	
Miss: Half damage.	
TRIGGERED ACTIONS	
Bloodied Breath (psychic) • Encounter	
Trigger: The maw is first bloodied.	
Effect (Free Action): Breath weapon recharges, and the maw uses it.	
Skills Intimidate +16	
Str 23 (+16) Dex 17 (+13) Wis 15 (+12)	
Con 20 (+15) Int 11 (+10) Cha 13 (+11)	
Alignment evil	Languages Draconic, Deep Speech

At Glory tier add:

Action Recovery
Whenever the maw ends its turn, any dazing, stunning, or dominating effect on it ends.

Plaguechanged Mind Flayer	Level 20 Controller (Leader)
Medium aberrant humanoid	XP 2800
HP 178; Bloodied 89	Initiative +11
AC 36, Fortitude 30, Reflex 34, Will 32	Perception +12
Speed 7	Darkvision
STANDARD ACTIONS	
m Tentacles • At-Will	
Requirement: The mind flayer must not have a creature grabbed.	
Attack: Melee 1 (one creature); +22 vs. Reflex. This attack automatically hits a dazed or stunned target.	
Hit: 3d8 + 15 damage, and the mind flayer grabs the target (escape DC 25).	
M Enthrall Brain (charm) • At-Will	
Attack: Melee 1 (one creature grabbed by the mind flayer); +22 vs. Fortitude	
Hit: 4d12 + 17 damage, and the target is dazed until it is no longer grabbed by the mind flayer.	
Special: If this attack drops the target below 1 hit point, the target stands up, regains hit points equal to its bloodied value, and is dominated until the mind flayer dies. At that point, the target drops to 0 hit points.	
R Whispers of Madness (psychic) • At-Will	
Attack: Ranged 5 (one creature); +22 vs. Will	
Hit: 3d8 + 15 psychic damage, and the target is slowed (save ends).	
C Psychotic Blast (charm, psychic) • Recharge when first bloodied	
Attack: Close blast 5 (enemies in the blast); +22 vs. Will	
Hit: 3d6 + 11 psychic damage, and the target makes a basic attack against its nearest ally as a free action.	
Miss: Half damage.	
MINOR ACTIONS	
C Your Friends Can't Help You Now • At-Will (1/round)	
Attack: Close burst 10 (one creature in the burst); +22 vs. Will	
Hit: The target gains vulnerable 15 psychic, cannot be the target of healing powers, and cannot be affected by powers that grant a saving throw (save ends all).	
TRIGGERED ACTIONS	
Forceful Submission • At-Will	
Trigger: An enemy the mind flayer can see succeeds on a saving throw.	
Effect (Immediate Interrupt): The triggering enemy makes the saving throw again with a -2 penalty.	
Skills Arcana +20, Bluff +18, Insight +17	
Str 12 (+11) Dex 12 (+11) Wis 14 (+12)	
Con 10 (+10) Int 20 (+15) Cha 17 (+13)	
Alignment chaotic evil	Languages Deep Speech, telepathy

MISSION 1.5: TYRANGAL'S RETURN? (BATTLE MAP)

POSTER MAP NEEDED

Shattered Keeps - 5



The PCs initially approach this small keep from the outside, using the road. The bridge and the doors are intact. A line of pilgrims stretches outside the keep, and you should place 12 tokens inside the bailey of the keep to represent the pilgrims (some of which are actually doppelganger rogues; choose which ones in advance but use identical tokens for all the pilgrims so the players don't know which is which without making Insight checks.)

“Tyrangal” (the doppelganger impresario) is standing at the top of the staircase giving her speech when the PCs enter. If they attack immediately, just go to initiative, but if they want to question her, she will allow it as long as they don't try to come up the staircase. If they try to come up the staircase she shouts for her followers to stop them, and the tokens intervene. The PCs will have to decide how willing they are to kill innocents (since any token that isn't a doppelganger rogue is a 1hp commoner with all defenses equal to the AL).

The mind flayer and the squamous maw are in the back room (the 6x4 room) waiting for the next batch of pilgrims to be brought back for the “ritual of protection” against the Spellplague. If there is a second maw, put it in the 4x4 tower at the lower right-hand corner of the map, since having both maws in the same room would be difficult.

MISSION 1.6: ZHENTIL KEEP

ENCOUNTER LEVEL = AL + 2

CREATURES

AL 12 (5000 XP):

- 2 Ghost Troll Renders (level 13)
- 5 Shadow Remnants (level 11 minions)
- 1 Death Knight Blackguard (level 12 elite)
- 1 Adherent of Shar (level 12 elite)

AL 14 (7200 XP):

- 2 Ghost Troll Renders (level 15)
- 5 Shadow Remnants (level 13 minions)
- 1 Death Knight Blackguard (level 14 elite)
- 1 Adherent of Shar (level 14 elite)

AL 16 (10,000 XP):

- 2 Ghost Troll Renders (level 17)
- 5 Shadow Remnants (level 15 minions)
- 1 Death Knight Blackguard (level 16 elite)
- 1 Adherent of Shar (level 16 elite)

AL 18 (14,400 XP):

- 2 Ghost Troll Renders (level 19)
- 5 Shadow Remnants (level 17 minions)
- 1 Death Knight Blackguard (level 18 elite)
- 1 Adherent of Shar (level 18 elite)

AL 20 (20,800 XP):

- 2 Ghost Troll Renders (level 21)
- 5 Shadow Remnants (level 21 minions)
- 1 Death Knight Blackguard (level 20 elite)
- 1 Adherent of Shar (level 20 elite)

SCALING THE ENCOUNTER

Four PCs: Remove a ghost troll render.

Six PCs: Add a third ghost troll render at the beginning of round 3.

TIERING THE ENCOUNTER

Aggressive: Increase the starting hit points of the adherent of Shar by 25%. Give the death knight a +2 bonus to attack rolls and a +5 bonus to damage. Add two shadow remnants per round at the end of Round 2, Round 3, and Round 4.

Glory: Add a second death knight blackguard at the beginning of round 3. Treat all the shadow remnants as if they always have one level of *obliteration empowerment* active (which can still be further increased by remnants using the power on each other). Add three shadow remnants per round at the end of Round 2, Round 3, and Round 4; add two per round for every round

thereafter until both the death knight and the adherent have been defeated.

OBJECTIVE

A ley line exists at the site of the temple to Shar visited by the PCs during the very first LFR Special. They must go there and stop a ritual caster from claiming the power of the nexus for the Shadow Weave. The adherent of Shar is trying to prove herself worthy of becoming one of Shar's Chosen and has raised a number of undead allies from the army that the PCs fought during the original adventure (including a ghost troll, a death knight, and a number of shadows).

RITUAL ACTIONS

The adherent of Shar can take a "ritual action" as a minor action each round (as detailed in her stat block). She has the following options:

- Slide one target up to 5 squares
- Inflict ongoing damage equal to the AL (save ends) on one target
- End one effect that a save can end (on herself or one of her allies)
- Grant one of her allies a free action to immediately make a basic attack
- Give herself or one of her allies a +5 bonus on its next attack roll, or a damage bonus on its next attack equal to the AL (in either case, the bonus applies to the next roll made before the end of the target's next turn)
- Give one enemy a -5 penalty on its next attack roll, or a penalty on its next damage roll equal to the AL (in either case, on its next attack or damage roll before the end of its next turn)

The ritual ends when the adherent is reduced to 0 hit points. As a standard action (Moderate DC) or a move action (Hard DC), a PC within 5 squares of the altar can make a Religion check to deny the adherent the ability to use a ritual action on her next turn. Multiple successes by more than one character don't wipe out future turns, but once the party as a whole achieves a total number of successes equal to the number of PCs, the ritual is shut down and the adherent loses the ability to take ritual actions for the rest of the encounter.

Important Note: This encounter is nearly impossible if the PCs do not have a way to negate the ghost trolls' insubstantial quality. If the PCs are struggling, give them a "get a clue" check to realize that the adherent is the only enemy who can perform the ritual, so if the PCs kill her, they can safely escape and still succeed.

MISSION 1.6: ZHENTIL KEEP (AL 12)

Ghost Troll Render	Level 13 Brute
Large natural humanoid (undead)	XP 800
HP 161; Bloodied 80	Initiative +10
AC 25, Fortitude 27, Reflex 24, Will 23	Perception +14
Speed fly 7 (hover); phasing	
Immune disease, poison	
TRAITS	
Insubstantial	
The ghost troll takes half damage from all attacks, except those that deal force damage. When it takes acid, fire, or radiant damage, it loses this trait until the start of its next turn.	
STANDARD ACTIONS	
m Spirit Claw • At-Will	
Attack: Melee 2 (one creature); +16 vs. Reflex	
Hit: 3d8 + 14 damage.	
M Terror Strike (psychic) • Recharge if the power misses	
Attack: Melee 2 (one bloodied creature); +16 vs. Will	
Hit: 4d6 + 18 psychic damage, and the target is slowed (save ends).	
First Failed Saving Throw: The target is knocked unconscious instead of slowed (save ends). If the target takes damage, the effect also ends.	
Str 24 (+13) Dex 18 (+10) Wis 16 (+9)	
Con 21 (+11) Int 5 (+3) Cha 11 (+6)	
Alignment chaotic evil	Languages Giant

At Glory tier, Terror Strike changes to “Recharge if the power misses and when first bloodied.”

Shadow Remnant	Level 11 Minion Artillery
Medium natural humanoid (undead)	XP 150
HP 1; a missed attack roll never damages a minion.	Initiative +7
AC 25, Fortitude 22, Reflex 26, Will 25	Perception +8
Speed 0, fly 6 (hover); phasing	Darkvision
Immune disease; Resist 20 necrotic, 20 poison	
TRAITS	
Insubstantial	
When the shadow remnant is hit by an attack, it is not destroyed if the attack roll was an odd number, unless the attack deals force or radiant damage. If the attack roll was an even number, the remnant is destroyed regardless of the type of damage dealt.	
STANDARD ACTIONS	
m Shadow Touch (necrotic) • At-Will	
Attack: Melee 1 (one creature); +14 vs. Fortitude	
Hit: 9 necrotic damage.	
r Shadow Ray (necrotic) • At-Will	
Attack: Ranged 20 (one creature); +16 vs. Fortitude	
Hit: 11 necrotic damage.	
A Orb of Obliteration (fire, necrotic) • At-Will	
Attack: Area burst 1 within 20 (enemies in the burst); +16 vs. Reflex	
Hit: 7 fire and necrotic damage.	
Miss: Half damage.	
Obliteration Empowerment • At-Will	
Effect: Ranged 5 (one lich remnant). The next time the target uses <i>orb of obliteration</i> before the end of its next turn, the size of the power's burst increases by 1, and the power deals 5 extra damage.	
Special: <i>Obliteration empowerment</i> stacks with other uses of <i>obliteration empowerment</i> .	
Str 9 (+4) Dex 14 (+7) Wis 17 (+8)	
Con 20 (+10) Int 28 (+14) Cha 26 (+13)	
Alignment evil	Languages --

MISSION 1.6: ZHENTIL KEEP (AL 12 CONTINUED)

Death Knight Blackguard	Level 12 Elite Skirmisher
Medium natural humanoid (undead)	XP 1400
HP 242; Bloodied 121	Initiative +14
AC 26, Fortitude 25, Reflex 23, Will 24	Perception +7
Speed 6	Darkvision
Immune disease, poison; Resist 15 necrotic	
Saving Throws +2; Action Points 1	
TRAITS	
○ Slayer of the Living (fear) • Aura 3	
Whenever an enemy ends its turn in the aura, the death knight slides that enemy up to 3 squares.	
STANDARD ACTIONS	
m Soulsword (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d6 damage plus 10 necrotic damage.	
Effect: The death knight shifts up to 2 squares.	
M Double Strike • At-Will	
Effect: The death knight uses soulsword twice, making each attack against a different enemy.	
M Overpowering Attack (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 4d6 damage plus 17 necrotic damage, and the death knight slides the target up to 2 squares.	
C Abyssal Burst (fire, necrotic) • Encounter	
Attack: Close burst 5 (enemies in the burst); +15 vs. Reflex	
Hit: 3d6 + 12 fire and necrotic damage.	
Miss: Half damage.	
MINOR ACTIONS	
C Chilling Glare (fear) • At-Will (1/round)	
Effect: Close burst 5 (one enemy in the burst). The target grants combat advantage until the end of the death knight's next turn.	
TRIGGERED ACTIONS	
Implacable • At-Will	
Trigger: The death knight becomes marked, slowed, immobilized, dazed, or stunned by an effect.	
Effect (Opportunity Action): The death knight makes a saving throw to end the triggering effect, even if the effect would not normally end on a save.	
Str 24 (+13)	Dex 22 (+12)
Con 17 (+9)	Int 14 (+8)
	Wis 13 (+7)
	Cha 20 (+11)
Alignment evil	
Languages Common	
Equipment soulsword, light shield, plate armor	

At Glory tier, Abyssal Burst is “Recharge when first bloodied.”

Adherent of Shar	Level 12 Elite Controller
Medium immortal humanoid, deva	XP 1400
HP 248; Bloodied 124	Initiative +12
AC 26, Fortitude 24, Reflex 24, Will 26	Perception +15
Speed 6, fly 8 (hover)	Low-light vision
Resist 10 necrotic, 10 radiant	
TRAITS	
Deva's Fall	
While the adherent is bloodied, she loses her resistance to radiant damage.	
STANDARD ACTIONS	
m Astral Staff (necrotic, radiant, weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d6 + 5 radiant damage, or 3d6 + 15 necrotic and radiant damage while the adherent is bloodied. In addition, the adherent pushes the target up to 2 squares.	
r Bolt of Light (necrotic, radiant) • At-Will	
Attack: Ranged 20 (one creature); +15 vs. Reflex	
Hit: 3d6 + 5 radiant damage, or 3d6 + 15 necrotic and radiant damage while the adherent is bloodied. In addition, the target is slowed until the end of the adherent's next turn. If the target was already slowed, it is instead immobilized until the end of the adherent's next turn.	
C Astral Hurricane (necrotic, radiant) • Recharge when first bloodied	
Attack: Close blast 5 (enemies in the blast); +15 vs. Fortitude	
Hit: 2d8 + 5 radiant damage, or 2d8 + 15 radiant and necrotic damage while the adherent is bloodied. In addition, the adherent slides the target up to 3 squares and knocks it prone.	
Miss: Half damage, and the adherent slides the target up to 2 squares.	
MINOR ACTIONS	
Shadow Wings (illusion, zone) • At-Will (1/round)	
Effect: Area burst 1 within 10. The burst creates a zone that lasts until the end of the encounter or until the adherent uses this power again. Enemies in the zone cannot see outside the zone, and enemies outside the zone cannot see into it.	
Shadow Weave Ritual • At-Will (1/round)	
Effect: The adherent takes one of her available ritual actions.	
TRIGGERED ACTIONS	
Resonant Memory • Recharge when first bloodied	
Trigger: The adherent makes an attack roll, saving throw, or ability check and dislikes the result.	
Effect: Add 1d6 to the triggering roll.	
C Swallowed in Darkness (necrotic, radiant) • Encounter	
Trigger: The adherent drops to 0 hit points	
Attack (No Action): Close burst 3 (enemies in the burst); +15 vs. Reflex	
Hit: 2d8 + 16 necrotic and radiant damage, and the target is dazed until the end of its next turn.	
Effect: The adherent is destroyed, and each creature in the burst is pulled up to 3 squares toward the square the adherent occupied when she was destroyed.	
Skills Arcana +18, Insight +20, Religion +18	
Str 18 (+10)	Dex 23 (+12)
Con 20 (+11)	Int 25 (+13)
	Wis 28 (+15)
	Cha 24 (+13)
Alignment evil	
Languages Common, Supernal	
Equipment robes, cloth armor, staff implement	

MISSION 1.6: ZHENTIL KEEP (AL 14)

Ghost Troll Render	Level 15 Brute
Large natural humanoid (undead)	XP 1200
HP 181; Bloodied 90	Initiative +11
AC 27, Fortitude 29, Reflex 26, Will 25	Perception +15
Speed fly 7 (hover); phasing	
Immune disease, poison	
TRAITS	
Insubstantial	
The ghost troll takes half damage from all attacks, except those that deal force damage. When it takes acid, fire, or radiant damage, it loses this trait until the start of its next turn.	
STANDARD ACTIONS	
m Spirit Claw • At-Will	
Attack: Melee 2 (one creature); +18 vs. Reflex	
Hit: 4d6 + 15 damage.	
M Terror Strike (psychic) • Recharge if the power misses	
Attack: Melee 2 (one bloodied creature); +18 vs. Will	
Hit: 4d8 + 17 psychic damage, and the target is slowed (save ends).	
First Failed Saving Throw: The target is knocked unconscious instead of slowed (save ends). If the target takes damage, the effect also ends.	
Str 24 (+14)	Dex 18 (+11)
Con 21 (+12)	Int 5 (+4)
	Wis 16 (+10)
	Cha 11 (+7)
Alignment chaotic evil	Languages Giant

At Glory tier, Terror Strike changes to “Recharge if the power misses and when first bloodied.”

Shadow Remnant	Level 13 Minion Artillery
Medium natural humanoid (undead)	XP 200
HP 1; a missed attack roll never damages a minion.	Initiative +8
AC 27, Fortitude 24, Reflex 28, Will 27	Perception +9
Speed 0, fly 6 (hover); phasing	Darkvision
Immune disease; Resist 20 necrotic, 20 poison	
TRAITS	
Insubstantial	
When the shadow remnant is hit by an attack, it is not destroyed if the attack roll was an odd number, unless the attack deals force or radiant damage. If the attack roll was an even number, the remnant is destroyed regardless of the type of damage dealt.	
STANDARD ACTIONS	
m Shadow Touch (necrotic) • At-Will	
Attack: Melee 1 (one creature); +16 vs. Fortitude	
Hit: 10 necrotic damage.	
r Shadow Ray (necrotic) • At-Will	
Attack: Ranged 20 (one creature); +18 vs. Fortitude	
Hit: 12 necrotic damage.	
A Orb of Obliteration (fire, necrotic) • At-Will	
Attack: Area burst 1 within 20 (enemies in the burst); +18 vs. Reflex	
Hit: 8 fire and necrotic damage.	
Miss: Half damage.	
Obliteration Empowerment • At-Will	
Effect: Ranged 5 (one lich remnant). The next time the target uses <i>orb of obliteration</i> before the end of its next turn, the size of the power's burst increases by 1, and the power deals 5 extra damage.	
Special: <i>Obliteration empowerment</i> stacks with other uses of <i>obliteration empowerment</i> .	
Str 9 (+5)	Dex 14 (+8)
Con 20 (+11)	Int 28 (+15)
	Wis 17 (+9)
	Cha 26 (+14)
Alignment evil	Languages --

MISSION 1.6: ZHENTIL KEEP (AL 14 CONTINUED)

Death Knight Blackguard	Level 14 Elite Skirmisher
Medium natural humanoid (undead)	XP 2000
HP 274; Bloodied 137	Initiative +15
AC 28, Fortitude 27, Reflex 25, Will 26	Perception +8
Speed 6	Darkvision
Immune disease, poison; Resist 15 necrotic	
Saving Throws +2; Action Points 1	
TRAITS	
○ Slayer of the Living (fear) • Aura 3	
Whenever an enemy ends its turn in the aura, the death knight slides that enemy up to 3 squares.	
STANDARD ACTIONS	
m Soulsword (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d6 damage plus 12 necrotic damage.	
Effect: The death knight shifts up to 2 squares.	
M Double Strike • At-Will	
Effect: The death knight uses soulsword twice, making each attack against a different enemy.	
M Overpowering Attack (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 4d8 damage plus 16 necrotic damage, and the death knight slides the target up to 2 squares.	
C Abyssal Burst (fire, necrotic) • Encounter	
Attack: Close burst 5 (enemies in the burst); +17 vs. Reflex	
Hit: 3d8 + 12 fire and necrotic damage.	
Miss: Half damage.	
MINOR ACTIONS	
C Chilling Glare (fear) • At-Will (1/round)	
Effect: Close burst 5 (one enemy in the burst). The target grants combat advantage until the end of the death knight's next turn.	
TRIGGERED ACTIONS	
Implacable • At-Will	
Trigger: The death knight becomes marked, slowed, immobilized, dazed, or stunned by an effect.	
Effect (Opportunity Action): The death knight makes a saving throw to end the triggering effect, even if the effect would not normally end on a save.	
Str 24 (+14)	Dex 22 (+13)
Con 17 (+10)	Int 14 (+9)
	Wis 13 (+8)
	Cha 20 (+12)
Alignment evil	
Languages Common	
Equipment soulsword, light shield, plate armor	

At Glory tier, Abyssal Burst is “Recharge when first bloodied.”

Adherent of Shar	Level 14 Elite Controller
Medium immortal humanoid, deva	XP 2000
HP 280; Bloodied 140	Initiative +13
AC 28, Fortitude 26, Reflex 26, Will 28	Perception +16
Speed 6, fly 8 (hover)	Low-light vision
Resist 10 necrotic, 10 radiant	
TRAITS	
Deva's Fall	
While the adherent is bloodied, she loses her resistance to radiant damage.	
STANDARD ACTIONS	
m Astral Staff (necrotic, radiant, weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d6 + 7 radiant damage, or 3d6 + 17 necrotic and radiant damage while the adherent is bloodied. In addition, the adherent pushes the target up to 2 squares.	
r Bolt of Light (necrotic, radiant) • At-Will	
Attack: Ranged 20 (one creature); +17 vs. Reflex	
Hit: 3d6 + 7 radiant damage, or 3d6 + 17 necrotic and radiant damage while the adherent is bloodied. In addition, the target is slowed until the end of the adherent's next turn. If the target was already slowed, it is instead immobilized until the end of the adherent's next turn.	
C Astral Hurricane (necrotic, radiant) • Recharge when first bloodied	
Attack: Close blast 5 (enemies in the blast); +17 vs. Fortitude	
Hit: 2d8 + 7 radiant damage, or 2d8 + 17 radiant and necrotic damage while the adherent is bloodied. In addition, the adherent slides the target up to 3 squares and knocks it prone.	
Miss: Half damage, and the adherent slides the target up to 2 squares.	
MINOR ACTIONS	
Shadow Wings (illusion, zone) • At-Will (1/round)	
Effect: Area burst 1 within 10. The burst creates a zone that lasts until the end of the encounter or until the adherent uses this power again. Enemies in the zone cannot see outside the zone, and enemies outside the zone cannot see into it.	
Shadow Weave Ritual • At-Will (1/round)	
Effect: The adherent takes one of her available ritual actions.	
TRIGGERED ACTIONS	
Resonant Memory • Recharge when first bloodied	
Trigger: The adherent makes an attack roll, saving throw, or ability check and dislikes the result.	
Effect: Add 1d6 to the triggering roll.	
C Swallowed in Darkness (necrotic, radiant) • Encounter	
Trigger: The adherent drops to 0 hit points	
Attack (No Action): Close burst 3 (enemies in the burst); +17 vs. Reflex	
Hit: 2d8 + 17 necrotic and radiant damage, and the target is dazed until the end of its next turn.	
Effect: The adherent is destroyed, and each creature in the burst is pulled up to 3 squares toward the square the adherent occupied when she was destroyed.	
Skills Arcana +19, Insight +21, Religion +19	
Str 18 (+11)	Dex 23 (+13)
Con 20 (+12)	Int 25 (+14)
	Wis 28 (+16)
	Cha 24 (+14)
Alignment evil	
Languages Common, Supernal	
Equipment robes, cloth armor, staff implement	

MISSION 1.6: ZHENTIL KEEP (AL 16)

Ghost Troll Render	Level 17 Brute
Large natural humanoid (undead)	XP 1600
HP 201; Bloodied 100	Initiative +12
AC 29, Fortitude 31, Reflex 28, Will 27	Perception +16
Speed fly 7 (hover); phasing	
Immune disease, poison	
TRAITS	
Insubstantial	
The ghost troll takes half damage from all attacks, except those that deal force damage. When it takes acid, fire, or radiant damage, it loses this trait until the start of its next turn.	
STANDARD ACTIONS	
m Spirit Claw • At-Will	
Attack: Melee 2 (one creature); +20 vs. Reflex	
Hit: 4d6 + 18 damage.	
M Terror Strike (psychic) • Recharge if the power misses	
Attack: Melee 2 (one bloodied creature); +20 vs. Will	
Hit: 4d8 + 20 psychic damage, and the target is slowed (save ends).	
First Failed Saving Throw: The target is knocked unconscious instead of slowed (save ends). If the target takes damage, the effect also ends.	
Str 24 (+15) Dex 18 (+12) Wis 16 (+11)	
Con 21 (+13) Int 5 (+5) Cha 11 (+8)	
Alignment chaotic evil Languages Giant	

At Glory tier, Terror Strike changes to “Recharge if the power misses and when first bloodied.”

Shadow Remnant	Level 15 Minion Artillery
Medium natural humanoid (undead)	XP 300
HP 1; a missed attack roll never damages a minion.	Initiative +9
AC 29, Fortitude 26, Reflex 30, Will 29	Perception +10
Speed 0, fly 6 (hover); phasing	Darkvision
Immune disease; Resist 20 necrotic, 20 poison	
TRAITS	
Insubstantial	
When the shadow remnant is hit by an attack, it is not destroyed if the attack roll was an odd number, unless the attack deals force or radiant damage. If the attack roll was an even number, the remnant is destroyed regardless of the type of damage dealt.	
STANDARD ACTIONS	
m Shadow Touch (necrotic) • At-Will	
Attack: Melee 1 (one creature); +18 vs. Fortitude	
Hit: 11 necrotic damage.	
r Shadow Ray (necrotic) • At-Will	
Attack: Ranged 20 (one creature); +20 vs. Fortitude	
Hit: 14 necrotic damage.	
A Orb of Obliteration (fire, necrotic) • At-Will	
Attack: Area burst 1 within 20 (enemies in the burst); +20 vs. Reflex	
Hit: 10 fire and necrotic damage.	
Miss: Half damage.	
Obliteration Empowerment • At-Will	
Effect: Ranged 5 (one lich remnant). The next time the target uses <i>orb of obliteration</i> before the end of its next turn, the size of the power's burst increases by 1, and the power deals 5 extra damage.	
Special: Obliteration empowerment stacks with other uses of obliteration empowerment.	
Str 9 (+6) Dex 14 (+9) Wis 17 (+10)	
Con 20 (+12) Int 28 (+16) Cha 26 (+15)	
Alignment evil Languages --	

MISSION 1.6: ZHENTIL KEEP (AL 16 CONTINUED)

Death Knight Blackguard	Level 16 Elite Skirmisher
Medium natural humanoid (undead)	XP 2800
HP 306; Bloodied 153	Initiative +16
AC 30, Fortitude 29, Reflex 27, Will 28	Perception +9
Speed 6	Darkvision
Immune disease, poison; Resist 15 necrotic	
Saving Throws +2; Action Points 1	
TRAITS	
○ Slayer of the Living (fear) • Aura 3	
Whenever an enemy ends its turn in the aura, the death knight slides that enemy up to 3 squares.	
STANDARD ACTIONS	
m Soulsword (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d8 damage plus 11 necrotic damage.	
Effect: The death knight shifts up to 2 squares.	
M Double Strike • At-Will	
Effect: The death knight uses soulsword twice, making each attack against a different enemy.	
M Overpowering Attack (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 4d8 damage plus 19 necrotic damage, and the death knight slides the target up to 2 squares.	
C Abyssal Burst (fire, necrotic) • Encounter	
Attack: Close burst 5 (enemies in the burst); +19 vs. Reflex	
Hit: 3d8 + 14 fire and necrotic damage.	
Miss: Half damage.	
MINOR ACTIONS	
C Chilling Glare (fear) • At-Will (1/round)	
Effect: Close burst 5 (one enemy in the burst). The target grants combat advantage until the end of the death knight's next turn.	
TRIGGERED ACTIONS	
Implacable • At-Will	
Trigger: The death knight becomes marked, slowed, immobilized, dazed, or stunned by an effect.	
Effect (Opportunity Action): The death knight makes a saving throw to end the triggering effect, even if the effect would not normally end on a save.	
Str 24 (+15)	Dex 22 (+14)
Con 17 (+11)	Int 14 (+10)
	Wis 13 (+9)
	Cha 20 (+13)
Alignment evil	Languages Common
Equipment soulsword, light shield, plate armor	

At Glory tier, Abyssal Burst is “Recharge when first bloodied.”

Adherent of Shar	Level 16 Elite Controller
Medium immortal humanoid, deva	XP 2800
HP 312; Bloodied 156	Initiative +14
AC 30, Fortitude 28, Reflex 28, Will 30	Perception +17
Speed 6, fly 8 (hover)	Low-light vision
Resist 10 necrotic, 10 radiant	
TRAITS	
Deva's Fall	
While the adherent is bloodied, she loses her resistance to radiant damage.	
STANDARD ACTIONS	
m Astral Staff (necrotic, radiant, weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d8 + 7 radiant damage, or 3d8 + 17 necrotic and radiant damage while the adherent is bloodied. In addition, the adherent pushes the target up to 2 squares.	
r Bolt of Light (necrotic, radiant) • At-Will	
Attack: Ranged 20 (one creature); +19 vs. Reflex	
Hit: 3d8 + 7 radiant damage, or 3d8 + 17 necrotic and radiant damage while the adherent is bloodied. In addition, the target is slowed until the end of the adherent's next turn. If the target was already slowed, it is instead immobilized until the end of the adherent's next turn.	
C Astral Hurricane (necrotic, radiant) • Recharge when first bloodied	
Attack: Close blast 5 (enemies in the blast); +19 vs. Fortitude	
Hit: 3d6 + 8 radiant damage, or 3d6 + 18 radiant and necrotic damage while the adherent is bloodied. In addition, the adherent slides the target up to 3 squares and knocks it prone.	
Miss: Half damage, and the adherent slides the target up to 2 squares.	
MINOR ACTIONS	
Shadow Wings (illusion, zone) • At-Will (1/round)	
Effect: Area burst 1 within 10. The burst creates a zone that lasts until the end of the encounter or until the adherent uses this power again. Enemies in the zone cannot see outside the zone, and enemies outside the zone cannot see into it.	
Shadow Weave Ritual • At-Will (1/round)	
Effect: The adherent takes one of her available ritual actions.	
TRIGGERED ACTIONS	
Resonant Memory • Recharge when first bloodied	
Trigger: The adherent makes an attack roll, saving throw, or ability check and dislikes the result.	
Effect: Add 1d6 to the triggering roll.	
C Swallowed in Darkness (necrotic, radiant) • Encounter	
Trigger: The adherent drops to 0 hit points	
Attack (No Action): Close burst 3 (enemies in the burst); +19 vs. Reflex	
Hit: 3d6 + 18 necrotic and radiant damage, and the target is dazed until the end of its next turn.	
Effect: The adherent is destroyed, and each creature in the burst is pulled up to 3 squares toward the square the adherent occupied when she was destroyed.	
Skills Arcana +20, Insight +22, Religion +20	
Str 18 (+12)	Dex 23 (+14)
Con 20 (+13)	Int 25 (+15)
	Wis 28 (+17)
	Cha 24 (+15)
Alignment evil	Languages Common, Supernal
Equipment robes, cloth armor, staff implement	

MISSION 1.6: ZHENTIL KEEP (AL 18)

Ghost Troll Render	Level 19 Brute
Large natural humanoid (undead)	XP 2400
HP 221; Bloodied 110	Initiative +13
AC 31, Fortitude 33, Reflex 30, Will 29	Perception +17
Speed fly 7 (hover); phasing	
Immune disease, poison	
TRAITS	
Insubstantial	
The ghost troll takes half damage from all attacks, except those that deal force damage. When it takes acid, fire, or radiant damage, it loses this trait until the start of its next turn.	
STANDARD ACTIONS	
m Spirit Claw • At-Will	
Attack: Melee 2 (one creature); +22 vs. Reflex	
Hit: 4d8 + 16 damage.	
M Terror Strike (psychic) • Recharge if the power misses	
Attack: Melee 2 (one bloodied creature); +22 vs. Will	
Hit: 4d10 + 20 psychic damage, and the target is slowed (save ends).	
First Failed Saving Throw: The target is knocked unconscious instead of slowed (save ends). If the target takes damage, the effect also ends.	
Str 24 (+16)	Dex 18 (+13) Wis 16 (+12)
Con 21 (+14)	Int 5 (+6) Cha 11 (+9)
Alignment chaotic evil	Languages Giant

At Glory tier, Terror Strike changes to “Recharge if the power misses and when first bloodied.”

Shadow Remnant	Level 17 Minion Artillery
Medium natural humanoid (undead)	XP 400
HP 1; a missed attack roll never damages a minion.	Initiative +10
AC 31, Fortitude 28, Reflex 32, Will 31	Perception +11
Speed 0, fly 6 (hover); phasing	Darkvision
Immune disease; Resist 20 necrotic, 20 poison	
TRAITS	
Insubstantial	
When the shadow remnant is hit by an attack, it is not destroyed if the attack roll was an odd number, unless the attack deals force or radiant damage. If the attack roll was an even number, the remnant is destroyed regardless of the type of damage dealt.	
STANDARD ACTIONS	
m Shadow Touch (necrotic) • At-Will	
Attack: Melee 1 (one creature); +20 vs. Fortitude	
Hit: 12 necrotic damage.	
r Shadow Ray (necrotic) • At-Will	
Attack: Ranged 20 (one creature); +22 vs. Fortitude	
Hit: 15 necrotic damage.	
A Orb of Obliteration (fire, necrotic) • At-Will	
Attack: Area burst 1 within 20 (enemies in the burst); +22 vs. Reflex	
Hit: 12 fire and necrotic damage.	
Miss: Half damage.	
Obliteration Empowerment • At-Will	
Effect: Ranged 5 (one lich remnant). The next time the target uses <i>orb of obliteration</i> before the end of its next turn, the size of the power's burst increases by 1, and the power deals 5 extra damage.	
Special: <i>Obliteration empowerment</i> stacks with other uses of <i>obliteration empowerment</i> .	
Str 9 (+7)	Dex 14 (+10) Wis 17 (+11)
Con 20 (+13)	Int 28 (+17) Cha 26 (+16)
Alignment evil	Languages --

MISSION 1.6: ZHENTIL KEEP (AL 18 CONTINUED)

Death Knight Blackguard		Level 18 Elite Skirmisher
Medium natural humanoid (undead)		XP 4000
HP 338; Bloodied 169		Initiative +17
AC 32, Fortitude 31, Reflex 29, Will 30		Perception +10
Speed 6		Darkvision
Immune disease, poison; Resist 15 necrotic		
Saving Throws +2; Action Points 1		
TRAITS		
O Slayer of the Living (fear) • Aura 3		
Whenever an enemy ends its turn in the aura, the death knight slides that enemy up to 3 squares.		
STANDARD ACTIONS		
m Soulsword (necrotic, weapon) • At-Will		
Attack: Melee 1 (one creature); +23 vs. AC		
Hit: 3d8 damage plus 13 necrotic damage.		
Effect: The death knight shifts up to 2 squares.		
M Double Strike • At-Will		
Effect: The death knight uses soulsword twice, making each attack against a different enemy.		
M Overpowering Attack (necrotic, weapon) • At-Will		
Attack: Melee 1 (one creature); +23 vs. AC		
Hit: 4d10 damage plus 18 necrotic damage, and the death knight slides the target up to 2 squares.		
C Abyssal Burst (fire, necrotic) • Encounter		
Attack: Close burst 5 (enemies in the burst); +21 vs. Reflex		
Hit: 4d6 + 15 fire and necrotic damage.		
Miss: Half damage.		
MINOR ACTIONS		
C Chilling Glare (fear) • At-Will (1/round)		
Effect: Close burst 5 (one enemy in the burst). The target grants combat advantage until the end of the death knight's next turn.		
TRIGGERED ACTIONS		
Im placable • At-Will		
Trigger: The death knight becomes marked, slowed, immobilized, dazed, or stunned by an effect.		
Effect (Opportunity Action): The death knight makes a saving throw to end the triggering effect, even if the effect would not normally end on a save.		
Str 24 (+16)	Dex 22 (+15)	Wis 13 (+10)
Con 17 (+12)	Int 14 (+11)	Cha 20 (+14)
Alignment evil		Languages Common
Equipment soulsword, light shield, plate armor		

At Glory tier, Abyssal Burst is “Recharge when first bloodied.”

Adherent of Shar		Level 18 Elite Controller
Medium immortal humanoid, deva		XP 4000
HP 344; Bloodied 172		Initiative +15
AC 32, Fortitude 30, Reflex 30, Will 32		Perception +18
Speed 6, fly 8 (hover)		Low-light vision
Resist 15 necrotic, 15 radiant		
TRAITS		
Deva's Fall		
While the adherent is bloodied, she loses her resistance to radiant damage.		
STANDARD ACTIONS		
m Astral Staff (necrotic, radiant, weapon) • At-Will		
Attack: Melee 1 (one creature); +23 vs. AC		
Hit: 3d8 + 9 radiant damage, or 3d8 + 24 necrotic and radiant damage while the adherent is bloodied. In addition, the adherent pushes the target up to 2 squares.		
r Bolt of Light (necrotic, radiant) • At-Will		
Attack: Ranged 20 (one creature); +21 vs. Reflex		
Hit: 3d8 + 9 radiant damage, or 3d8 + 24 necrotic and radiant damage while the adherent is bloodied. In addition, the target is slowed until the end of the adherent's next turn. If the target was already slowed, it is instead immobilized until the end of the adherent's next turn.		
C Astral Hurricane (necrotic, radiant) • Recharge when first bloodied		
Attack: Close blast 5 (enemies in the blast); +21 vs. Fortitude		
Hit: 3d6 + 10 radiant damage, or 3d6 + 25 radiant and necrotic damage while the adherent is bloodied. In addition, the adherent slides the target up to 3 squares and knocks it prone.		
Miss: Half damage, and the adherent slides the target up to 2 squares.		
MINOR ACTIONS		
Shadow Wings (illusion, zone) • At-Will (1/round)		
Effect: Area burst 1 within 10. The burst creates a zone that lasts until the end of the encounter or until the adherent uses this power again. Enemies in the zone cannot see outside the zone, and enemies outside the zone cannot see into it.		
Shadow Weave Ritual • At-Will (1/round)		
Effect: The adherent takes one of her available ritual actions.		
TRIGGERED ACTIONS		
Resonant Memory • Recharge when first bloodied		
Trigger: The adherent makes an attack roll, saving throw, or ability check and dislikes the result.		
Effect: Add 1d6 to the triggering roll.		
C Swallowed in Darkness (necrotic, radiant) • Encounter		
Trigger: The adherent drops to 0 hit points		
Attack (No Action): Close burst 3 (enemies in the burst); +21 vs. Reflex		
Hit: 3d6 + 20 necrotic and radiant damage, and the target is dazed until the end of its next turn.		
Effect: The adherent is destroyed, and each creature in the burst is pulled up to 3 squares toward the square the adherent occupied when she was destroyed.		
Skills Arcana +21, Insight +23, Religion +21		
Str 18 (+13)	Dex 23 (+15)	Wis 28 (+18)
Con 20 (+14)	Int 25 (+16)	Cha 24 (+16)
Alignment evil		Languages Common, Supernal
Equipment robes, cloth armor, staff implement		

MISSION 1.6: ZHENTIL KEEP (AL 20)

Ghost Troll Render	Level 21 Brute
Large natural humanoid (undead)	XP 3200
HP 241; Bloodied 120	Initiative +14
AC 33, Fortitude 35, Reflex 32, Will 31	Perception +18
Speed fly 7 (hover); phasing	
Immune disease, poison	
TRAITS	
Insubstantial	
The ghost troll takes half damage from all attacks, except those that deal force damage. When it takes acid, fire, or radiant damage, it loses this trait until the start of its next turn.	
STANDARD ACTIONS	
m Spirit Claw • At-Will	
Attack: Melee 2 (one creature); +24 vs. Reflex	
Hit: 4d8 + 18 damage.	
M Terror Strike (psychic) • Recharge if the power misses	
Attack: Melee 2 (one bloodied creature); +24 vs. Will	
Hit: 4d12 + 25 psychic damage, and the target is slowed (save ends).	
First Failed Saving Throw: The target is knocked unconscious instead of slowed (save ends). If the target takes damage, the effect also ends.	
Str 24 (+17)	Dex 18 (+14) Wis 16 (+13)
Con 21 (+15)	Int 5 (+7) Cha 11 (+10)
Alignment chaotic evil	Languages Giant

At Glory tier, Terror Strike changes to “Recharge if the power misses and when first bloodied.”

Shadow Remnant	Level 21 Minion Artillery
Medium natural humanoid (undead)	XP 800
HP 1; a missed attack roll never damages a minion.	Initiative +12
AC 35, Fortitude 32, Reflex 36, Will 35	Perception +13
Speed 0, fly 6 (hover); phasing	Darkvision
Immune disease; Resist 20 necrotic, 20 poison	
TRAITS	
Insubstantial	
When the shadow remnant is hit by an attack, it is not destroyed if the attack roll was an odd number, unless the attack deals force or radiant damage. If the attack roll was an even number, the remnant is destroyed regardless of the type of damage dealt.	
STANDARD ACTIONS	
m Shadow Touch (necrotic) • At-Will	
Attack: Melee 1 (one creature); +24 vs. Fortitude	
Hit: 14 necrotic damage.	
r Shadow Ray (necrotic) • At-Will	
Attack: Ranged 20 (one creature); +26 vs. Fortitude	
Hit: 17 necrotic damage.	
A Orb of Obliteration (fire, necrotic) • At-Will	
Attack: Area burst 1 within 20 (enemies in the burst); +26 vs. Reflex	
Hit: 15 fire and necrotic damage.	
Miss: Half damage.	
Obliteration Empowerment • At-Will	
Effect: Ranged 5 (one lich remnant). The next time the target uses <i>orb of obliteration</i> before the end of its next turn, the size of the power's burst increases by 1, and the power deals 5 extra damage.	
Special: <i>Obliteration empowerment</i> stacks with other uses of <i>obliteration empowerment</i> .	
Str 9 (+9)	Dex 14 (+12) Wis 17 (+13)
Con 20 (+15)	Int 28 (+19) Cha 26 (+18)
Alignment evil	Languages --

MISSION 1.6: ZHENTIL KEEP (AL 20 CONTINUED)

Death Knight Blackguard	Level 20 Elite Skirmisher
Medium natural humanoid (undead)	XP 5600
HP 370; Bloodied 185	Initiative +18
AC 34, Fortitude 33, Reflex 31, Will 32	Perception +11
Speed 6	Darkvision
Immune disease, poison; Resist 15 necrotic	
Saving Throws +2; Action Points 1	
TRAITS	
O Slayer of the Living (fear) • Aura 3	
Whenever an enemy ends its turn in the aura, the death knight slides that enemy up to 3 squares.	
STANDARD ACTIONS	
m Soulsword (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d8 damage plus 15 necrotic damage.	
Effect: The death knight shifts up to 2 squares.	
M Double Strike • At-Will	
Effect: The death knight uses soulsword twice, making each attack against a different enemy.	
M Overpowering Attack (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 4d12 damage plus 18 necrotic damage, and the death knight slides the target up to 2 squares.	
C Abyssal Burst (fire, necrotic) • Encounter	
Attack: Close burst 5 (enemies in the burst); +23 vs. Reflex	
Hit: 4d6 + 17 fire and necrotic damage.	
Miss: Half damage.	
MINOR ACTIONS	
C Chilling Glare (fear) • At-Will (1/round)	
Effect: Close burst 5 (one enemy in the burst). The target grants combat advantage until the end of the death knight's next turn.	
TRIGGERED ACTIONS	
Im placable • At-Will	
Trigger: The death knight becomes marked, slowed, immobilized, dazed, or stunned by an effect.	
Effect (Opportunity Action): The death knight makes a saving throw to end the triggering effect, even if the effect would not normally end on a save.	
Str 24 (+17)	Dex 22 (+16) Wis 13 (+11)
Con 17 (+13)	Int 14 (+12) Cha 20 (+15)
Alignment evil Languages Common	
Equipment soulsword, light shield, plate armor	

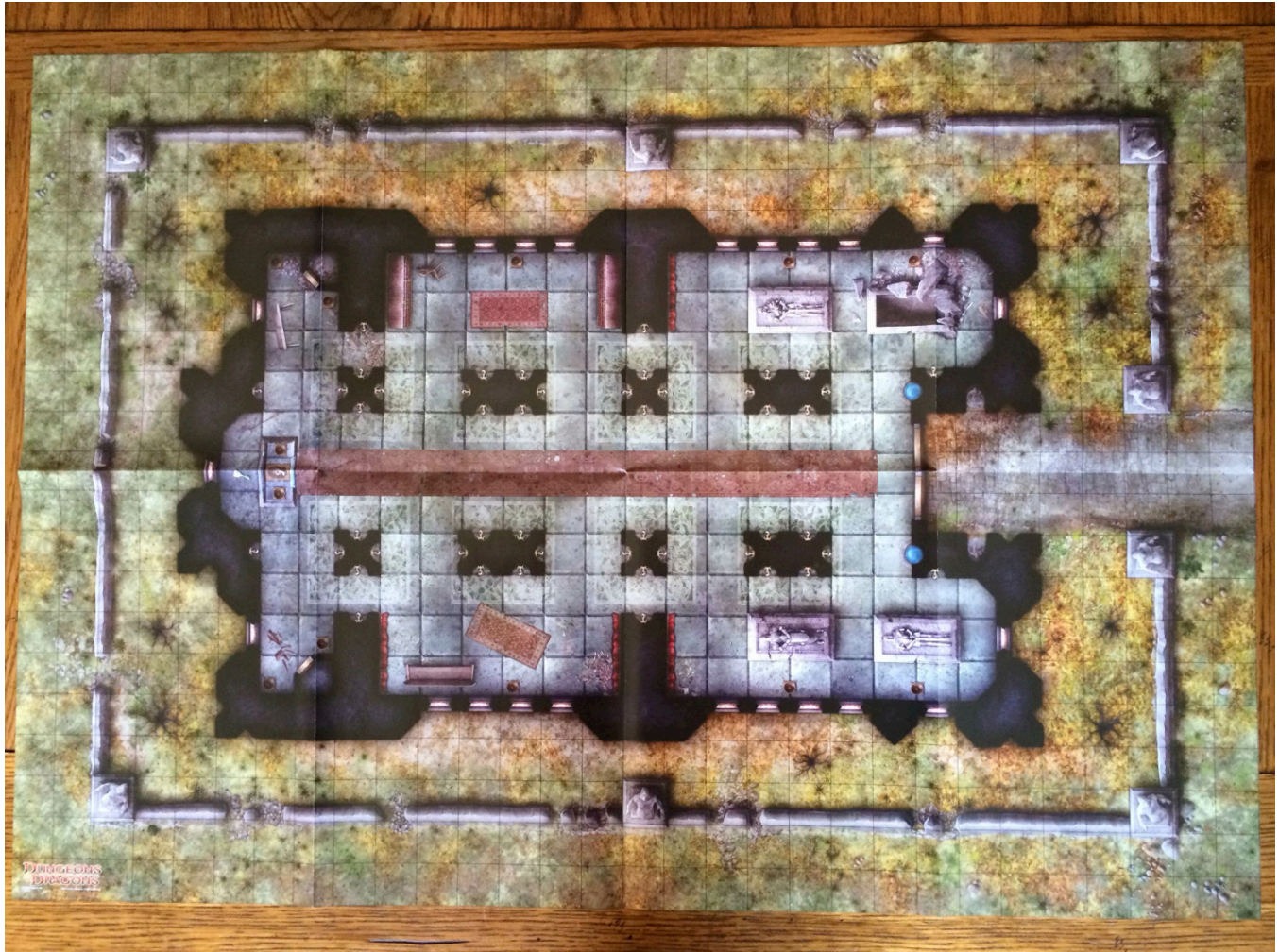
At Glory tier, Abyssal Burst is “Recharge when first bloodied.”

Adherent of Shar	Level 20 Elite Controller
Medium immortal humanoid, deva	XP 5600
HP 376; Bloodied 188	Initiative +16
AC 34, Fortitude 32, Reflex 32, Will 34	Perception +19
Speed 6, fly 8 (hover)	Low-light vision
Resist 15 necrotic, 15 radiant	
TRAITS	
Deva's Fall	
While the adherent is bloodied, she loses her resistance to radiant damage.	
STANDARD ACTIONS	
m Astral Staff (necrotic, radiant, weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d8 + 11 radiant damage, or 3d8 + 26 necrotic and radiant damage while the adherent is bloodied. In addition, the adherent pushes the target up to 2 squares.	
r Bolt of Light (necrotic, radiant) • At-Will	
Attack: Ranged 20 (one creature); +23 vs. Reflex	
Hit: 3d8 + 11 radiant damage, or 3d8 + 26 necrotic and radiant damage while the adherent is bloodied. In addition, the target is slowed until the end of the adherent's next turn. If the target was already slowed, it is instead immobilized until the end of the adherent's next turn.	
C Astral Hurricane (necrotic, radiant) • Recharge when first bloodied	
Attack: Close blast 5 (enemies in the blast); +23 vs. Fortitude	
Hit: 3d6 + 12 radiant damage, or 3d6 + 27 radiant and necrotic damage while the adherent is bloodied. In addition, the adherent slides the target up to 3 squares and knocks it prone.	
Miss: Half damage, and the adherent slides the target up to 2 squares.	
MINOR ACTIONS	
Shadow Wings (illusion, zone) • At-Will (1/round)	
Effect: Area burst 1 within 10. The burst creates a zone that lasts until the end of the encounter or until the adherent uses this power again. Enemies in the zone cannot see outside the zone, and enemies outside the zone cannot see into it.	
Shadow Weave Ritual • At-Will (1/round)	
Effect: The adherent takes one of her available ritual actions.	
TRIGGERED ACTIONS	
Resonant Memory • Recharge when first bloodied	
Trigger: The adherent makes an attack roll, saving throw, or ability check and dislikes the result.	
Effect: Add 1d6 to the triggering roll.	
C Swallowed in Darkness (necrotic, radiant) • Encounter	
Trigger: The adherent drops to 0 hit points	
Attack (No Action): Close burst 3 (enemies in the burst); +23 vs. Reflex	
Hit: 3d8 + 25 necrotic and radiant damage, and the target is dazed until the end of its next turn.	
Effect: The adherent is destroyed, and each creature in the burst is pulled up to 3 squares toward the square the adherent occupied when she was destroyed.	
Skills Arcana +22, Insight +24, Religion +22	
Str 18 (+14)	Dex 23 (+16) Wis 28 (+19)
Con 20 (+15)	Int 25 (+17) Cha 24 (+17)
Alignment evil Languages Common, Supernal	
Equipment robes, cloth armor, staff implement	

MISSION 1.6: ZHENTIL KEEP (BATTLE MAP)

POSTER MAP NEEDED

Haunted Temples - 1



The PCs can set up anywhere on the road leading up to the front doors of the temple (or anywhere else outside the stone fence, if they don't want to all set up on the road). Ignore any windows or arrow slits indicated on the map - the walls are solid, and enchanted so that it is not possible to teleport or phase through them. (The pillars inside the temple have no such restriction, however, so the ghost trolls can phase through them, which is important since there is otherwise not a lot of room inside the temple for Large creatures to maneuver.)

The adherent of Shar is at the back of the temple behind the altar where she is conducting the ritual. The death knight is protecting her, standing about 5 squares in front of the altar on the red carpet. The ghost trolls are on the sarcophagi (your choice which ones). The shadow fragments are scattered around the temple as you see fit.

When additional shadow fragments are added as reinforcements, they simply materialize in any unoccupied square of your choosing within the temple (they cannot appear outside the temple).

MISSION 1.7: A DEADLY WIND

ENCOUNTER LEVEL = AL + 2

CREATURES

AL 12 (5000 XP):

- 1 Living Cloudkill (level 13)
- 2 Ragewinds (level 12)
- 2 Mages of the Order (level 12)
- 2 Warped Mages of the Order (level 12)

AL 14 (7000 XP):

- 1 Living Cloudkill (level 14)
- 2 Ragewinds (level 14)
- 2 Mages of the Order (level 14)
- 2 Warped Mages of the Order (level 14)

AL 16 (10,000 XP):

- 1 Living Cloudkill (level 17)
- 2 Ragewinds (level 16)
- 2 Mages of the Order (level 16)
- 2 Warped Mages of the Order (level 16)

AL 18 (14,000 XP):

- 1 Living Cloudkill (level 18)
- 2 Ragewinds (level 18)
- 2 Mages of the Order (level 18)
- 2 Warped Mages of the Order (level 18)

AL 20 (20,800 XP):

- 1 Living Cloudkill (level 21)
- 2 Ragewinds (level 20)
- 2 Mages of the Order (level 20)
- 2 Warped Mages of the Order (level 21)

SCALING THE ENCOUNTER

Four PCs: Remove a ragewind.

Six PCs: Add a third ragewind at the beginning of round 3.

TIERING THE ENCOUNTER

Aggressive: Make the living cloudkill elite (double its hit points, +2 to saving throws, 1 action point, and it can use *slam* twice as a standard action).

Glory: Add a cadaver collector to the starting enemy forces (see extra stat block).

OBJECTIVE

This encounter is not initially available for the players to choose. Once a certain number of battlefield missions have been completed, the Order of Blue Fire unleashes a deadly weapon onto the battlefield, not caring whether it

kills Netherese or Cormyrean troops. A living cloudkill spell and several ragewinds begin slaughtering the low-level soldiers on the front lines, but the danger is greater to Cormyr, because if the living cloudkill gets into Suzail, it could wipe out a lot of the city's population quickly, even those who are hiding in their homes.

Several mages of the Order are directing the living spells, making them a likely first target for the PCs. When killed, their spellscars activate, transforming them into warped brutes capable of inflicting a great deal of damage.

Once it becomes available, this mission is only available for a fixed period of time (1 hour); the number of successes accumulated by all tables during that time determines the number of living cloudkill spells that ultimately make it into Suzail, reducing Cormyr's defense value.

SECONDARY OBJECTIVE: PROTECT THE SOLDIERS

When setting up this encounter, put eight tokens on the map inside the central "fence" area to represent the last few surviving members of the Cormyrian regular troops that were in this area when the living cloudkill and its allies showed up and started slaughtering them. These are the initial targets for the monsters; rather than worrying about stats, just say that the cloudkill automatically kills a soldier by entering its square, and the other monsters kill a soldier by spending a standard action to make a melee or basic attack against them (no die roll required).

At the end of every round, any surviving tokens move 5 squares toward the right edge of the map (trying to hide behind the PCs). On his or her turn, a PC can use a move action to make a social skill check against the Moderate DC to move one token 5 squares. If a token gets off the edge of the map from which the PCs entered (not the top or bottom edges) then that token survives. Each token in this encounter represents a certain percentage of the total Cormyrean army, so the more tokens the PCs save, the better the defenders will do in the final calculation of the battle for Suzail.

Once the PCs demonstrate that they are a threat, the mages command the other monsters to ignore the tokens and focus on the PCs instead, so it's possible that some of the soldiers might survive if the PCs try to save them.

MISSION 1.7: A DEADLY WIND (AL 12)

Ragewind	Level 12 Skirmisher
Large natural animate	XP 700
HP 124; Bloodied 62	Initiative +13
AC 26, Fortitude 25, Reflex 25, Will 23	Perception +12
Speed 10, fly 5	Blindsight 20
TRAITS	
○ Slashing Aura • Aura 1	
An enemy that ends its turn in the aura takes 10 damage, or 15 while the ragewind is bloodied.	
All-Around Defense	
The ragewind does not provoke opportunity attacks when it moves.	
Freedom of Movement	
Any immobilizing or slowing effects on the ragewind end at the start of its turn.	
STANDARD ACTIONS	
m Weapon Fury • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d6 + 10 damage. If the ragewind is bloodied, it gains 10 temporary hit points.	
M Rush of Blades • At-Will	
Effect: The ragewind shifts up to 5 squares and uses <i>weapon fury</i> once at any point during this movement.	
C Steel Whirlwind • Recharge when first bloodied	
Attack: Close burst 1, or close burst 2 if the ragewind is bloodied (enemies in the burst); +17 vs. AC	
Hit: 4d6 + 17 damage.	
Miss: Half damage.	
TRIGGERED ACTIONS	
C Death's Rage • Encounter	
Trigger: The ragewind dies.	
Attack (No Action): Close burst 5 (enemies in the burst); +15 vs. Will	
Hit: The target makes a basic attack against its nearest ally as a free action.	
Str 17 (+9)	Dex 20 (+11) Wis 13 (+7)
Con 20 (+11)	Int 13 (+7) Cha 17 (+9)
Alignment chaotic evil	Languages Common

Living Cloudkill	Level 13 Brute
Large aberrant animate	XP 800
HP 115; Bloodied 57	Initiative +11
AC 25, Fortitude 27, Reflex 25, Will 25	Perception +11
Speed 0, fly 5 (altitude limit 2)	Blindsight 20
Immune disease, poison; Resist insubstantial	
TRAITS	
Choking Miasma	
A creature that starts its turn within the living cloudkill's space takes 10 poison damage.	
Heavy Vapor	
Creatures within the living cloudkill's space are slowed, and it costs 2 squares of movement to move through 1 square occupied by the living cloudkill.	
Insubstantial	
The living cloudkill takes half damage from all damage sources.	
Mist Form	
The living cloudkill can move through openings of any size. It can also enter other creatures' spaces and end its turn there.	
STANDARD ACTIONS	
m Slam (poison) • At-Will	
Attack: Melee 1 (one creature); +15 vs. Fortitude	
Hit: 3d8 + 14 poison damage.	
MOVE ACTIONS	
Shifting Mists • At-Will	
Effect: The living cloudkill shifts up to its speed. If it moves through another creature's space during this movement, that creature takes 10 poison damage. A creature can take this damage no more than once per turn.	
Str 22 (+12)	Dex 20 (+11) Wis 20 (+11)
Con 24 (+13)	Int 5 (+3) Cha 11 (+6)
Alignment unaligned	Languages --

MISSION 1.7: A DEADLY WIND (AL 12 CONTINUED)

Mage of the Order	Level 12 Controller
Medium natural humanoid, human	XP 700
HP 116; Bloodied 58	Initiative +8
AC 26, Fortitude 22, Reflex 27, Will 24	Perception +9
Speed 6	
STANDARD ACTIONS	
m Quarterstaff (weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 2d8 + 3 damage.	
Effect: The mage can slide the target 1 square.	
r Empowered Magic Missile (force, implement) • At-Will	
Effect: Ranged 10 (one creature). The target takes 10 force damage, and the mage pushes the target up to 2 squares.	
C Noxious Blast (implement, poison) • At-Will	
Attack: Close blast 3 (creatures in the blast); +15 vs. Fortitude	
Hit: 3d6 + 6 poison damage and the target is slowed (save ends).	
A Cloying Flames (fire, implement) • Recharge when first bloodied	
Attack: Area burst 2 within 10 (creatures in the burst); +15 vs. Reflex	
Hit: 3d10 + 9 fire damage, and the target is immobilized and takes ongoing 5 fire damage (save ends both).	
Miss: Half damage.	
TRIGGERED ACTIONS	
Spellscar Transformation • Encounter	
Trigger: The mage drops to 0 hit points.	
Effect (No Action): The mage's spellscar activates. Tentacles erupt from his body, and he transforms into a Warped Mage of the Order. The warped mage has the same initiative count as the original creature and acts on that count. (If the mage died on its own turn, the warped mage takes its first turn immediately; if the mage died on another creature's turn, the warped mage takes its first turn as normal when its initiative count comes up, which may be in the next round.)	
Skills Arcana +17	
Str 10 (+6)	Dex 14 (+8) Wis 17 (+9)
Con 12 (+7)	Int 22 (+12) Cha 12 (+7)
Alignment evil	
Languages Common, Draconic	
Equipment quarterstaff	

Warped Mage of the Order	Level 12 Brute
Medium aberrant humanoid, human	XP 700
HP 153; Bloodied 76	Initiative +9
AC 24, Fortitude 24, Reflex 23, Will 22	Perception +9
Speed 6, climb 4	Blindsight 10
Resist 10 psychic	
STANDARD ACTIONS	
m Spellscar Tentacle • At-Will	
Attack: Melee 3 (one creature); +15 vs. Reflex	
Hit: 3d8 + 13 damage, and the target is grabbed (escape DC 20).	
Whenever a creature attempts to escape the grab and fails, that creature takes 10 damage.	
C Tentacle Lash • At-Will	
Attack: Close blast 3 (enemies in the blast); +15 vs. Reflex	
Hit: 2d8 + 10 damage, and the target falls prone.	
C Psychic Burst (psychic) • Encounter	
Attack: Close burst 2 (enemies in the burst); +15 vs. Will	
Hit: 3d6 + 3 psychic damage, and the target is dazed (save ends).	
Miss: Half damage.	
TRIGGERED ACTIONS	
C Arcane Release (cold, fire, lightning, thunder) • Encounter	
Trigger: The mage is stunned or drops to 0 hit points.	
Attack (No Action): Close burst 2 (creatures in the burst); +15 vs. Fortitude	
Hit: 2d10 + 10 cold, fire, lightning, and thunder damage.	
Miss: Half damage.	
Skills Arcana +16, Dungeoneering +14	
Str 20 (+11)	Dex 16 (+9) Wis 16 (+9)
Con 23 (+12)	Int 21 (+11) Cha 3 (+2)
Alignment evil	
Languages Common, Draconic	

MISSION 1.7: A DEADLY WIND (AL 12 CONTINUED)

Cadaver Collector		Level 11 Elite Soldier
Large natural animate (construct)		XP 1200
HP 232; Bloodied 116		Initiative +9
AC 27, Fortitude 25, Reflex 22, Will 22		Perception +12
Speed 8		Darkvision
Immune charm, disease, poison; Resist 10 lightning		
Saving Throws +2; Action Points 1		
TRAITS		
Rolling Corpses		
The cadaver collector gains a +2 bonus to attack rolls against slowed, immobilized, or restrained targets (including those it is grabbing).		
Thunder Shakes		
Whenever the cadaver collector takes thunder damage, it is slowed (save ends).		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 2 (one creature); +16 vs. AC		
Hit: 2d10 + 8 damage, and the target is grabbed (escape DC 20). The collector can grab no more than one Large creature or four Medium or smaller creatures at one time.		
M Double Slam • At-Will		
Effect: The cadaver collector uses slam twice.		
M Impale • At-Will		
Attack: Melee 1 (one creature grabbed by the collector); +14 vs. Reflex		
Hit: 4d10 + 16 damage, and the target is pulled into the collector's space and restrained (save ends). Until this effect ends, the target takes ongoing 10 damage. Also, when the collector moves, it pulls with it any creature restrained by it, and the creature remains in the collector's space. When a creature saves against this effect, it appears in an unoccupied space of its choice adjacent to the collector.		
M Trample • Encounter		
Effect: The collector moves up to its speed and can move through enemies' spaces during the move. Each time the collector enters an enemy's space for the first time during the move, it makes the following attack against that enemy.		
Attack: Melee 0 (enemy in the space); +14 vs. Reflex		
Hit: 3d12 + 8 damage, and the target is knocked prone.		
MINOR ACTIONS		
C Breath Weapon • Recharge 5 6		
Attack: Close blast 3 (creatures in the blast); +14 vs. Fortitude		
Hit: The target is immobilized (save ends).		
Str 10 (+7)	Dex 14 (+9)	Wis 17 (+10)
Con 12 (+8)	Int 22 (+13)	Cha 12 (+8)
Alignment unaligned		Languages Common

MISSION 1.7: A DEADLY WIND (AL 14)

Ragewind	Level 14 Skirmisher
Large natural animate	XP 1000
HP 140; Bloodied 70	Initiative +14
AC 28, Fortitude 27, Reflex 27, Will 25	Perception +13
Speed 10, fly 5	Blindsight 20
TRAITS	
○ Slashing Aura • Aura 1	
An enemy that ends its turn in the aura takes 10 damage, or 15 while the ragewind is bloodied.	
All-Around Defense	
The ragewind does not provoke opportunity attacks when it moves.	
Freedom of Movement	
Any immobilizing or slowing effects on the ragewind end at the start of its turn.	
STANDARD ACTIONS	
m Weapon Fury • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d6 + 12 damage. If the ragewind is bloodied, it gains 10 temporary hit points.	
M Rush of Blades • At-Will	
Effect: The ragewind shifts up to 5 squares and uses <i>weapon fury</i> once at any point during this movement.	
C Steel Whirlwind • Recharge when first bloodied	
Attack: Close burst 1, or close burst 2 if the ragewind is bloodied (enemies in the burst); +19 vs. AC	
Hit: 4d6 + 19 damage.	
Miss: Half damage.	
TRIGGERED ACTIONS	
C Death's Rage • Encounter	
Trigger: The ragewind dies.	
Attack (No Action): Close burst 5 (enemies in the burst); +17 vs. Will	
Hit: The target makes a basic attack against its nearest ally as a free action.	
Str 17 (+10)	Dex 20 (+12) Wis 13 (+8)
Con 20 (+12)	Int 13 (+8) Cha 17 (+10)
Alignment chaotic evil	Languages Common

Living Cloudkill	Level 14 Brute
Large aberrant animate	XP 1000
HP 125; Bloodied 62	Initiative +12
AC 26, Fortitude 28, Reflex 26, Will 26	Perception +12
Speed 0, fly 5 (altitude limit 2)	Blindsight 20
Immune disease, poison; Resist insubstantial	
TRAITS	
Choking Miasma	
A creature that starts its turn within the living cloudkill's space takes 10 poison damage.	
Heavy Vapor	
Creatures within the living cloudkill's space are slowed, and it costs 2 squares of movement to move through 1 square occupied by the living cloudkill.	
Insubstantial	
The living cloudkill takes half damage from all damage sources.	
Mist Form	
The living cloudkill can move through openings of any size. It can also enter other creatures' spaces and end its turn there.	
STANDARD ACTIONS	
m Slam (poison) • At-Will	
Attack: Melee 1 (one creature); +16 vs. Fortitude	
Hit: 3d8 + 15 poison damage.	
MOVE ACTIONS	
Shifting Mists • At-Will	
Effect: The living cloudkill shifts up to its speed. If it moves through another creature's space during this movement, that creature takes 10 poison damage. A creature can take this damage no more than once per turn.	
Str 22 (+13)	Dex 20 (+12) Wis 20 (+12)
Con 24 (+14)	Int 5 (+4) Cha 11 (+7)
Alignment unaligned	Languages --

MISSION 1.7: A DEADLY WIND (AL 14 CONTINUED)

Mage of the Order		Level 14 Controller
Medium natural humanoid, human		XP 1000
HP 132; Bloodied 66		Initiative +9
AC 28, Fortitude 24, Reflex 29, Will 26		Perception +10
Speed 6		
STANDARD ACTIONS		
m Quarterstaff (weapon) • At-Will		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 2d8 + 5 damage.		
Effect: The mage can slide the target 1 square.		
r Empowered Magic Missile (force, implement) • At-Will		
Effect: Ranged 10 (one creature). The target takes 11 force damage, and the mage pushes the target up to 2 squares.		
C Noxious Blast (implement, poison) • At-Will		
Attack: Close blast 3 (creatures in the blast); +17 vs. Fortitude		
Hit: 3d6 + 8 poison damage and the target is slowed (save ends).		
A Cloying Flames (fire, implement) • Recharge when first bloodied		
Attack: Area burst 2 within 10 (creatures in the burst); +17 vs. Reflex		
Hit: 3d10 + 11 fire damage, and the target is immobilized and takes ongoing 5 fire damage (save ends both).		
Miss: Half damage.		
TRIGGERED ACTIONS		
Spellscar Transformation • Encounter		
Trigger: The mage drops to 0 hit points.		
Effect (No Action): The mage's spellscar activates. Tentacles erupt from his body, and he transforms into a Warped Mage of the Order. The warped mage has the same initiative count as the original creature and acts on that count. (If the mage died on its own turn, the warped mage takes its first turn immediately; if the mage died on another creature's turn, the warped mage takes its first turn as normal when its initiative count comes up, which may be in the next round.)		
Skills Arcana +18		
Str 10 (+7)	Dex 14 (+9)	Wis 17 (+10)
Con 12 (+8)	Int 22 (+13)	Cha 12 (+8)
Alignment evil		Languages Common, Draconic
Equipment quarterstaff		

Warped Mage of the Order		Level 14 Brute
Medium aberrant humanoid, human		XP 1000
HP 173; Bloodied 86		Initiative +10
AC 26, Fortitude 26, Reflex 25, Will 24		Perception +10
Speed 6, climb 4		Blindsight 10
Resist 10 psychic		
STANDARD ACTIONS		
m Spellscar Tentacle • At-Will		
Attack: Melee 3 (one creature); +17 vs. Reflex		
Hit: 3d8 + 15 damage, and the target is grabbed (escape DC 21).		
Whenever a creature attempts to escape the grab and fails, that creature takes 10 damage.		
C Tentacle Lash • At-Will		
Attack: Close blast 3 (enemies in the blast); +17 vs. Reflex		
Hit: 2d8 + 12 damage, and the target falls prone.		
C Psychic Burst (psychic) • Encounter		
Attack: Close burst 2 (enemies in the burst); +17 vs. Will		
Hit: 3d6 + 5 psychic damage, and the target is dazed (save ends).		
Miss: Half damage.		
TRIGGERED ACTIONS		
C Arcane Release (cold, fire, lightning, thunder) • Encounter		
Trigger: The mage is stunned or drops to 0 hit points.		
Attack (No Action): Close burst 2 (creatures in the burst); +17 vs. Fortitude		
Hit: 2d10 + 12 cold, fire, lightning, and thunder damage.		
Miss: Half damage.		
Skills Arcana +17, Dungeoneering +15		
Str 20 (+12)	Dex 16 (+10)	Wis 16 (+10)
Con 23 (+13)	Int 21 (+12)	Cha 3 (+3)
Alignment evil		Languages Common, Draconic

MISSION 1.7: A DEADLY WIND (AL 14 CONTINUED)

Cadaver Collector		Level 13 Elite Soldier
Large natural animate (construct)		XP 1600
HP 264; Bloodied 132		Initiative +10
AC 29, Fortitude 27, Reflex 24, Will 24		Perception +13
Speed 8		Darkvision
Immune charm, disease, poison; Resist 10 lightning		
Saving Throws +2; Action Points 1		
TRAITS		
Rolling Corpses		
The cadaver collector gains a +2 bonus to attack rolls against slowed, immobilized, or restrained targets (including those it is grabbing).		
Thunder Shakes		
Whenever the cadaver collector takes thunder damage, it is slowed (save ends).		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 2 (one creature); +18 vs. AC		
Hit: 2d10 + 10 damage, and the target is grabbed (escape DC 21). The collector can grab no more than one Large creature or four Medium or smaller creatures at one time.		
M Double Slam • At-Will		
Effect: The cadaver collector uses slam twice.		
M Impale • At-Will		
Attack: Melee 1 (one creature grabbed by the collector); +16 vs. Reflex		
Hit: 4d10 + 18 damage, and the target is pulled into the collector's space and restrained (save ends). Until this effect ends, the target takes ongoing 10 damage. Also, when the collector moves, it pulls with it any creature restrained by it, and the creature remains in the collector's space. When a creature saves against this effect, it appears in an unoccupied space of its choice adjacent to the collector.		
M Trample • Encounter		
Effect: The collector moves up to its speed and can move through enemies' spaces during the move. Each time the collector enters an enemy's space for the first time during the move, it makes the following attack against that enemy.		
Attack: Melee 0 (enemy in the space); +16 vs. Reflex		
Hit: 3d12 + 10 damage, and the target is knocked prone.		
MINOR ACTIONS		
C Breath Weapon • Recharge 5 6		
Attack: Close blast 3 (creatures in the blast); +16 vs. Fortitude		
Hit: The target is immobilized (save ends).		
Str 10 (+8)	Dex 14 (+10)	Wis 17 (+11)
Con 12 (+9)	Int 22 (+14)	Cha 12 (+9)
Alignment unaligned		Languages Common

MISSION 1.7: A DEADLY WIND (AL 16)

Ragewind	Level 14 Skirmisher
Large natural animate	XP 1000
HP 156; Bloodied 78	Initiative +14
AC 30, Fortitude 29, Reflex 29, Will 27	Perception +13
Speed 10, fly 5	Blindsight 20
TRAITS	
○ Slashing Aura • Aura 1	
An enemy that ends its turn in the aura takes 10 damage, or 15 while the ragewind is bloodied.	
All-Around Defense	
The ragewind does not provoke opportunity attacks when it moves.	
Freedom of Movement	
Any immobilizing or slowing effects on the ragewind end at the start of its turn.	
STANDARD ACTIONS	
m Weapon Fury • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d6 + 14 damage. If the ragewind is bloodied, it gains 15 temporary hit points.	
M Rush of Blades • At-Will	
Effect: The ragewind shifts up to 5 squares and uses <i>weapon fury</i> once at any point during this movement.	
C Steel Whirlwind • Recharge when first bloodied	
Attack: Close burst 1, or close burst 2 if the ragewind is bloodied (enemies in the burst); +21 vs. AC	
Hit: 4d8 + 15 damage.	
Miss: Half damage.	
TRIGGERED ACTIONS	
C Death's Rage • Encounter	
Trigger: The ragewind dies.	
Attack (No Action): Close burst 5 (enemies in the burst); +19 vs. Will	
Hit: The target makes a basic attack against its nearest ally as a free action.	
Str 17 (+11)	Dex 20 (+13)
Con 20 (+13)	Int 13 (+9)
	Wis 13 (+9)
	Cha 17 (+11)
Alignment chaotic evil	Languages Common

Living Cloudkill	Level 17 Brute
Large aberrant animate	XP 1600
HP 155; Bloodied 77	Initiative +13
AC 29, Fortitude 31, Reflex 29, Will 29	Perception +13
Speed 0, fly 5 (altitude limit 2)	Blindsight 20
Immune disease, poison; Resist insubstantial	
TRAITS	
Choking Miasma	
A creature that starts its turn within the living cloudkill's space takes 10 poison damage.	
Heavy Vapor	
Creatures within the living cloudkill's space are slowed, and it costs 2 squares of movement to move through 1 square occupied by the living cloudkill.	
Insubstantial	
The living cloudkill takes half damage from all damage sources.	
Mist Form	
The living cloudkill can move through openings of any size. It can also enter other creatures' spaces and end its turn there.	
STANDARD ACTIONS	
m Slam (poison) • At-Will	
Attack: Melee 1 (one creature); +19 vs. Fortitude	
Hit: 3d8 + 18 poison damage.	
MOVE ACTIONS	
Shifting Mists • At-Will	
Effect: The living cloudkill shifts up to its speed. If it moves through another creature's space during this movement, that creature takes 10 poison damage. A creature can take this damage no more than once per turn.	
Str 22 (+14)	Dex 20 (+13)
Con 24 (+15)	Int 5 (+5)
	Wis 20 (+13)
	Cha 11 (+8)
Alignment unaligned	Languages --

MISSION 1.7: A DEADLY WIND (AL 16 CONTINUED)

Mage of the Order		Level 16 Controller
Medium natural humanoid, human		XP 1400
HP 148; Bloodied 74		Initiative +10
AC 30, Fortitude 26, Reflex 31, Will 28		Perception +11
Speed 6		
STANDARD ACTIONS		
m Quarterstaff (weapon) • At-Will		
Attack: Melee 1 (one creature); +21 vs. AC		
Hit: 2d8 + 7 damage.		
Effect: The mage can slide the target 1 square.		
r Empowered Magic Missile (force, implement) • At-Will		
Effect: Ranged 10 (one creature). The target takes 12 force damage, and the mage pushes the target up to 2 squares.		
C Noxious Blast (implement, poison) • At-Will		
Attack: Close blast 3 (creatures in the blast); +19 vs. Fortitude		
Hit: 3d6 + 10 poison damage and the target is slowed (save ends).		
A Cloying Flames (fire, implement) • Recharge when first bloodied		
Attack: Area burst 2 within 10 (creatures in the burst); +19 vs. Reflex		
Hit: 3d10 + 13 fire damage, and the target is immobilized and takes ongoing 5 fire damage (save ends both).		
Miss: Half damage.		
TRIGGERED ACTIONS		
Spellscar Transformation • Encounter		
Trigger: The mage drops to 0 hit points.		
Effect (No Action): The mage's spellscar activates. Tentacles erupt from his body, and he transforms into a Warped Mage of the Order. The warped mage has the same initiative count as the original creature and acts on that count. (If the mage died on its own turn, the warped mage takes its first turn immediately; if the mage died on another creature's turn, the warped mage takes its first turn as normal when its initiative count comes up, which may be in the next round.)		
Skills Arcana +19		
Str 10 (+8)	Dex 14 (+10)	Wis 17 (+11)
Con 12 (+9)	Int 22 (+14)	Cha 12 (+9)
Alignment evil		Languages Common, Draconic
Equipment quarterstaff		

Warped Mage of the Order		Level 16 Brute
Medium aberrant humanoid, human		XP 1400
HP 193; Bloodied 96		Initiative +11
AC 28, Fortitude 28, Reflex 27, Will 26		Perception +11
Speed 6, climb 4		Blindsight 10
Resist 10 psychic		
STANDARD ACTIONS		
m Spellscar Tentacle • At-Will		
Attack: Melee 3 (one creature); +19 vs. Reflex		
Hit: 3d8 + 17 damage, and the target is grabbed (escape DC 22). Whenever a creature attempts to escape the grab and fails, that creature takes 15 damage.		
C Tentacle Lash • At-Will		
Attack: Close blast 3 (enemies in the blast); +19 vs. Reflex		
Hit: 2d8 + 14 damage, and the target falls prone.		
C Psychic Burst (psychic) • Encounter		
Attack: Close burst 2 (enemies in the burst); +19 vs. Will		
Hit: 3d6 + 7 psychic damage, and the target is dazed (save ends).		
Miss: Half damage.		
TRIGGERED ACTIONS		
C Arcane Release (cold, fire, lightning, thunder) • Encounter		
Trigger: The mage is stunned or drops to 0 hit points.		
Attack (No Action): Close burst 2 (creatures in the burst); +19 vs. Fortitude		
Hit: 2d10 + 14 cold, fire, lightning, and thunder damage.		
Miss: Half damage.		
Skills Arcana +18, Dungeoneering +16		
Str 20 (+13)	Dex 16 (+11)	Wis 16 (+11)
Con 23 (+14)	Int 21 (+13)	Cha 3 (+4)
Alignment evil		Languages Common, Draconic

MISSION 1.7: A DEADLY WIND (AL 16 CONTINUED)

Cadaver Collector		Level 15 Elite Soldier
Large natural animate (construct)		XP 2400
HP 296; Bloodied 148		Initiative +11
AC 31, Fortitude 29, Reflex 26, Will 26		Perception +14
Speed 8		Darkvision
Immune charm, disease, poison; Resist 10 lightning		
Saving Throws +2; Action Points 1		
TRAITS		
Rolling Corpses		
The cadaver collector gains a +2 bonus to attack rolls against slowed, immobilized, or restrained targets (including those it is grabbing).		
Thunder Shakes		
Whenever the cadaver collector takes thunder damage, it is slowed (save ends).		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 2 (one creature); +20 vs. AC		
Hit: 2d10 + 12 damage, and the target is grabbed (escape DC 22). The collector can grab no more than one Large creature or four Medium or smaller creatures at one time.		
M Double Slam • At-Will		
Effect: The cadaver collector uses slam twice.		
M Impale • At-Will		
Attack: Melee 1 (one creature grabbed by the collector); +18 vs. Reflex		
Hit: 4d12 + 14 damage, and the target is pulled into the collector's space and restrained (save ends). Until this effect ends, the target takes ongoing 10 damage. Also, when the collector moves, it pulls with it any creature restrained by it, and the creature remains in the collector's space. When a creature saves against this effect, it appears in an unoccupied space of its choice adjacent to the collector.		
M Trample • Encounter		
Effect: The collector moves up to its speed and can move through enemies' spaces during the move. Each time the collector enters an enemy's space for the first time during the move, it makes the following attack against that enemy.		
Attack: Melee 0 (enemy in the space); +18 vs. Reflex		
Hit: 3d12 + 12 damage, and the target is knocked prone.		
MINOR ACTIONS		
C Breath Weapon • Recharge 5 6		
Attack: Close blast 3 (creatures in the blast); +18 vs. Fortitude		
Hit: The target is immobilized (save ends).		
Str 10 (+9)	Dex 14 (+11)	Wis 17 (+12)
Con 12 (+10)	Int 22 (+15)	Cha 12 (+10)
Alignment unaligned		Languages Common

MISSION 1.7: A DEADLY WIND (AL 18)

Ragewind	Level 18 Skirmisher
Large natural animate	XP 2000
HP 160; Bloodied 80	Initiative +16
AC 32, Fortitude 31, Reflex 31, Will 29	Perception +15
Speed 10, fly 5	Blindsight 20
TRAITS	
○ Slashing Aura • Aura 1	
An enemy that ends its turn in the aura takes 15 damage, or 20 while the ragewind is bloodied.	
All-Around Defense	
The ragewind does not provoke opportunity attacks when it moves.	
Freedom of Movement	
Any immobilizing or slowing effects on the ragewind end at the start of its turn.	
STANDARD ACTIONS	
m Weapon Fury • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d6 + 16 damage. If the ragewind is bloodied, it gains 20 temporary hit points.	
M Rush of Blades • At-Will	
Effect: The ragewind shifts up to 5 squares and uses <i>weapon fury</i> once at any point during this movement.	
C Steel Whirlwind • Recharge when first bloodied	
Attack: Close burst 1, or close burst 2 if the ragewind is bloodied (enemies in the burst); +23 vs. AC	
Hit: 4d8 + 17 damage.	
Miss: Half damage.	
TRIGGERED ACTIONS	
C Death's Rage • Encounter	
Trigger: The ragewind dies.	
Attack (No Action): Close burst 5 (enemies in the burst); +21 vs. Will	
Hit: The target makes a basic attack against its nearest ally as a free action.	
Str 17 (+12)	Dex 20 (+14) Wis 13 (+10)
Con 20 (+14)	Int 13 (+10) Cha 17 (+12)
Alignment chaotic evil	Languages Common

Living Cloudkill	Level 18 Brute
Large aberrant animate	XP 2000
HP 165; Bloodied 82	Initiative +14
AC 30, Fortitude 32, Reflex 30, Will 30	Perception +14
Speed 0, fly 5 (altitude limit 2)	Blindsight 20
Immune disease, poison; Resist insubstantial	
TRAITS	
Choking Miasma	
A creature that starts its turn within the living cloudkill's space takes 15 poison damage.	
Heavy Vapor	
Creatures within the living cloudkill's space are slowed, and it costs 2 squares of movement to move through 1 square occupied by the living cloudkill.	
Insubstantial	
The living cloudkill takes half damage from all damage sources.	
Mist Form	
The living cloudkill can move through openings of any size. It can also enter other creatures' spaces and end its turn there.	
STANDARD ACTIONS	
m Slam (poison) • At-Will	
Attack: Melee 1 (one creature); +20 vs. Fortitude	
Hit: 4d6 + 19 poison damage.	
MOVE ACTIONS	
Shifting Mists • At-Will	
Effect: The living cloudkill shifts up to its speed. If it moves through another creature's space during this movement, that creature takes 10 poison damage. A creature can take this damage no more than once per turn.	
Str 22 (+15)	Dex 20 (+14) Wis 20 (+14)
Con 24 (+16)	Int 5 (+6) Cha 11 (+9)
Alignment unaligned	Languages --

MISSION 1.7: A DEADLY WIND (AL 18 CONTINUED)

Mage of the Order		Level 18 Controller
Medium natural humanoid, human		XP 2000
HP 164; Bloodied 82		Initiative +11
AC 32, Fortitude 28, Reflex 32, Will 30		Perception +12
Speed 6		
STANDARD ACTIONS		
m Quarterstaff (weapon) • At-Will		
Attack: Melee 1 (one creature); +23 vs. AC		
Hit: 2d8 + 9 damage.		
Effect: The mage can slide the target 1 square.		
r Empowered Magic Missile (force, implement) • At-Will		
Effect: Ranged 10 (one creature). The target takes 13 force damage, and the mage pushes the target up to 2 squares.		
C Noxious Blast (implement, poison) • At-Will		
Attack: Close blast 3 (creatures in the blast); +21 vs. Fortitude		
Hit: 3d6 + 12 poison damage and the target is slowed (save ends).		
A Cloying Flames (fire, implement) • Recharge when first bloodied		
Attack: Area burst 2 within 10 (creatures in the burst); +21 vs. Reflex		
Hit: 3d10 + 15 fire damage, and the target is immobilized and takes ongoing 10 fire damage (save ends both).		
Miss: Half damage.		
TRIGGERED ACTIONS		
Spellscar Transformation • Encounter		
Trigger: The mage drops to 0 hit points.		
Effect (No Action): The mage's spellscar activates. Tentacles erupt from his body, and he transforms into a Warped Mage of the Order. The warped mage has the same initiative count as the original creature and acts on that count. (If the mage died on its own turn, the warped mage takes its first turn immediately; if the mage died on another creature's turn, the warped mage takes its first turn as normal when its initiative count comes up, which may be in the next round.)		
Skills Arcana +20		
Str 10 (+9)	Dex 14 (+11)	Wis 17 (+12)
Con 12 (+10)	Int 22 (+15)	Cha 12 (+10)
Alignment evil		Languages Common, Draconic
Equipment quarterstaff		

Warped Mage of the Order		Level 18 Brute
Medium aberrant humanoid, human		XP 2000
HP 213; Bloodied 106		Initiative +12
AC 30, Fortitude 30, Reflex 29, Will 28		Perception +12
Speed 6, climb 4		Blindsight 10
Resist 10 psychic		
STANDARD ACTIONS		
m Spellscar Tentacle • At-Will		
Attack: Melee 3 (one creature); +21 vs. Reflex		
Hit: 3d8 + 19 damage, and the target is grabbed (escape DC 23). Whenever a creature attempts to escape the grab and fails, that creature takes 20 damage.		
C Tentacle Lash • At-Will		
Attack: Close blast 3 (enemies in the blast); +21 vs. Reflex		
Hit: 2d8 + 16 damage, and the target falls prone.		
C Psychic Burst (psychic) • Encounter		
Attack: Close burst 2 (enemies in the burst); +21 vs. Will		
Hit: 3d6 + 9 psychic damage, and the target is dazed (save ends).		
Miss: Half damage.		
TRIGGERED ACTIONS		
C Arcane Release (cold, fire, lightning, thunder) • Encounter		
Trigger: The mage is stunned or drops to 0 hit points.		
Attack (No Action): Close burst 2 (creatures in the burst); +21 vs. Fortitude		
Hit: 2d10 + 16 cold, fire, lightning, and thunder damage.		
Miss: Half damage.		
Skills Arcana +19, Dungeoneering +17		
Str 20 (+14)	Dex 16 (+12)	Wis 16 (+12)
Con 23 (+15)	Int 21 (+14)	Cha 3 (+5)
Alignment evil		Languages Common, Draconic

MISSION 1.7: A DEADLY WIND (AL 18 CONTINUED)

Cadaver Collector		Level 18 Elite Soldier
Large natural animate (construct)		XP 4000
HP 344; Bloodied 172		Initiative +12
AC 34, Fortitude 32, Reflex 29, Will 29		Perception +15
Speed 8		Darkvision
Immune charm, disease, poison; Resist 10 lightning		
Saving Throws +2; Action Points 1		
TRAITS		
Rolling Corpses		
The cadaver collector gains a +2 bonus to attack rolls against slowed, immobilized, or restrained targets (including those it is grabbing).		
Thunder Shakes		
Whenever the cadaver collector takes thunder damage, it is slowed (save ends).		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 2 (one creature); +23 vs. AC		
Hit: 2d10 + 15 damage, and the target is grabbed (escape DC 23). The collector can grab no more than one Large creature or four Medium or smaller creatures at one time.		
M Double Slam • At-Will		
Effect: The cadaver collector uses slam twice.		
M Impale • At-Will		
Attack: Melee 1 (one creature grabbed by the collector); +21 vs. Reflex		
Hit: 4d12 + 17 damage, and the target is pulled into the collector's space and restrained (save ends). Until this effect ends, the target takes ongoing 10 damage. Also, when the collector moves, it pulls with it any creature restrained by it, and the creature remains in the collector's space. When a creature saves against this effect, it appears in an unoccupied space of its choice adjacent to the collector.		
M Trample • Encounter		
Effect: The collector moves up to its speed and can move through enemies' spaces during the move. Each time the collector enters an enemy's space for the first time during the move, it makes the following attack against that enemy.		
Attack: Melee 0 (enemy in the space); +21 vs. Reflex		
Hit: 3d12 + 15 damage, and the target is knocked prone.		
MINOR ACTIONS		
C Breath Weapon • Recharge 5 6		
Attack: Close blast 3 (creatures in the blast); +21 vs. Fortitude		
Hit: The target is immobilized (save ends).		
Str 10 (+10)	Dex 14 (+12)	Wis 17 (+13)
Con 12 (+11)	Int 22 (+16)	Cha 12 (+11)
Alignment unaligned		Languages Common

MISSION 1.7: A DEADLY WIND (AL 20)

Ragewind	Level 20 Skirmisher
Large natural animate	XP 2,800
HP 220; Bloodied 110	Initiative +17
AC 34, Fortitude 33, Reflex 33, Will 31	Perception +16
Speed 10, fly 5	Blindsight 20
TRAITS	
○ Slashing Aura • Aura 1	
An enemy that ends its turn in the aura takes 20 damage, or 25 while the ragewind is bloodied.	
All-Around Defense	
The ragewind does not provoke opportunity attacks when it moves.	
Freedom of Movement	
Any immobilizing or slowing effects on the ragewind end at the start of its turn.	
STANDARD ACTIONS	
m Weapon Fury • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d6 + 18 damage. If the ragewind is bloodied, it gains 25 temporary hit points.	
M Rush of Blades • At-Will	
Effect: The ragewind shifts up to 5 squares and uses <i>weapon fury</i> once at any point during this movement.	
C Steel Whirlwind • Recharge when first bloodied	
Attack: Close burst 1, or close burst 2 if the ragewind is bloodied (enemies in the burst); +25 vs. AC	
Hit: 4d8 + 19 damage.	
Miss: Half damage.	
TRIGGERED ACTIONS	
C Death's Rage • Encounter	
Trigger: The ragewind dies.	
Attack (No Action): Close burst 5 (enemies in the burst); +23 vs. Will	
Hit: The target makes a basic attack against its nearest ally as a free action.	
Str 17 (+13)	Dex 20 (+15)
Con 20 (+15)	Int 13 (+11)
	Wis 13 (+11)
	Cha 17 (+11)
Alignment chaotic evil	Languages Common

Living Cloudkill	Level 21 Brute
Large aberrant animate	XP 3200
HP 195; Bloodied 97	Initiative +15
AC 33, Fortitude 35, Reflex 33, Will 33	Perception +15
Speed 0, fly 5 (altitude limit 2)	Blindsight 20
Immune disease, poison; Resist insubstantial	
TRAITS	
Choking Miasma	
A creature that starts its turn within the living cloudkill's space takes 20 poison damage.	
Heavy Vapor	
Creatures within the living cloudkill's space are slowed, and it costs 2 squares of movement to move through 1 square occupied by the living cloudkill.	
Insubstantial	
The living cloudkill takes half damage from all damage sources.	
Mist Form	
The living cloudkill can move through openings of any size. It can also enter other creatures' spaces and end its turn there.	
STANDARD ACTIONS	
m Slam (poison) • At-Will	
Attack: Melee 1 (one creature); +23 vs. Fortitude	
Hit: 4d6 + 14 poison damage.	
MOVE ACTIONS	
Shifting Mists • At-Will	
Effect: The living cloudkill shifts up to its speed. If it moves through another creature's space during this movement, that creature takes 15 poison damage. A creature can take this damage no more than once per turn.	
Str 22 (+16)	Dex 20 (+15)
Con 24 (+17)	Int 5 (+7)
	Wis 20 (+15)
	Cha 11 (+10)
Alignment unaligned	Languages --

MISSION 1.7: A DEADLY WIND (AL 20 CONTINUED)

Mage of the Order		Level 20 Controller
Medium natural humanoid, human		XP 2800
HP 180; Bloodied 90		Initiative +12
AC 34, Fortitude 30, Reflex 35, Will 32		Perception +13
Speed 6		
STANDARD ACTIONS		
m Quarterstaff (weapon) • At-Will		
Attack: Melee 1 (one creature); +25 vs. AC		
Hit: 3d8 + 15 damage.		
Effect: The mage can slide the target 1 square.		
r Empowered Magic Missile (force, implement) • At-Will		
Effect: Ranged 10 (one creature). The target takes 14 force damage, and the mage pushes the target up to 2 squares.		
C Noxious Blast (implement, poison) • At-Will		
Attack: Close blast 3 (creatures in the blast); +23 vs. Fortitude		
Hit: 3d6 + 14 poison damage and the target is slowed (save ends).		
A Cloying Flames (fire, implement) • Recharge when first bloodied		
Attack: Area burst 2 within 10 (creatures in the burst); +23 vs. Reflex		
Hit: 3d10 + 17 fire damage, and the target is immobilized and takes ongoing 10 fire damage (save ends both).		
Miss: Half damage.		
TRIGGERED ACTIONS		
Spellscar Transformation • Encounter		
Trigger: The mage drops to 0 hit points.		
Effect (No Action): The mage's spellscar activates. Tentacles erupt from his body, and he transforms into a Warped Mage of the Order. The warped mage has the same initiative count as the original creature and acts on that count. (If the mage died on its own turn, the warped mage takes its first turn immediately; if the mage died on another creature's turn, the warped mage takes its first turn as normal when its initiative count comes up, which may be in the next round.)		
Skills Arcana +21		
Str 10 (+10)	Dex 14 (+12)	Wis 17 (+13)
Con 12 (+13)	Int 22 (+16)	Cha 12 (+11)
Alignment evil		Languages Common, Draconic
Equipment quarterstaff		

Warped Mage of the Order		Level 21 Brute
Medium aberrant humanoid, human		XP 3200
HP 243; Bloodied 121		Initiative +13
AC 33, Fortitude 33, Reflex 32, Will 31		Perception +13
Speed 6, climb 4		Blindsight 10
Resist 15 psychic		
STANDARD ACTIONS		
m Spellscar Tentacle • At-Will		
Attack: Melee 3 (one creature); +24 vs. Reflex		
Hit: 4d8 + 17 damage, and the target is grabbed (escape DC 25). Whenever a creature attempts to escape the grab and fails, that creature takes 25 damage.		
C Tentacle Lash • At-Will		
Attack: Close blast 3 (enemies in the blast); +24 vs. Reflex		
Hit: 2d8 + 19 damage, and the target falls prone.		
C Psychic Burst (psychic) • Encounter		
Attack: Close burst 2 (enemies in the burst); +24 vs. Will		
Hit: 3d6 + 12 psychic damage, and the target is dazed (save ends).		
Miss: Half damage.		
TRIGGERED ACTIONS		
C Arcane Release (cold, fire, lightning, thunder) • Encounter		
Trigger: The mage is stunned or drops to 0 hit points.		
Attack (No Action): Close burst 2 (creatures in the burst); +24 vs. Fortitude		
Hit: 2d10 + 19 cold, fire, lightning, and thunder damage.		
Miss: Half damage.		
Skills Arcana +20, Dungeoneering +18		
Str 20 (+15)	Dex 16 (+13)	Wis 16 (+13)
Con 23 (+16)	Int 21 (+15)	Cha 3 (+6)
Alignment evil		Languages Common, Draconic

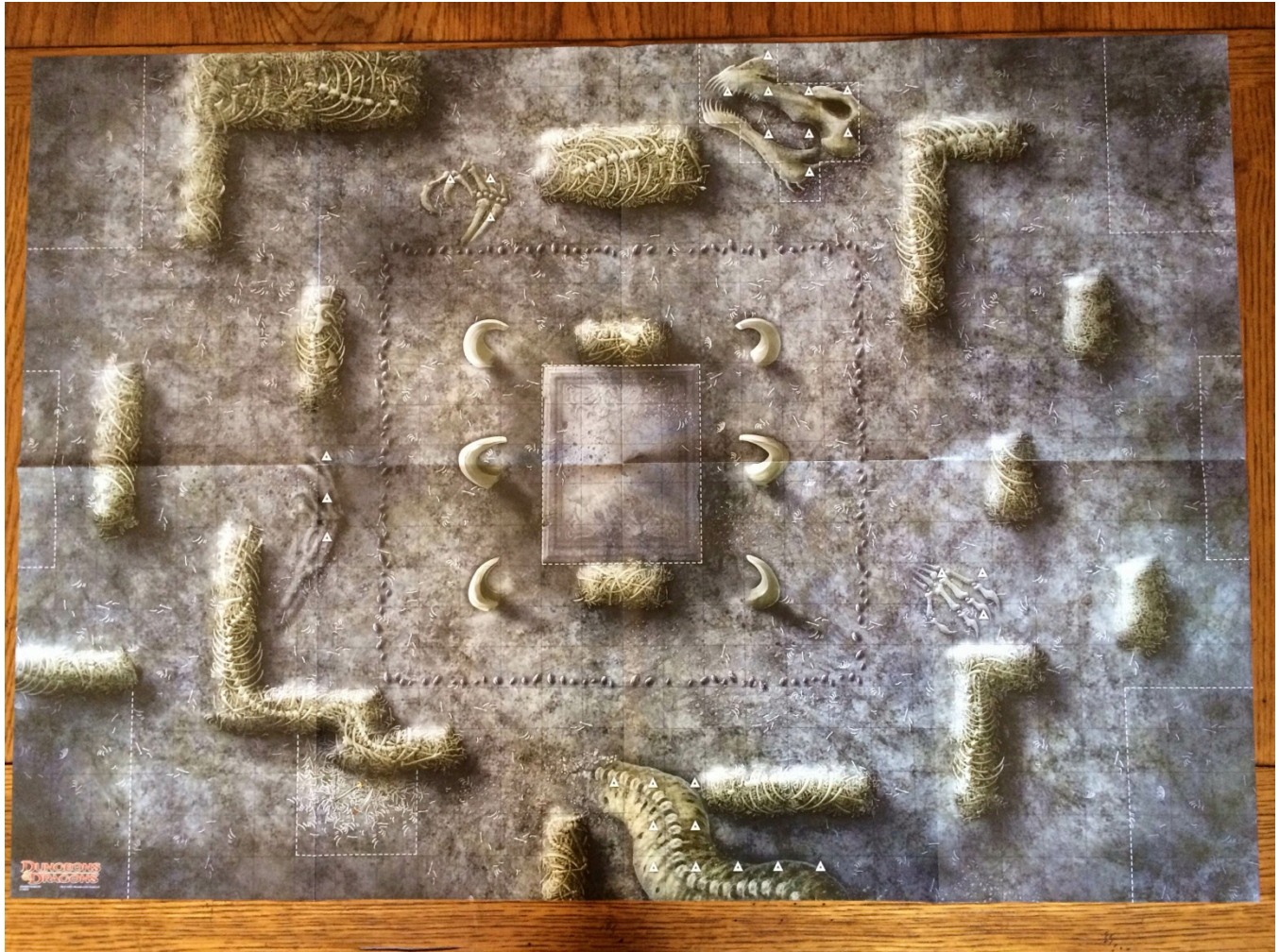
MISSION 1.7: A DEADLY WIND (AL 20 CONTINUED)

Cadaver Collector		Level 20 Elite Soldier
Large natural animate (construct)		XP 5600
HP 376; Bloodied 188		Initiative +14
AC 35, Fortitude 34, Reflex 31, Will 31		Perception +17
Speed 8		Darkvision
Immune charm, disease, poison; Resist 15 lightning		
Saving Throws +2; Action Points 1		
TRAITS		
Rolling Corpses		
The cadaver collector gains a +2 bonus to attack rolls against slowed, immobilized, or restrained targets (including those it is grabbing).		
Thunder Shakes		
Whenever the cadaver collector takes thunder damage, it is slowed (save ends).		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 2 (one creature); +25 vs. AC		
Hit: 2d10 + 17 damage, and the target is grabbed (escape DC 24). The collector can grab no more than one Large creature or four Medium or smaller creatures at one time.		
M Double Slam • At-Will		
Effect: The cadaver collector uses slam twice.		
M Impale • At-Will		
Attack: Melee 1 (one creature grabbed by the collector); +23 vs. Reflex		
Hit: 4d12 + 18 damage, and the target is pulled into the collector's space and restrained (save ends). Until this effect ends, the target takes ongoing 15 damage. Also, when the collector moves, it pulls with it any creature restrained by it, and the creature remains in the collector's space. When a creature saves against this effect, it appears in an unoccupied space of its choice adjacent to the collector.		
M Trample • Encounter		
Effect: The collector moves up to its speed and can move through enemies' spaces during the move. Each time the collector enters an enemy's space for the first time during the move, it makes the following attack against that enemy.		
Attack: Melee 0 (enemy in the space); +23 vs. Reflex		
Hit: 3d12 + 17 damage, and the target is knocked prone.		
MINOR ACTIONS		
C Breath Weapon • Recharge 5 6		
Attack: Close blast 3 (creatures in the blast); +23 vs. Fortitude		
Hit: The target is immobilized (save ends).		
Str 10 (+12)	Dex 14 (+14)	Wis 17 (+15)
Con 12 (+13)	Int 22 (+18)	Cha 12 (+13)
Alignment unaligned		Languages Common

MISSION 1.7: A DEADLY WIND (BATTLE MAP)

POSTER MAP NEEDED

Haunted Temples - 3



The PCs come onto the map anywhere within 3 squares of the right edge.

The monsters should initially set up on the left side of the map (within 8 squares of the left edge) with the living cloudkill and the cadaver collector (if present) closest to the PCs, the two ragewinds toward the top and bottom, and the two mages farthest away from the PCs.

The soldier tokens should be set up inside the central square bounded by the line of small rocks around the altar. Scatter them around so that some are closer to the PCs and have at least a chance to survive.

MISSION 1.8: FIELD COMMANDERS

ENCOUNTER LEVEL = AL + 4

CREATURES

AL 12 (7200 XP)

- 1 Tovin Gravelstoke, Artillery (level 13)
- 1 Mikus Gravelstoke, Soldier (level 13)
- 1 Halvath Cormarrin, Brute (level 13 elite)
- 1 Alesta Gravelstoke, Controller (level 13)
- 1 Vincent Gravelstoke, Lurker (level 13)
- 1 Xander Gravelstoke, Skirmisher (level 13 elite)

AL 14 (9600 XP)

- 1 Tovin Gravelstoke, Artillery (level 16)
- 1 Mikus Gravelstoke, Soldier (level 16)
- 1 Halvath Cormarrin, Brute (level 15 elite)
- 1 Alesta Gravelstoke, Controller (level 16)
- 1 Vincent Gravelstoke, Lurker (level 16)
- 1 Xander Gravelstoke, Skirmisher (level 15 elite)

AL 16 (14,400 XP)

- 1 Tovin Gravelstoke, Artillery (level 18)
- 1 Mikus Gravelstoke, Soldier (level 18)
- 1 Halvath Cormarrin, Brute (level 17 elite)
- 1 Alesta Gravelstoke, Controller (level 18)
- 1 Vincent Gravelstoke, Lurker (level 18)
- 1 Xander Gravelstoke, Skirmisher (level 17 elite)

AL 18 (20,800 XP)

- 1 Tovin Gravelstoke, Artillery (level 20)
- 1 Mikus Gravelstoke, Soldier (level 20)
- 1 Halvath Cormarrin, Brute (level 20)
- 1 Alesta Gravelstoke, Controller (level 19 elite)
- 1 Vincent Gravelstoke, Lurker (level 20)
- 1 Xander Gravelstoke, Skirmisher (level 19 elite)

AL 20 (29,400 XP)

- 1 Tovin Gravelstoke, Artillery (level 22)
- 1 Mikus Gravelstoke, Soldier (level 22)
- 1 Halvath Cormarrin, Brute (level 21 elite)
- 1 Alesta Gravelstoke, Controller (level 22)
- 1 Vincent Gravelstoke, Lurker (level 22)
- 1 Xander Gravelstoke, Skirmisher (level 21 elite)

SCALING THE ENCOUNTER

Four PCs: Remove the Lurker (Vincent Gravelstoke).

Six PCs: Make the Artillery (Tovin Gravelstoke) elite (double its hit points and give it a Double Attack ability that lets it use its ranged basic attack twice with a single standard action).

TIERING THE ENCOUNTER

Aggressive: Make the Soldier elite (double hit points, +2 saving throws, 1 action point, can make two basic attacks as a single standard action).

Glory: Make all the monsters elite. The monsters that are already elite (either because they are always elite, or because some other scaling factor makes them elite) instead gain a +2 bonus to attack rolls and a +5 bonus to damage rolls.

OBJECTIVE

The Netherese army knows that there are many powerful heroes on the battlefield. As a result, they have been taking care to keep their command tents warded and change positions frequently. However, after a great deal of scrying and a few intercepted messages, the Cormyrean generals believe they know where the next command position will be located. The PCs have a brief window of opportunity to make a surgical strike that, if successful, will significantly decrease the command and control capabilities of the invading army.

This mission is not available at the beginning, nor is its existence known to the players. It will be offered at a certain point during the first round BI, and its success or failure will depend on how many tables complete it during the window of opportunity. Because it is a “special mission”, the difficulty level is the highest of any of the Round 1 encounters (EL increased by 2). The mission briefing will warn the players that this is a very dangerous mission. (Even with the changes specified, a four-player table is likely to struggle with this mission.)

A table that has been playing at Glory up until the point should not necessarily play this encounter at Glory. Six elite monsters is a very difficult encounter (the equivalent of twelve normal creatures’ worth of hit points to whittle down). Unless the party has been having an incredibly easy time, or has a massive damage output, or both, consider running them on Aggressive in the interest of time if nothing else. But, if they have been blowing through everything else that they’ve faced, then go for it. If time starts to drag, you can always have the commanders retreat when they are reduced to 25% of their starting (elite) hit points.

MISSION 1.8: FIELD COMMANDERS (AL 12)

Halvath Cormarrin	Level 13 Elite Brute (Leader)
Medium natural humanoid, human	XP 1600
HP 314; Bloodied 157	Initiative +8
AC 25, Fortitude 26, Reflex 23, Will 24	Perception +8
Speed 5	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
O Until the Last Breath • Aura 10	
Whenever an ally in the aura drops to 0 hit points, that ally can immediately make a melee basic attack as a free action.	
Grim Determination	
At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save.	
STANDARD ACTIONS	
m Ancient Rune Flail (weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d8 + 14 damage.	
M Double Attack • At-Will	
Effect: Cormarrin uses ancient rune flail twice.	
C Rune Flail's Arc (thunder, weapon) • At-Will	
Attack: Close burst 1 (enemies in the burst); +16 vs. Reflex	
Hit: 3d8 + 11 lightning damage, and Cormarrin pushes the target 1 square and knocks it prone.	
Miss: Half damage, and Cormarrin pushes the target 1 square.	
TRIGGERED ACTIONS	
Cry of Glory • Encounter	
Trigger: An ally within 10 squares of Cormarrin hits with an attack that isn't a critical hit.	
Effect (Free Action): The ally instead scores a critical hit.	
Skills Arcana +13, Athletics +16, History +13	
Str 20 (+11)	Dex 14 (+8) Wis 14 (+8)
Con 17 (+9)	Int 15 (+8) Cha 16 (+9)
Alignment evil Languages Common, Draconic	
Equipment ancient flail, heavy shield, plate armor	

Xander Gravelstoke	Level 13 Elite Skirmisher (Leader)
Medium natural humanoid, human	XP 1600
HP 256; Bloodied 128	Initiative +15
AC 28, Fortitude 25, Reflex 23, Will 24	Perception +16
Speed 6	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
Grim Determination	
At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save.	
Resistance is Futile	
All of Xander's attacks ignore the first 10 points of all the target's resistances (including resist all).	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d6 + 11 damage, and Xander can slide the target 1 square.	
M Lunge (weapon) • Recharge 5 6	
Effect: Before the attack, Xander can shift up to half his speed.	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 4d6 + 18 damage.	
MOVE ACTIONS	
Shadow Step (teleportation) • At-Will (1/round)	
Effect: Xander teleports up to 5 squares and gains partial concealment until the start of his next turn.	
MINOR ACTIONS	
M Off-Hand Swipe (weapon) • At-Will (1/round)	
Effect: Before the attack, Xander shifts up to 2 squares.	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 2d8 + 7 damage.	
Quick Rally • Encounter	
Effect: Close burst 3 (allies in burst). Each target can take a free action to shift up to 2 squares and then make a melee basic attack.	
Skills Acrobatics +18, Bluff +17, Diplomacy +17, Insight +16	
Str 17 (+10)	Dex 23 (+13) Wis 18 (+11)
Con 16 (+10)	Int 15 (+9) Cha 20 (+12)
Alignment evil Languages Common, Dwarven, Elven	
Equipment leather armor, short sword x2	

MISSION 1.8: FIELD COMMANDERS (AL 12 CONTINUED)

Vincent Gravelstoke	Level 13 Lurker
Medium natural humanoid, human	XP 800
HP 96; Bloodied 48	Initiative +16
AC 27, Fortitude 22, Reflex 26, Will 24	Perception +12
Speed 6	Darkvision
TRAITS	
Combat Advantage	
If Vincent hits a target that is granting combat advantage to him, that target also takes ongoing 10 damage (save ends).	
Grim Determination	
At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save.	
STANDARD ACTIONS	
m Poisoned Rapier (necrotic, poison, weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. Fortitude	
Hit: 2d6 + 11 necrotic and poison damage.	
M Shadow Strike (weapon) • Recharge when first bloodied	
Effect: Vincent is removed from play. At the start of his next turn, he reappears in an unoccupied square within 10 squares of his previous location and can make the following attack as a standard action.	
Vincent automatically gains combat advantage with this attack.	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 4d6 + 18 damage, and the target cannot spend healing surges (save ends).	
MINOR ACTIONS	
Fade Into the Shadows (illusion) • Encounter	
Effect: Vincent becomes insubstantial and gains partial concealment until the start of his next turn. While insubstantial, Vincent takes half damage from all damage sources except force or radiant.	
TRIGGERED ACTIONS	
Parry • At-Will	
Trigger: An enemy hits Vincent with a melee attack.	
Effect (Immediate Interrupt): Vincent gains a +4 power bonus to all defenses against the triggering attack.	
Skills Stealth +17	
Str 17 (+9)	Dex 22 (+12)
Con 12 (+7)	Int 13 (+7)
	Wis 13 (+7)
	Cha 7 (+4)
Alignment evil	Languages Common, Elven
Equipment leather armor, rapier	

Mikus Gravelstoke	Level 13 Soldier
Medium natural humanoid, human	XP 800
HP 128; Bloodied 64	Initiative +11
AC 29, Fortitude 27, Reflex 23, Will 25	Perception +9
Speed 6	Darkvision
TRAITS	
O Gloaming Shroud • Aura 1	
Any enemy that starts its turn in the aura is slowed until the end of its next turn.	
Grim Determination	
At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save.	
STANDARD ACTIONS	
m Greatsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d6 + 11 damage.	
Effect: The target is marked until the end of Mikus's next turn.	
M Incite the Blood (charm, weapon) • Recharge when first bloodied	
Effect: Close burst 3 (enemies in the burst). Mikus pulls each target up to 2 squares to a square adjacent to him. He then makes the following attack against each enemy adjacent to him.	
Attack: Melee 1 (one adjacent enemy); +18 vs. AC	
Hit: 3d6 + 11 damage.	
TRIGGERED ACTIONS	
Shadow's Curse (necrotic) • At-Will	
Trigger: An enemy within 5 squares of Mikus and marked by him makes an attack that doesn't include him as a target.	
Effect (Immediate Reaction): Close burst 5 (triggering enemy in the burst). The target takes 10 necrotic damage. This damage ignores all of the target's resistances and immunities.	
Skills Athletics +16, Intimidate +15	
Str 21 (+11)	Dex 17 (+9)
Con 16 (+9)	Int 10 (+6)
	Wis 16 (+9)
	Cha 18 (+10)
Alignment evil	Languages Common
Equipment greatsword, leather armor	

MISSION 1.8: FIELD COMMANDERS (AL 12 CONTINUED)

Tovin Gravelstoke	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	Darkvision
TRAITS	
Grim Determination	
At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save.	
STANDARD ACTIONS	
m Dagger of Death (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d6 + 11 necrotic damage.	
r Crossbow of Dread (weapon) • At-Will	
Attack: Ranged 20 (one creature); +20 vs. AC	
Hit: 3d6 + 11 damage, and Tovin gains a +4 power bonus to damage rolls against the target until the end of his next turn.	
R Poisoned Shot (necrotic, poison, weapon) • Recharge 5 6	
Attack: Ranged 20 (one creature); +20 vs. AC	
Hit: 4d6 + 13 damage, and ongoing 10 necrotic and poison damage (save ends).	
<i>First Failed Saving Throw:</i> The target is immobilized and takes ongoing 10 necrotic and poison damage (save ends both).	
<i>Second Failed Saving Throw:</i> The power's other effects end, and the target falls unconscious (save ends). Even if the target takes damage while unconscious due to this effect, this effect does not end.	
TRIGGERED ACTIONS	
Shadow Escape (necrotic, poison, teleportation) • Encounter	
<i>Trigger:</i> An adjacent enemy attacks Tovin with a melee attack.	
<i>Effect (Immediate Interrupt):</i> Melee 1 (triggering enemy). The target takes 10 necrotic and poison damage, and Tovin teleports up to 5 squares.	
Skills Acrobatics +16, Athletics +15, Bluff +13, Insight +14, Stealth +16	
Str 18 (+10)	Dex 21 (+11) Wis 17 (+9)
Con 12 (+7)	Int 17 (+9) Cha 14 (+8)
Alignment evil Languages Common, Draconic, Elven	
Equipment crossbow, crossbow bolt x20, dagger, leather armor	

Alesia Gravelstoke	Level 13 Controller
Medium natural humanoid, human	XP 800
HP 132; Bloodied 66	Initiative +10
AC 27, Fortitude 25, Reflex 24, Will 26	Perception +12
Speed 6	Darkvision
TRAITS	
Grim Determination	
At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save.	
STANDARD ACTIONS	
m/r Bewildering Chakram (psychic, weapon) • At-Will	
Attack: Melee 1 or Ranged 5 (one creature); +18 vs. AC	
Hit: 3d6 + 11 damage.	
<i>Effect:</i> If the target moves on its next turn, during the move it takes 5 psychic damage for each square of movement. If Alesia uses this power as a ranged attack, her chakram returns to her hand.	
M/R Reeling Chakram (weapon) • Recharge when first bloodied	
Attack: Melee 1 or Ranged 5 (one creature); +18 vs. AC	
Hit: 6d6 + 11 damage.	
<i>Miss:</i> Half damage.	
<i>Effect:</i> Alesia slides the target up to 2 squares and knocks it prone. If Alesia uses this power as a ranged attack, her chakram returns to her hand.	
A Toxic Tendrils (necrotic, poison) • Recharge 5 6	
Attack: Area burst 2 within 10 (enemies in the burst); +16 vs. Reflex	
Hit: 3d8 + 11 necrotic and poison damage, and the target is slowed (save ends).	
Skills Acrobatics +14, Bluff +16, Stealth +15, Streetwise +16	
Str 14 (+8)	Dex 18 (+10) Wis 23 (+12)
Con 20 (+11)	Int 17 (+9) Cha 20 (+11)
Alignment evil Languages Common, Draconic, Elven	
Equipment chakram, cloth armor	

MISSION 1.8: FIELD COMMANDERS (AL 14)

Halvath Cormarrin	Level 15 Elite Brute (Leader)
Medium natural humanoid, human	XP 2400
HP 354; Bloodied 177	Initiative +9
AC 27, Fortitude 28, Reflex 25, Will 26	Perception +9
Speed 5	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
O Until the Last Breath • Aura 10	
Whenever an ally in the aura drops to 0 hit points, that ally can immediately make a melee basic attack as a free action.	
Grim Determination	
At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save.	
STANDARD ACTIONS	
m Ancient Rune Flail (weapon) • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 4d6 + 15 damage.	
M Double Attack • At-Will	
Effect: Cormarrin uses ancient rune flail twice.	
C Rune Flail's Arc (thunder, weapon) • At-Will	
Attack: Close burst 1 (enemies in the burst); +18 vs. Reflex	
Hit: 3d8 + 13 lightning damage, and Cormarrin pushes the target 1 square and knocks it prone.	
Miss: Half damage, and Cormarrin pushes the target 1 square.	
TRIGGERED ACTIONS	
Cry of Glory • Encounter	
Trigger: An ally within 10 squares of Cormarrin hits with an attack that isn't a critical hit.	
Effect (Free Action): The ally instead scores a critical hit.	
Skills Arcana +14, Athletics +17, History +14	
Str 20 (+12)	Dex 14 (+9) Wis 14 (+9)
Con 17 (+10)	Int 15 (+9) Cha 16 (+10)
Alignment evil	
Languages Common, Draconic	
Equipment ancient flail, heavy shield, plate armor	

Xander Gravelstoke	Level 15 Elite Skirmisher (Leader)
Medium natural humanoid, human	XP 2400
HP 288; Bloodied 144	Initiative +16
AC 30, Fortitude 27, Reflex 25, Will 26	Perception +17
Speed 6	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
Grim Determination	
At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save.	
Resistance is Futile	
All of Xander's attacks ignore the first 10 points of all the target's resistances (including resist all).	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d6 + 13 damage, and Xander can slide the target 1 square.	
M Lunge (weapon) • Recharge 5 6	
Effect: Before the attack, Xander can shift up to half his speed.	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 4d8 + 17 damage.	
MOVE ACTIONS	
Shadow Step (teleportation) • At-Will (1/round)	
Effect: Xander teleports up to 5 squares and gains partial concealment until the start of his next turn.	
MINOR ACTIONS	
M Off-Hand Swipe (weapon) • At-Will (1/round)	
Effect: Before the attack, Xander shifts up to 2 squares.	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 2d8 + 8 damage.	
Quick Rally • Encounter	
Effect: Close burst 3 (allies in burst). Each target can take a free action to shift up to 2 squares and then make a melee basic attack.	
Skills Acrobatics +19, Bluff +18, Diplomacy +18, Insight +17	
Str 17 (+11)	Dex 23 (+14) Wis 18 (+12)
Con 16 (+11)	Int 15 (+10) Cha 20 (+13)
Alignment evil	
Languages Common, Dwarven, Elven	
Equipment leather armor, short sword x2	

MISSION 1.8: FIELD COMMANDERS (AL 14 CONTINUED)

Vincent Gravelstoke	Level 16 Lurker
Medium natural humanoid, human	XP 1400
HP 114; Bloodied 57	Initiative +18
AC 30, Fortitude 25, Reflex 29, Will 27	Perception +14
Speed 6	Darkvision
TRAITS	
Combat Advantage	
If Vincent hits a target that is granting combat advantage to him, that target also takes ongoing 10 damage (save ends).	
Grim Determination	
At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save.	
STANDARD ACTIONS	
m Poisoned Rapier (necrotic, poison, weapon) • At-Will Attack: Melee 1 (one creature); +19 vs. Fortitude Hit: 2d8 + 11 necrotic and poison damage.	
M Shadow Strike (weapon) • Recharge when first bloodied Effect: Vincent is removed from play. At the start of his next turn, he reappears in an unoccupied square within 10 squares of his previous location and can make the following attack as a standard action. Vincent automatically gains combat advantage with this attack. Attack: Melee 1 (one creature); +21 vs. AC Hit: 4d8 + 19 damage, and the target cannot spend healing surges (save ends).	
MINOR ACTIONS	
Fade Into the Shadows (illusion) • Encounter Effect: Vincent becomes insubstantial and gains partial concealment until the start of his next turn. While insubstantial, Vincent takes half damage from all damage sources except force or radiant.	
TRIGGERED ACTIONS	
Parry • At-Will Trigger: An enemy hits Vincent with a melee attack. Effect (Immediate Interrupt): Vincent gains a +4 power bonus to all defenses against the triggering attack.	
Skills Stealth +19 Str 17 (+11) Dex 22 (+14) Wis 13 (+9) Con 12 (+9) Int 13 (+9) Cha 7 (+6)	
Alignment evil Languages Common, Elven Equipment leather armor, rapier	

Mikus Gravelstoke	Level 16 Soldier
Medium natural humanoid, human	XP 1400
HP 152; Bloodied 76	Initiative +13
AC 32, Fortitude 30, Reflex 26, Will 28	Perception +11
Speed 6	Darkvision
TRAITS	
O Gloaming Shroud • Aura 1 Any enemy that starts its turn in the aura is slowed until the end of its next turn.	
Grim Determination	
At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save.	
STANDARD ACTIONS	
m Greatsword (weapon) • At-Will Attack: Melee 1 (one creature); +21 vs. AC Hit: 3d8 + 11 damage. Effect: The target is marked until the end of Mikus's next turn.	
M Incite the Blood (charm, weapon) • Recharge when first bloodied Effect: Close burst 3 (enemies in the burst). Mikus pulls each target up to 2 squares to a square adjacent to him. He then makes the following attack against each enemy adjacent to him. Attack: Melee 1 (one adjacent enemy); +21 vs. AC Hit: 3d8 + 11 damage.	
TRIGGERED ACTIONS	
Shadow's Curse (necrotic) • At-Will Trigger: An enemy within 5 squares of Mikus and marked by him makes an attack that doesn't include him as a target. Effect (Immediate Reaction): Close burst 5 (triggering enemy in the burst). The target takes 10 necrotic damage. This damage ignores all of the target's resistances and immunities.	
Skills Athletics +18, Intimidate +17 Str 21 (+13) Dex 17 (+11) Wis 16 (+11) Con 16 (+11) Int 10 (+8) Cha 18 (+12)	
Alignment evil Languages Common Equipment greatsword, leather armor	

MISSION 1.8: FIELD COMMANDERS (AL 14 CONTINUED)

Tovin Gravelstoke	Level 16 Artillery
Medium natural humanoid, human	XP 1400
HP 114; Bloodied 57	Initiative +13
AC 30, Fortitude 28, Reflex 29, Will 26	Perception +11
Speed 6	Darkvision
TRAITS	
Grim Determination	
At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save.	
STANDARD ACTIONS	
m Dagger of Death (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d8 + 11 necrotic damage.	
r Crossbow of Dread (weapon) • At-Will	
Attack: Ranged 20 (one creature); +23 vs. AC	
Hit: 3d8 + 11 damage, and Tovin gains a +8 power bonus to damage rolls against the target until the end of his next turn.	
R Poisoned Shot (necrotic, poison, weapon) • Recharge 5 6	
Attack: Ranged 20 (one creature); +23 vs. AC	
Hit: 4d8 + 14 damage, and ongoing 10 necrotic and poison damage (save ends).	
First Failed Saving Throw: The target is immobilized and takes ongoing 10 necrotic and poison damage (save ends both).	
Second Failed Saving Throw: The power's other effects end, and the target falls unconscious (save ends). Even if the target takes damage while unconscious due to this effect, this effect does not end.	
TRIGGERED ACTIONS	
Shadow Escape (necrotic, poison, teleportation) • Encounter	
Trigger: An adjacent enemy attacks Tovin with a melee attack.	
Effect (Immediate Interrupt): Melee 1 (triggering enemy). The target takes 15 necrotic and poison damage, and Tovin teleports up to 5 squares.	
Skills Acrobatics +18, Athletics +17, Bluff +15, Insight +16, Stealth +18	
Str 18 (+12)	Dex 21 (+13) Wis 17 (+11)
Con 12 (+9)	Int 17 (+11) Cha 14 (+10)
Alignment evil Languages Common, Draconic, Elven	
Equipment crossbow, crossbow bolt x20, dagger, leather armor	

Alesia Gravelstoke	Level 16 Controller
Medium natural humanoid, human	XP 1400
HP 156; Bloodied 78	Initiative +12
AC 30, Fortitude 28, Reflex 27, Will 29	Perception +14
Speed 6	Darkvision
TRAITS	
Grim Determination	
At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save.	
STANDARD ACTIONS	
m/r Bewildering Chakram (psychic, weapon) • At-Will	
Attack: Melee 1 or Ranged 5 (one creature); +21 vs. AC	
Hit: 3d8 + 11 damage.	
Effect: If the target moves on its next turn, during the move it takes 5 psychic damage for each square of movement. If Alesia uses this power as a ranged attack, her chakram returns to her hand.	
M/R Reeling Chakram (weapon) • Recharge when first bloodied	
Attack: Melee 1 or Ranged 5 (one creature); +21 vs. AC	
Hit: 6d8 + 11 damage.	
Miss: Half damage.	
Effect: Alesia slides the target up to 2 squares and knocks it prone. If Alesia uses this power as a ranged attack, her chakram returns to her hand.	
A Toxic Tendrils (necrotic, poison) • Recharge 5 6	
Attack: Area burst 2 within 10 (enemies in the burst); +19 vs. Reflex	
Hit: 3d8 + 14 necrotic and poison damage, and the target is slowed (save ends).	
Skills Acrobatics +16, Bluff +18, Stealth +17, Streetwise +18	
Str 14 (+10)	Dex 18 (+12) Wis 23 (+14)
Con 20 (+13)	Int 17 (+11) Cha 20 (+12)
Alignment evil Languages Common, Draconic, Elven	
Equipment chakram, cloth armor	

MISSION 1.8: FIELD COMMANDERS (AL 16)

Halvath Cormarrin	Level 17 Elite Brute (Leader)
Medium natural humanoid, human	XP 3200
HP 394; Bloodied 197	Initiative +10
AC 29, Fortitude 30, Reflex 27, Will 28	Perception +10
Speed 5	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
O Until the Last Breath • Aura 10	
Whenever an ally in the aura drops to 0 hit points, that ally can immediately make a melee basic attack as a free action.	
Grim Determination	
At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save.	
STANDARD ACTIONS	
m Ancient Rune Flail (weapon) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 4d6 +18 damage.	
M Double Attack • At-Will	
Effect: Cormarrin uses ancient rune flail twice.	
C Rune Flail's Arc (thunder, weapon) • At-Will	
Attack: Close burst 1 (enemies in the burst); +20 vs. Reflex	
Hit: 3d8 + 15 lightning damage, and Cormarrin pushes the target 1 square and knocks it prone.	
Miss: Half damage, and Cormarrin pushes the target 1 square.	
TRIGGERED ACTIONS	
Cry of Glory • Recharge when first bloodied	
Trigger: An ally within 10 squares of Cormarrin hits with an attack that isn't a critical hit.	
Effect (Free Action): The ally instead scores a critical hit.	
Skills Arcana +15, Athletics +18, History +15	
Str 20 (+13)	Dex 14 (+10) Wis 14 (+10)
Con 17 (+11)	Int 15 (+10) Cha 16 (+11)
Alignment evil	
Languages Common, Draconic	
Equipment ancient flail, heavy shield, plate armor	

Xander Gravelstoke	Level 17 Elite Skirmisher (Leader)
Medium natural humanoid, human	XP 3200
HP 320; Bloodied 160	Initiative +17
AC 32, Fortitude 29, Reflex 27, Will 28	Perception +18
Speed 6	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
Grim Determination	
At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save.	
Resistance is Futile	
All of Xander's attacks ignore the first 10 points of all the target's resistances (including resist all).	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d8 + 12 damage, and Xander can slide the target 1 square.	
M Lunge (weapon) • Recharge 5 6	
Effect: Before the attack, Xander can shift up to half his speed.	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 4d8 +20 damage.	
MOVE ACTIONS	
Shadow Step (teleportation) • At-Will (1/round)	
Effect: Xander teleports up to 5 squares and gains partial concealment until the start of his next turn.	
MINOR ACTIONS	
M Off-Hand Swipe (weapon) • At-Will (1/round)	
Effect: Before the attack, Xander shifts up to 2 squares.	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d6 + 9 damage.	
Quick Rally • Encounter	
Effect: Close burst 3 (allies in burst). Each target can take a free action to shift up to 2 squares and then make a melee basic attack.	
Skills Acrobatics +20, Bluff +19, Diplomacy +19, Insight +18	
Str 17 (+12)	Dex 23 (+15) Wis 18 (+13)
Con 16 (+12)	Int 15 (+11) Cha 20 (+14)
Alignment evil	
Languages Common, Dwarven, Elven	
Equipment leather armor, short sword x2	

MISSION 1.8: FIELD COMMANDERS (AL 16 CONTINUED)

Vincent Gravelstoke	Level 18 Lurker
Medium natural humanoid, human	XP 2000
HP 126; Bloodied 63	Initiative +19
AC 32, Fortitude 27, Reflex 31, Will 29	Perception +15
Speed 6	Darkvision
TRAITS	
Combat Advantage	
If Vincent hits a target that is granting combat advantage to him, that target also takes ongoing 15 damage (save ends).	
Grim Determination	
At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save.	
STANDARD ACTIONS	
m Poisoned Rapier (necrotic, poison, weapon) • At-Will Attack: Melee 1 (one creature); +21 vs. Fortitude Hit: 2d8 + 13 necrotic and poison damage.	
M Shadow Strike (weapon) • Recharge when first bloodied Effect: Vincent is removed from play. At the start of his next turn, he reappears in an unoccupied square within 10 squares of his previous location and can make the following attack as a standard action. Vincent automatically gains combat advantage with this attack. Attack: Melee 1 (one creature); +23 vs. AC Hit: 4d10 + 18 damage, and the target cannot spend healing surges (save ends).	
MINOR ACTIONS	
Fade Into the Shadows (illusion) • Recharge when first bloodied Effect: Vincent becomes insubstantial and gains partial concealment until the start of his next turn. While insubstantial, Vincent takes half damage from all damage sources except force or radiant.	
TRIGGERED ACTIONS	
Parry • At-Will Trigger: An enemy hits Vincent with a melee attack. Effect (Immediate Interrupt): Vincent gains a +4 power bonus to all defenses against the triggering attack.	
Skills Stealth +20 Str 17 (+12) Dex 22 (+15) Wis 13 (+10) Con 12 (+10) Int 13 (+10) Cha 7 (+7)	
Alignment evil Languages Common, Elven Equipment leather armor, rapier	

Mikus Gravelstoke	Level 18 Soldier
Medium natural humanoid, human	XP 2000
HP 168; Bloodied 84	Initiative +14
AC 34, Fortitude 32, Reflex 28, Will 30	Perception +12
Speed 6	Darkvision
TRAITS	
O Gloaming Shroud • Aura 1 Any enemy that starts its turn in the aura is slowed until the end of its next turn.	
Grim Determination	
At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save.	
STANDARD ACTIONS	
m Greatsword (weapon) • At-Will Attack: Melee 1 (one creature); +23 vs. AC Hit: 3d8 + 13 damage. Effect: The target is marked until the end of Mikus's next turn.	
M Incite the Blood (charm, weapon) • Recharge when first bloodied Effect: Close burst 3 (enemies in the burst). Mikus pulls each target up to 2 squares to a square adjacent to him. He then makes the following attack against each enemy adjacent to him. Attack: Melee 1 (one adjacent enemy); +23 vs. AC Hit: 3d10 + 15 damage.	
TRIGGERED ACTIONS	
Shadow's Curse (necrotic) • At-Will Trigger: An enemy within 5 squares of Mikus and marked by him makes an attack that doesn't include him as a target. Effect (Immediate Reaction): Close burst 5 (triggering enemy in the burst). The target takes 15 necrotic damage. This damage ignores all of the target's resistances and immunities.	
Skills Athletics +19, Intimidate +18 Str 21 (+14) Dex 17 (+12) Wis 16 (+12) Con 16 (+12) Int 10 (+9) Cha 18 (+13)	
Alignment evil Languages Common Equipment greatsword, leather armor	

MISSION 1.8: FIELD COMMANDERS (AL 16 CONTINUED)

Tovin Gravelstoke	Level 18 Artillery
Medium natural humanoid, human	XP 2000
HP 126; Bloodied 63	Initiative +14
AC 32, Fortitude 30, Reflex 31, Will 28	Perception +12
Speed 6	Darkvision
TRAITS	
Grim Determination	
At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save.	
STANDARD ACTIONS	
m Dagger of Death (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d8 + 13 necrotic damage.	
r Crossbow of Dread (weapon) • At-Will	
Attack: Ranged 20 (one creature); +25 vs. AC	
Hit: 3d8 + 13 damage, and Tovin gains a +12 power bonus to damage rolls against the target until the end of his next turn.	
R Poisoned Shot (necrotic, poison, weapon) • Recharge 5 6	
Attack: Ranged 20 (one creature); +25 vs. AC	
Hit: 4d10 + 13 damage, and ongoing 15 necrotic and poison damage (save ends).	
<i>First Failed Saving Throw:</i> The target is immobilized and takes ongoing 20 necrotic and poison damage (save ends both).	
<i>Second Failed Saving Throw:</i> The power's other effects end, and the target falls unconscious (save ends). Even if the target takes damage while unconscious due to this effect, this effect does not end.	
TRIGGERED ACTIONS	
Shadow Escape (necrotic, poison, teleportation) • Encounter	
<i>Trigger:</i> An adjacent enemy attacks Tovin with a melee attack.	
<i>Effect (Immediate Interrupt):</i> Melee 1 (triggering enemy). The target takes 20 necrotic and poison damage, and Tovin teleports up to 5 squares.	
Skills Acrobatics +19, Athletics +18, Bluff +16, Insight +17, Stealth +19	
Str 18 (+13)	Dex 21 (+14) Wis 17 (+12)
Con 12 (+10)	Int 17 (+12) Cha 14 (+11)
Alignment evil Languages Common, Draconic, Elven	
Equipment crossbow, crossbow bolt x20, dagger, leather armor	

Alesia Gravelstoke	Level 18 Controller
Medium natural humanoid, human	XP 2000
HP 172; Bloodied 86	Initiative +13
AC 32, Fortitude 30, Reflex 29, Will 31	Perception +15
Speed 6	Darkvision
TRAITS	
Grim Determination	
At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save.	
STANDARD ACTIONS	
m/r Bewildering Chakram (psychic, weapon) • At-Will	
Attack: Melee 1 or Ranged 5 (one creature); +23 vs. AC	
Hit: 3d8 + 13 damage.	
<i>Effect:</i> If the target moves on its next turn, during the move it takes 10 psychic damage for each square of movement. If Alesia uses this power as a ranged attack, her chakram returns to her hand.	
M/R Reeling Chakram (weapon) • Recharge when first bloodied	
Attack: Melee 1 or Ranged 5 (one creature); +23 vs. AC	
Hit: 6d8 + 13 damage.	
<i>Miss:</i> Half damage.	
<i>Effect:</i> Alesia slides the target up to 2 squares and knocks it prone. If Alesia uses this power as a ranged attack, her chakram returns to her hand.	
A Toxic Tendrils (necrotic, poison) • Recharge 5 6	
Attack: Area burst 2 within 10 (enemies in the burst); +21 vs. Reflex	
Hit: 4d6 + 15 necrotic and poison damage, and the target is slowed (save ends).	
Skills Acrobatics +17, Bluff +19, Stealth +18, Streetwise +19	
Str 14 (+11)	Dex 18 (+13) Wis 23 (+15)
Con 20 (+14)	Int 17 (+12) Cha 20 (+13)
Alignment evil Languages Common, Draconic, Elven	
Equipment chakram, cloth armor	

MISSION 1.8: FIELD COMMANDERS (AL 18)

Halvath Cormarrin	Level 19 Elite Brute (Leader)
Medium natural humanoid, human	XP 4800
HP 434; Bloodied 217	Initiative +11
AC 31, Fortitude 32, Reflex 29, Will 30	Perception +11
Speed 5	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
○ Until the Last Breath • Aura 10	
Whenever an ally in the aura drops to 0 hit points, that ally can immediately make a melee basic attack as a free action.	
Grim Determination	
At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save.	
STANDARD ACTIONS	
m Ancient Rune Flail (weapon) • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 4d8 + 16 damage.	
M Double Attack • At-Will	
Effect: Cormarrin uses ancient rune flail twice.	
C Rune Flail's Arc (thunder, weapon) • At-Will	
Attack: Close burst 1 (enemies in the burst); +22 vs. Reflex	
Hit: 4d6 + 16 lightning damage, and Cormarrin pushes the target 1 square and knocks it prone.	
Miss: Half damage, and Cormarrin pushes the target 1 square.	
TRIGGERED ACTIONS	
Cry of Glory • Recharge when first bloodied	
Trigger: An ally within 10 squares of Cormarrin hits with an attack that isn't a critical hit.	
Effect (Free Action): The ally instead scores a critical hit.	
Skills Arcana +16, Athletics +17, History +16	
Str 20 (+14)	Dex 14 (+11) Wis 14 (+11)
Con 17 (+12)	Int 15 (+11) Cha 16 (+12)
Alignment evil	
Languages Common, Draconic	
Equipment ancient flail, heavy shield, plate armor	

Xander Gravelstoke	Level 19 Elite Skirmisher (Leader)
Medium natural humanoid, human	XP 4800
HP 352; Bloodied 176	Initiative +18
AC 34, Fortitude 31, Reflex 29, Will 30	Perception +19
Speed 6	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
Grim Determination	
At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save.	
Resistance is Futile	
All of Xander's attacks ignore the first 15 points of all the target's resistances (including resist all).	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 3d8 + 14 damage, and Xander can slide the target 1 square.	
M Lunge (weapon) • Recharge 5 6	
Effect: Before the attack, Xander can shift up to half his speed.	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 4d10 + 19 damage.	
MOVE ACTIONS	
Shadow Step (teleportation) • At-Will (1/round)	
Effect: Xander teleports up to 5 squares and gains partial concealment until the start of his next turn.	
MINOR ACTIONS	
M Off-Hand Swipe (weapon) • At-Will (1/round)	
Effect: Before the attack, Xander shifts up to 2 squares.	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 3d6 + 10 damage.	
Quick Rally • Recharge when first bloodied	
Effect: Close burst 3 (allies in burst). Each target can take a free action to shift up to 2 squares and then make a melee basic attack.	
Skills Acrobatics +21, Bluff +20, Diplomacy +20, Insight +19	
Str 17 (+13)	Dex 23 (+16) Wis 18 (+14)
Con 16 (+13)	Int 15 (+12) Cha 20 (+15)
Alignment evil	
Languages Common, Dwarven, Elven	
Equipment leather armor, short sword x2	

MISSION 1.8: FIELD COMMANDERS (AL 18 CONTINUED)

Vincent Gravelstoke	Level 20 Lurker
Medium natural humanoid, human	XP 2800
HP 138; Bloodied 69	Initiative +20
AC 34, Fortitude 29, Reflex 33, Will 31	Perception +16
Speed 6	Darkvision
TRAITS	
Combat Advantage	
If Vincent hits a target that is granting combat advantage to him, that target also takes ongoing 20 damage (save ends).	
Grim Determination	
At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save.	
STANDARD ACTIONS	
m Poisoned Rapier (necrotic, poison, weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. Fortitude	
Hit: 2d8 + 15 necrotic and poison damage.	
M Shadow Strike (weapon) • At-Will	
Effect: Vincent is removed from play. At the start of his next turn, he reappears in an unoccupied square within 10 squares of his previous location and can make the following attack as a standard action.	
Vincent automatically gains combat advantage with this attack.	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 4d12 + 17 damage, and the target cannot spend healing surges (save ends).	
MINOR ACTIONS	
Fade Into the Shadows (illusion) • Recharge when first bloodied	
Effect: Vincent becomes insubstantial and gains partial concealment until the start of his next turn. While insubstantial, Vincent takes half damage from all damage sources except force or radiant.	
TRIGGERED ACTIONS	
Parry • At-Will	
Trigger: An enemy hits Vincent with a melee attack.	
Effect (Immediate Interrupt): Vincent gains a +4 power bonus to all defenses against the triggering attack.	
Skills Stealth +21	
Str 17 (+13)	Dex 22 (+16) Wis 13 (+11)
Con 12 (+11)	Int 13 (+11) Cha 7 (+8)
Alignment evil Languages Common, Elven	
Equipment leather armor, rapier	

Mikus Gravelstoke	Level 20 Soldier
Medium natural humanoid, human	XP 2800
HP 184; Bloodied 92	Initiative +15
AC 36, Fortitude 34, Reflex 30, Will 32	Perception +13
Speed 6	Darkvision
TRAITS	
O Gloaming Shroud • Aura 1	
Any enemy that starts its turn in the aura is slowed until the end of its next turn.	
Grim Determination	
At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save.	
STANDARD ACTIONS	
m Greatsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d8 + 15 damage.	
Effect: The target is marked until the end of Mikus's next turn.	
M Incite the Blood (charm, weapon) • Recharge when first bloodied	
Effect: Close burst 3 (enemies in the burst). Mikus pulls each target up to 2 squares to a square adjacent to him. He then makes the following attack against each enemy adjacent to him.	
Attack: Melee 1 (one adjacent enemy); +25 vs. AC	
Hit: 3d10 + 20 damage.	
TRIGGERED ACTIONS	
Shadow's Curse (necrotic) • At-Will	
Trigger: An enemy within 5 squares of Mikus and marked by him makes an attack that doesn't include him as a target.	
Effect (Immediate Reaction): Close burst 5 (triggering enemy in the burst). The target takes 20 necrotic damage. This damage ignores all of the target's resistances and immunities.	
Skills Athletics +20, Intimidate +19	
Str 21 (+15)	Dex 17 (+13) Wis 16 (+13)
Con 16 (+13)	Int 10 (+10) Cha 18 (+14)
Alignment evil Languages Common	
Equipment greatsword, leather armor	

MISSION 1.8: FIELD COMMANDERS (AL 18 CONTINUED)

Tovin Gravelstoke	Level 20 Artillery
Medium natural humanoid, human	XP 2800
HP 138; Bloodied 69	Initiative +15
AC 34, Fortitude 32, Reflex 33, Will 30	Perception +13
Speed 6	Darkvision
TRAITS	
Grim Determination	
At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save.	
STANDARD ACTIONS	
m Dagger of Death (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d8 + 15 necrotic damage.	
r Crossbow of Dread (weapon) • At-Will	
Attack: Ranged 20 (one creature); +27 vs. AC	
Hit: 3d8 + 15 damage, and Tovin gains a +16 power bonus to damage rolls against the target until the end of his next turn.	
R Poisoned Shot (necrotic, poison, weapon) • Recharge 5 6	
Attack: Ranged 20 (one creature); +27 vs. AC	
Hit: 4d12 + 12 damage, and ongoing 20 necrotic and poison damage (save ends).	
<i>First Failed Saving Throw:</i> The target is immobilized and takes ongoing 25 necrotic and poison damage (save ends both).	
<i>Second Failed Saving Throw:</i> The power's other effects end, and the target falls unconscious (save ends). Even if the target takes damage while unconscious due to this effect, this effect does not end.	
TRIGGERED ACTIONS	
Shadow Escape (necrotic, poison, teleportation) • Encounter	
<i>Trigger:</i> An adjacent enemy attacks Tovin with a melee attack.	
<i>Effect (Immediate Interrupt):</i> Melee 1 (triggering enemy). The target takes 25 necrotic and poison damage, and Tovin teleports up to 5 squares.	
Skills Acrobatics +20, Athletics +19, Bluff +17, Insight +18, Stealth +20	
Str 18 (+14)	Dex 21 (+15) Wis 17 (+13)
Con 12 (+11)	Int 17 (+13) Cha 14 (+12)
Alignment evil Languages Common, Draconic, Elven	
Equipment crossbow, crossbow bolt x20, dagger, leather armor	

Alesia Gravelstoke	Level 20 Controller
Medium natural humanoid, human	XP 2800
HP 188; Bloodied 94	Initiative +14
AC 34, Fortitude 32, Reflex 31, Will 33	Perception +16
Speed 6	Darkvision
TRAITS	
Grim Determination	
At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save.	
STANDARD ACTIONS	
m/r Bewildering Chakram (psychic, weapon) • At-Will	
Attack: Melee 1 or Ranged 5 (one creature); +25 vs. AC	
Hit: 3d8 + 15 damage.	
<i>Effect:</i> If the target moves on its next turn, during the move it takes 10 psychic damage for each square of movement. If Alesia uses this power as a ranged attack, her chakram returns to her hand.	
M/R Reeling Chakram (weapon) • Recharge when first bloodied	
Attack: Melee 1 or Ranged 5 (one creature); +25 vs. AC	
Hit: 6d8 + 15 damage.	
<i>Miss:</i> Half damage.	
<i>Effect:</i> Alesia slides the target up to 2 squares and knocks it prone. If Alesia uses this power as a ranged attack, her chakram returns to her hand.	
A Toxic Tendrils (necrotic, poison) • Recharge 5 6	
Attack: Area burst 2 within 10 (enemies in the burst); +23 vs. Reflex	
Hit: 4d6 + 17 necrotic and poison damage, and the target is slowed (save ends).	
Skills Acrobatics +18, Bluff +20, Stealth +19, Streetwise +20	
Str 14 (+12)	Dex 18 (+14) Wis 23 (+16)
Con 20 (+15)	Int 17 (+13) Cha 20 (+14)
Alignment evil Languages Common, Draconic, Elven	
Equipment chakram, cloth armor	

MISSION 1.8: FIELD COMMANDERS (AL 20)

Halvath Cormarrin	Level 21 Elite Brute (Leader)
Medium natural humanoid, human	XP 6400
HP 474; Bloodied 237	Initiative +12
AC 33, Fortitude 34, Reflex 31, Will 32	Perception +12
Speed 5	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
O Until the Last Breath • Aura 10	
Whenever an ally in the aura drops to 0 hit points, that ally can immediately make a melee basic attack as a free action.	
Grim Determination	
At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save.	
STANDARD ACTIONS	
m Ancient Rune Flail (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +26 vs. AC	
<i>Hit:</i> 4d8 + 18 damage.	
M Double Attack • At-Will	
<i>Effect:</i> Cormarrin uses ancient rune flail twice.	
C Rune Flail's Arc (thunder, weapon) • At-Will	
<i>Attack:</i> Close burst 1 (enemies in the burst); +24 vs. Reflex	
<i>Hit:</i> 4d6 + 18 lightning damage, and Cormarrin pushes the target 1 square and knocks it prone.	
<i>Miss:</i> Half damage, and Cormarrin pushes the target 1 square.	
TRIGGERED ACTIONS	
Cry of Glory • Recharge when first bloodied	
<i>Trigger:</i> An ally within 10 squares of Cormarrin hits with an attack that isn't a critical hit.	
<i>Effect (Free Action):</i> The ally instead scores a critical hit.	
Skills Arcana +17, Athletics +18, History +17	
Str 20 (+15)	Dex 14 (+12) Wis 14 (+12)
Con 17 (+13)	Int 15 (+12) Cha 16 (+13)
Alignment evil	
Languages Common, Draconic	
Equipment ancient flail, heavy shield, plate armor	

Xander Gravelstoke	Level 21 Elite Skirmisher (Leader)
Medium natural humanoid, human	XP 6400
HP 384; Bloodied 192	Initiative +19
AC 36, Fortitude 33, Reflex 31, Will 32	Perception +20
Speed 6	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
Grim Determination	
At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save.	
Resistance is Futile	
All of Xander's attacks ignore the first 20 points of all the target's resistances (including resist all).	
Sword Master	
Xander can score critical hits on a roll of 19-20.	
STANDARD ACTIONS	
m Short Sword (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +26 vs. AC	
<i>Hit:</i> 4d6 + 15 damage, and Xander can slide the target 1 square.	
M Lunge (weapon) • Recharge 5 6	
<i>Effect:</i> Before the attack, Xander can shift up to half his speed.	
<i>Attack:</i> Melee 1 (one creature); +26 vs. AC	
<i>Hit:</i> 4d12 + 18 damage.	
MOVE ACTIONS	
Shadow Step (teleportation) • At-Will (1/round)	
<i>Effect:</i> Xander teleports up to 5 squares and gains partial concealment until the start of his next turn.	
MINOR ACTIONS	
M Off-Hand Swipe (weapon) • At-Will (1/round)	
<i>Effect:</i> Before the attack, Xander shifts up to 2 squares.	
<i>Attack:</i> Melee 1 (one creature); +26 vs. AC	
<i>Hit:</i> 3d8 + 9 damage.	
Quick Rally • Recharge when first bloodied	
<i>Effect:</i> Close burst 3 (allies in burst). Each target can take a free action to shift up to 2 squares and then make a melee basic attack.	
Skills Acrobatics +22, Bluff +21, Diplomacy +21, Insight +20	
Str 17 (+14)	Dex 23 (+17) Wis 18 (+15)
Con 16 (+14)	Int 15 (+13) Cha 20 (+16)
Alignment evil	
Languages Common, Dwarven, Elven	
Equipment leather armor, short sword x2	

MISSION 1.8: FIELD COMMANDERS (AL 20 CONTINUED)

Vincent Gravelstoke	Level 22 Lurker
Medium natural humanoid, human	XP 4150
HP 150; Bloodied 75	Initiative +21
AC 36, Fortitude 31, Reflex 35, Will 33	Perception +17
Speed 6	Darkvision
TRAITS	
Combat Advantage	
If Vincent hits a target that is granting combat advantage to him, that target also takes ongoing 25 damage (save ends).	
Grim Determination	
At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save.	
STANDARD ACTIONS	
m Poisoned Rapier (necrotic, poison, weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. Fortitude	
Hit: 3d6 + 16 necrotic and poison damage.	
M Shadow Strike (weapon) • At-Will	
Effect: Vincent is removed from play. At the start of his next turn, he reappears in an unoccupied square within 10 squares of his previous location and can make the following attack as a standard action.	
Vincent automatically gains combat advantage with this attack.	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 4d12 + 19 damage, and the target cannot spend healing surges (save ends).	
MINOR ACTIONS	
Fade Into the Shadows (illusion) • At-Will	
Effect: Vincent becomes insubstantial and gains partial concealment until the start of his next turn. While insubstantial, Vincent takes half damage from all damage sources except force or radiant.	
TRIGGERED ACTIONS	
Parry • At-Will	
Trigger: An enemy hits Vincent with a melee attack.	
Effect (Immediate Interrupt): Vincent gains a +4 power bonus to all defenses against the triggering attack.	
Skills Stealth +22	
Str 17 (+14)	Dex 22 (+17) Wis 13 (+12)
Con 12 (+12)	Int 13 (+12) Cha 7 (+9)
Alignment evil Languages Common, Elven	
Equipment leather armor, rapier	

Mikus Gravelstoke	Level 22 Soldier
Medium natural humanoid, human	XP 4150
HP 200; Bloodied 100	Initiative +16
AC 38, Fortitude 36, Reflex 32, Will 34	Perception +14
Speed 6	Darkvision
TRAITS	
O Gloaming Shroud • Aura 1	
Any enemy that starts its turn in the aura is slowed until the end of its next turn.	
Grim Determination	
At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save.	
STANDARD ACTIONS	
m Greatsword (weapon) • At-Will	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 4d6 + 16 damage.	
Effect: The target is marked until the end of Mikus's next turn.	
M Incite the Blood (charm, weapon) • Recharge when first bloodied	
Effect: Close burst 3 (enemies in the burst). Mikus pulls each target up to 2 squares to a square adjacent to him. He then makes the following attack against each enemy adjacent to him.	
Attack: Melee 1 (one adjacent enemy); +27 vs. AC	
Hit: 4d10 + 20 damage.	
TRIGGERED ACTIONS	
Shadow's Curse (necrotic) • At-Will	
Trigger: An enemy within 5 squares of Mikus and marked by him makes an attack that doesn't include him as a target.	
Effect (Immediate Reaction): Close burst 5 (triggering enemy in the burst). The target takes 30 necrotic damage. This damage ignores all of the target's resistances and immunities.	
Skills Athletics +21, Intimidate +20	
Str 21 (+16)	Dex 17 (+14) Wis 16 (+14)
Con 16 (+14)	Int 10 (+11) Cha 18 (+15)
Alignment evil Languages Common	
Equipment greatsword, leather armor	

MISSION 1.8: FIELD COMMANDERS (AL 20 CONTINUED)

Tovin Gravelstoke	Level 22 Artillery
Medium natural humanoid, human	XP 4150
HP 150; Bloodied 75	Initiative +16
AC 36, Fortitude 34, Reflex 35, Will 32	Perception +14
Speed 6	Darkvision
TRAITS	
Grim Determination	
At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save.	
STANDARD ACTIONS	
m Dagger of Death (necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 4d6 + 16 necrotic damage.	
r Crossbow of Dread (weapon) • At-Will	
Attack: Ranged 20 (one creature); +29 vs. AC	
Hit: 4d6 + 16 damage, and Tovin gains a +16 power bonus to damage rolls against the target until the end of his next turn.	
R Poisoned Shot (necrotic, poison, weapon) • Recharge 5 6	
Attack: Ranged 20 (one creature); +29 vs. AC	
Hit: 4d12 + 14 damage, and ongoing 25 necrotic and poison damage (save ends).	
First Failed Saving Throw: The target is immobilized and takes ongoing 30 necrotic and poison damage (save ends both).	
Second Failed Saving Throw: The power's other effects end, and the target falls unconscious (save ends). Even if the target takes damage while unconscious due to this effect, this effect does not end.	
TRIGGERED ACTIONS	
Shadow Escape (necrotic, poison, teleportation) • Encounter	
Trigger: An adjacent enemy attacks Tovin with a melee attack.	
Effect (Immediate Interrupt): Melee 1 (triggering enemy). The target takes 30 necrotic and poison damage, and Tovin teleports up to 5 squares.	
Skills Acrobatics +21, Athletics +20, Bluff +18, Insight +19, Stealth +21	
Str 18 (+15)	Dex 21 (+16) Wis 17 (+14)
Con 12 (+12)	Int 17 (+14) Cha 14 (+13)
Alignment evil Languages Common, Draconic, Elven	
Equipment crossbow, crossbow bolt x20, dagger, leather armor	

Alesia Gravelstoke	Level 22 Controller
Medium natural humanoid, human	XP 4150
HP 204; Bloodied 102	Initiative +15
AC 36, Fortitude 34, Reflex 33, Will 35	Perception +17
Speed 6	Darkvision
TRAITS	
Grim Determination	
At the start of its turn, this creature can make a saving throw against one effect that a save can end. If this save fails, it does not count as a failed save for the purpose of effects that worsen on a failed save.	
STANDARD ACTIONS	
m/r Bewildering Chakram (psychic, weapon) • At-Will	
Attack: Melee 1 or Ranged 5 (one creature); +27 vs. AC	
Hit: 4d6 + 16 damage.	
Effect: If the target moves on its next turn, during the move it takes 15 psychic damage for each square of movement. If Alesia uses this power as a ranged attack, her chakram returns to her hand.	
M/R Reeling Chakram (weapon) • Recharge when first bloodied	
Attack: Melee 1 or Ranged 5 (one creature); +27 vs. AC	
Hit: 6d10 + 20 damage.	
Miss: Half damage.	
Effect: Alesia slides the target up to 2 squares and knocks it prone. If Alesia uses this power as a ranged attack, her chakram returns to her hand.	
A Toxic Tendrils (necrotic, poison) • At-Will	
Attack: Area burst 2 within 10 (enemies in the burst); +25 vs. Reflex	
Hit: 4d6 + 19 necrotic and poison damage, and the target is slowed (save ends).	
Skills Acrobatics +19, Bluff +21, Stealth +20, Streetwise +21	
Str 14 (+13)	Dex 18 (+15) Wis 23 (+17)
Con 20 (+16)	Int 17 (+14) Cha 20 (+15)
Alignment evil Languages Common, Draconic, Elven	
Equipment chakram, cloth armor	

MISSION 1.8: FIELD COMMANDERS (BATTLE MAP)

POSTER MAP NEEDED

Shattered Keeps - 3



The PCs approach from the north (the top of the map) and may set up anywhere they want within 2 squares of the top edge of the map (they don't have to set up on the road).

The NPCs are initially meeting inside the ruined structure. They move around on the battlefield so that their location is hard to pin down, because the risk of having them all in one place is very high - exactly the situation of this encounter! However, things have been going badly for Netheril, so they have to take the risk of meeting.

Place the NPCs anywhere inside the center area (so that they have the middle wall between them and the PCs, i.e. neither group should have line of sight to the other group at the beginning of the encounter). A ritual cast on the area restricts flight so that no creature can fly above an altitude of 1 (to prevent aerial reconnaissance). The ritual also blocks scrying (which is why the PCs have to go in blind).

The encounter can begin with the PCs trying to sneak up or send in a scout; use opposed Perception vs. Stealth to see what happens. Once the NPCs detect the PCs, combat ensues. If time starts to get tight (i.e. you have been playing this encounter for more than an hour) the NPCs attempt to flee. If an NPC can get off the map in a position where there is no PC within 5 squares, they escape by activating a ring of retreat (not started) outside the area of the ritual.

MISSION 2.1: BREAKING IN

ENCOUNTER LEVEL = AL + 3

CREATURES

AL 12 (6000 XP):

- 1 Fallen Angel of Vengeance (level 14 elite)
- 2 Fallen Angels of Winter (level 13)
- 5 Fallen Angel Guardians (level 13 minion)
- 1 Fallen Angel of Sorrow (level 13)
- 1 Fallen Angel of Death (level 13)

AL 14 (8000 XP):

- 1 Fallen Angel of Vengeance (level 15 elite)
- 2 Fallen Angels of Winter (level 14)
- 5 Fallen Angel Guardians (level 15 minion)
- 1 Fallen Angel of Sorrow (level 15)
- 1 Fallen Angel of Death (level 15)

AL 16 (12,000 XP):

- 1 Fallen Angel of Vengeance (level 18 elite)
- 2 Fallen Angels of Winter (level 17)
- 5 Fallen Angel Guardians (level 17 minion)
- 1 Fallen Angel of Sorrow (level 17)
- 1 Fallen Angel of Death (level 17)

AL 18 (16,000 XP):

- 1 Fallen Angel of Vengeance (level 19 elite)
- 2 Fallen Angels of Winter (level 19)
- 5 Fallen Angel Guardians (level 19 minion)
- 1 Fallen Angel of Sorrow (level 18)
- 1 Fallen Angel of Death (level 18)

AL 20 (25,250 XP):

- 1 Fallen Angel of Vengeance (level 22 elite)
- 2 Fallen Angels of Winter (level 21)
- 5 Fallen Angel Guardians (level 21 minion)
- 1 Fallen Angel of Sorrow (level 22)
- 1 Fallen Angel of Death (level 21)

SCALING THE ENCOUNTER

Four PCs: Remove a fallen angel of winter.

Six PCs: Add another fallen angel of sorrow.

TIERING THE ENCOUNTER

Aggressive: Give the fallen angel of vengeance a +2 bonus to attack rolls and a +5 bonus to damage rolls. Add two fallen angel guardians at the start of every round beginning on round 3 until you have added a total of six more guardians.

Glory: Add another fallen angel of death. (You cannot stack both of their *death's hourglass* abilities on the same

target, since both would deal the same amount of ongoing necrotic damage.)

OBJECTIVE

The PCs must break into the Supreme Throne. At the time the Mad God was imprisoned for his murder of Mystra, the council of deities assigned a detachment of angels to guard Cyric's prison. The gods knew that Cyric's followers would constantly seek to free him. Unfortunately, because of the long time they have spent within Cyric's domain, the angels have succumbed to his madness. The fallen angels still fulfill their original purpose, but now even the gods who originally put them here are unable to command them.

OPENING THE LOCK

All the angels must be destroyed for the PCs to continue, as the seal on Cyric's prison cannot be opened until every last one of the angels has been destroyed (they could not open it voluntarily even if they wanted to, which they do not). Once the last angel dies, the blue glyph starts glowing. When all the PCs are standing on the glyph, Yazeth Cobb speaks a command word in Supernal and everyone is teleported into the crystal castle.

MISSION 2.1: BREAKING IN (AL 12)

Fallen Angel of Vengeance		Level 14 Elite Brute
Large immortal humanoid (angel)		XP 2000
HP 346; Bloodied 173		Initiative +11
AC 26, Fortitude 28, Reflex 24, Will 28		Perception +14
Speed 8; fly 12 (hover)		
Immune fear; Resist 10 cold, 10 fire, 10 radiant		
Saving Throws +2; Action Points 1		
TRAITS		
Cloak of Vengeance (cold, fire)		
While the angel is not bloodied, attack rolls against it take a -2 penalty, and any creature that hits the angel with a melee attack takes 7 cold and fire damage.		
STANDARD ACTIONS		
m Longsword (cold, fire, weapon) • At-Will		
Attack: Melee 2 (one creature); +19 vs. AC		
Hit: 3d8 + 15 cold and fire damage.		
M Double Attack • At-Will		
Effect: The angel uses longsword twice.		
MINOR ACTIONS		
Sign of Vengeance • Encounter		
Effect: Ranged sight (one creature). Until the end of the encounter, the angel can teleport adjacent to the target as a move action.		
TRIGGERED ACTIONS		
C Coldfire Pillar Transformation (cold, fire, polymorph) • Encounter		
Trigger: The angel is first bloodied.		
Effect (Free Action): The angel becomes a 6-square-high pillar until the start of its next turn. While in this form, it is immune to all damage.		
When the effect ends, the angel makes the following attack.		
Attack: Close burst 2 (enemies in the burst); +17 vs. Reflex		
Hit: 3d8 + 12 cold and fire damage.		
Skills Insight +19		
Str 27 (+15)	Dex 18 (+11)	Wis 25 (+14)
Con 23 (+13)	Int 19 (+11)	Cha 26 (+15)
Alignment evil		Languages Supernal
Equipment longsword x2		

Fallen Angel of Winter		Level 13 Soldier
Medium immortal humanoid (angel)		XP 800
HP 128; Bloodied 64		Initiative +12
AC 29, Fortitude 27, Reflex 25, Will 23		Perception +7
Speed 6; fly 8 (hover)		
Immune fear; Resist 10 cold, 10 radiant		
TRAITS		
O Freezing Aura • Aura 3		
While the angel is not bloodied, enemies in the aura have vulnerable 5 cold.		
Angelic Presence		
While the angel is not bloodied, attack rolls against it take a -2 penalty.		
STANDARD ACTIONS		
m Ice Spear (cold, weapon) • At-Will		
Attack: Melee 1 (one creature); +18 vs. AC		
Hit: 3d6 + 11 cold damage, and the target is immobilized until the end of the angel's next turn.		
C Divine Vengeance (cold) • At-Will		
Requirement: The angel must be bloodied.		
Attack: Close burst 3 (enemies in the burst); +16 vs. Fortitude		
Hit: 2d8 + 7 cold damage, and the target is immobilized and takes ongoing 10 cold damage (save ends).		
Aftereffect: The target is slowed (save ends).		
Miss: Half damage, and the target is slowed and takes ongoing 5 cold damage (save ends both).		
Str 22 (+12)	Dex 19 (+10)	Wis 13 (+7)
Con 16 (+9)	Int 10 (+6)	Cha 15 (+8)
Alignment evil		Languages Supernal
Equipment scale armor, spear		

Fallen Angel Guardian		Level 13 Minion Soldier
Medium immortal humanoid (angel)		XP 200
HP 1; a missed attack roll never damages a minion.		Initiative +12
AC 29, Fortitude 27, Reflex 24, Will 23		Perception +8
Speed 6; fly 9 (hover)		
Immune fear; Resist 10 fire, 10 psychic, 10 radiant		
STANDARD ACTIONS		
m Greatsword (fire, radiant, weapon) • At-Will		
Attack: Melee 1 (one creature); +18 vs. AC		
Hit: 10 fire and radiant damage.		
r Divine Rebuke (fire, psychic) • At-Will		
Attack: Ranged 10 (one creature); +16 vs. Reflex		
Hit: 10 fire and psychic damage.		
Str 24 (+13)	Dex 18 (+10)	Wis 14 (+8)
Con 18 (+10)	Int 12 (+7)	Cha 16 (+9)
Alignment evil		Languages Supernal
Equipment chainmail, greatsword		

MISSION 2.1: BREAKING IN (AL 12 CONTINUED)

Fallen Angel of Sorrow		Level 13 Artillery
Medium immortal humanoid (angel)		XP 800
HP 98; Bloodied 49		Initiative +11
AC 27, Fortitude 24, Reflex 25, Will 27		Perception +12
Speed 6, fly 8 (hover)		
Immune fear; Resist 10 radiant		
TRAITS		
○ Sorrow • Aura 1		
Any enemy in the aura that misses the angel with an attack is dazed until the end of the enemy's next turn.		
Angelic Presence		
While the angel is not bloodied, attack rolls against it take a -2 penalty.		
STANDARD ACTIONS		
m Flail (weapon) • At-Will		
Attack: Melee 1 (one creature); +18 vs. AC		
Hit: 3d6 + 11 damage, and the angel can push the target up to 2 squares.		
r Longbow (weapon) • At-Will		
Attack: Ranged 20 (one creature); +20 vs. AC		
Hit: 3d6 + 11 damage, and the target is slowed (save ends). This attack deals an extra 2d6 damage against a slowed target.		
A Tears from Heaven (fear, weapon) • Encounter		
Attack: Area burst 1 within 10 (enemies in the burst); +18 vs. Will		
Hit: 3d6 + 10 damage, and the target cannot attack (save ends).		
Miss: Half damage.		
Str 18 (+10)	Dex 21 (+11)	Wis 22 (+12)
Con 14 (+8)	Int 12 (+7)	Cha 24 (+13)
Alignment evil		Languages Supernal
Equipment flail, longbow, arrows x30		

Fallen Angel of Death		Level 13 Skirmisher
Large immortal humanoid (angel, undead)		XP 800
HP 133; Bloodied 66		Initiative +14
AC 27, Fortitude 27, Reflex 25, Will 24		Perception +15
Speed 8, fly 12 (hover)		Darkvision
Immune disease, fear, poison; Resist 10 necrotic, 10 radiant		
TRAITS		
○ Death's Demand • Aura 5		
Any enemy in the aura that makes a death saving throw takes a -5 penalty to the roll.		
Angelic Presence		
While the angel is not bloodied, attack rolls against it take a -2 penalty.		
Life Sense		
The angel knows the location of all living creatures within 5 squares of it, and the angel's attacks against living enemies within 5 squares of it ignore concealment.		
STANDARD ACTIONS		
m Scythe (weapon) • At-Will		
Attack: Melee 2 (one creature); +18 vs. AC		
Hit: 3d8 + 9 damage.		
Effect: The angel can shift up to 2 squares.		
Death's Hourglass (necrotic) • Recharge when the effect ends		
Effect: Ranged 10 (one creature). The target takes ongoing 10 necrotic damage until the end of the encounter. The target or an ally adjacent to it can end this effect by succeeding on a standard action DC 28 Religion check or two standard action DC 20 Religion checks. The effect automatically ends when the angel drops below 1 hit point.		
MINOR ACTIONS		
Death's Decree (necrotic) • At-Will (1/round)		
Effect: Ranged 5 (one creature subject to <i>death's hourglass</i>). The target takes 10 necrotic damage, and the angel can shift 1 square closer to the target.		
Skills Insight +15		
Str 26 (+14)	Dex 23 (+12)	Wis 19 (+10)
Con 21 (+11)	Int 18 (+10)	Cha 21 (+11)
Alignment evil		Languages Supernal
Equipment scythe		

MISSION 2.1: BREAKING IN (AL 14)

Fallen Angel of Vengeance	Level 15 Elite Brute
Large immortal humanoid (angel)	XP 2400
HP 366; Bloodied 183	Initiative +11
AC 27, Fortitude 29, Reflex 25, Will 29	Perception +14
Speed 8; fly 12 (hover)	
Immune fear; Resist 10 cold, 10 fire, 10 radiant	
Saving Throws +2; Action Points 1	
TRAITS	
Cloak of Vengeance (cold, fire)	
While the angel is not bloodied, attack rolls against it take a -2 penalty, and any creature that hits the angel with a melee attack takes 8 cold and fire damage.	
STANDARD ACTIONS	
m Longsword (cold, fire, weapon) • At-Will	
Attack: Melee 2 (one creature); +20 vs. AC	
Hit: 4d6 + 15 cold and fire damage.	
M Double Attack • At-Will	
Effect: The angel uses longsword twice.	
MINOR ACTIONS	
Sign of Vengeance • Encounter	
Effect: Ranged sight (one creature). Until the end of the encounter, the angel can teleport adjacent to the target as a move action.	
TRIGGERED ACTIONS	
C Coldfire Pillar Transformation (cold, fire, polymorph) • Encounter	
Trigger: The angel is first bloodied.	
Effect (Free Action): The angel becomes a 6-square-high pillar until the start of its next turn. While in this form, it is immune to all damage.	
When the effect ends, the angel makes the following attack.	
Attack: Close burst 2 (enemies in the burst); +18 vs. Reflex	
Hit: 3d8 + 13 cold and fire damage.	
Skills Insight +19	
Str 27 (+15)	Dex 18 (+11) Wis 25 (+14)
Con 23 (+13)	Int 19 (+11) Cha 26 (+15)
Alignment evil	Languages Supernal
Equipment longsword x2	

Fallen Angel of Winter	Level 14 Soldier
Medium immortal humanoid (angel)	XP 1000
HP 136; Bloodied 68	Initiative +13
AC 30, Fortitude 28, Reflex 26, Will 24	Perception +8
Speed 6, fly 8 (hover)	
Immune fear; Resist 10 cold, 10 radiant	
TRAITS	
O Freezing Aura • Aura 3	
While the angel is not bloodied, enemies in the aura have vulnerable 5 cold.	
Angelic Presence	
While the angel is not bloodied, attack rolls against it take a -2 penalty.	
STANDARD ACTIONS	
m Ice Spear (cold, weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d6 + 12 cold damage, and the target is immobilized until the end of the angel's next turn.	
C Divine Vengeance (cold) • At-Will	
Requirement: The angel must be bloodied.	
Attack: Close burst 3 (enemies in the burst); +17 vs. Fortitude	
Hit: 2d8 + 8 cold damage, and the target is immobilized and takes ongoing 10 cold damage (save ends).	
Aftereffect: The target is slowed (save ends).	
Miss: Half damage, and the target is slowed and takes ongoing 5 cold damage (save ends both).	
Str 22 (+13)	Dex 19 (+11) Wis 13 (+8)
Con 16 (+10)	Int 10 (+7) Cha 15 (+9)
Alignment evil	Languages Supernal
Equipment scale armor, spear	

Fallen Angel Guardian	Level 15 Minion Soldier
Medium immortal humanoid (angel)	XP 300
HP 1; a missed attack roll never damages a minion.	Initiative +13
AC 31, Fortitude 29, Reflex 26, Will 25	Perception +9
Speed 6, fly 9 (hover)	
Immune fear; Resist 10 fire, 10 psychic, 10 radiant	
STANDARD ACTIONS	
m Greatsword (fire, radiant, weapon) • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 11 fire and radiant damage.	
r Divine Rebuke (fire, psychic) • At-Will	
Attack: Ranged 10 (one creature); +18 vs. Reflex	
Hit: 11 fire and psychic damage.	
Str 24 (+14)	Dex 18 (+11) Wis 14 (+9)
Con 18 (+11)	Int 12 (+8) Cha 16 (+10)
Alignment evil	Languages Supernal
Equipment chainmail, greatsword	

MISSION 2.1: BREAKING IN (AL 14 CONTINUED)

Fallen Angel of Sorrow		Level 15 Artillery
Medium immortal humanoid (angel)		XP 1200
HP 110; Bloodied 55		Initiative +12
AC 29, Fortitude 26, Reflex 27, Will 29		Perception +13
Speed 6, fly 8 (hover)		
Immune fear; Resist 10 radiant		
TRAITS		
○ Sorrow • Aura 1		
Any enemy in the aura that misses the angel with an attack is dazed until the end of the enemy's next turn.		
Angelic Presence		
While the angel is not bloodied, attack rolls against it take a -2 penalty.		
STANDARD ACTIONS		
m Flail (weapon) • At-Will		
Attack: Melee 1 (one creature); +20 vs. AC		
Hit: 3d6 + 13 damage, and the angel can push the target up to 2 squares.		
r Longbow (weapon) • At-Will		
Attack: Ranged 20 (one creature); +22 vs. AC		
Hit: 3d6 + 13 damage, and the target is slowed (save ends). This attack deals an extra 2d8 damage against a slowed target.		
A Tears from Heaven (fear, weapon) • Encounter		
Attack: Area burst 1 within 10 (enemies in the burst); +20 vs. Will		
Hit: 3d6 + 11 damage, and the target cannot attack (save ends).		
Miss: Half damage.		
Str 18 (+11)	Dex 21 (+12)	Wis 22 (+13)
Con 14 (+9)	Int 12 (+8)	Cha 24 (+14)
Alignment evil		Languages Supernal
Equipment flail, longbow, arrows x30		

Fallen Angel of Death		Level 15 Skirmisher
Large immortal humanoid (angel, undead)		XP 1200
HP 149; Bloodied 74		Initiative +15
AC 29, Fortitude 29, Reflex 27, Will 26		Perception +16
Speed 8, fly 12 (hover)		Darkvision
Immune disease, fear, poison; Resist 10 necrotic, 10 radiant		
TRAITS		
○ Death's Demand • Aura 5		
Any enemy in the aura that makes a death saving throw takes a -5 penalty to the roll.		
Angelic Presence		
While the angel is not bloodied, attack rolls against it take a -2 penalty.		
Life Sense		
The angel knows the location of all living creatures within 5 squares of it, and the angel's attacks against living enemies within 5 squares of it ignore concealment.		
STANDARD ACTIONS		
m Scythe (weapon) • At-Will		
Attack: Melee 2 (one creature); +20 vs. AC		
Hit: 4d6 + 10 damage.		
Effect: The angel can shift up to 2 squares.		
Death's Hourglass (necrotic) • Recharge when the effect ends		
Effect: Ranged 10 (one creature). The target takes ongoing 15 necrotic damage until the end of the encounter. The target or an ally adjacent to it can end this effect by succeeding on a standard action DC 29 Religion check or two standard action DC 21 Religion checks. The effect automatically ends when the angel drops below 1 hit point.		
MINOR ACTIONS		
Death's Decree (necrotic) • At-Will (1/round)		
Effect: Ranged 5 (one creature subject to <i>death's hourglass</i>). The target takes 10 necrotic damage, and the angel can shift 1 square closer to the target.		
Skills Insight +16		
Str 26 (+15)	Dex 23 (+13)	Wis 19 (+11)
Con 21 (+12)	Int 18 (+11)	Cha 21 (+12)
Alignment evil		Languages Supernal
Equipment scythe		

MISSION 2.1: BREAKING IN (AL 16)

Fallen Angel of Vengeance		Level 18 Elite Brute
Large immortal humanoid (angel)		XP 4000
HP 426; Bloodied 213		Initiative +13
AC 30, Fortitude 32, Reflex 28, Will 32		Perception +16
Speed 8; fly 12 (hover)		
Immune fear; Resist 10 cold, 10 fire, 10 radiant		
Saving Throws +2; Action Points 1		
TRAITS		
Cloak of Vengeance (cold, fire)		
While the angel is not bloodied, attack rolls against it take a -2 penalty, and any creature that hits the angel with a melee attack takes 10 cold and fire damage.		
STANDARD ACTIONS		
m Longsword (cold, fire, weapon) • At-Will		
Attack: Melee 2 (one creature); +23 vs. AC		
Hit: 4d6 + 19 cold and fire damage.		
M Double Attack • At-Will		
Effect: The angel uses longsword twice.		
MINOR ACTIONS		
Sign of Vengeance • Encounter		
Effect: Ranged sight (one creature). Until the end of the encounter, the angel can teleport adjacent to the target as a move action.		
TRIGGERED ACTIONS		
C Coldfire Pillar Transformation (cold, fire, polymorph) • Encounter		
Trigger: The angel is first bloodied.		
Effect (Free Action): The angel becomes a 6-square-high pillar until the start of its next turn. While in this form, it is immune to all damage.		
When the effect ends, the angel makes the following attack.		
Attack: Close burst 2 (enemies in the burst); +21 vs. Reflex		
Hit: 4d6 + 15 cold and fire damage.		
Skills Insight +21		
Str 27 (+17)	Dex 18 (+13)	Wis 25 (+16)
Con 23 (+15)	Int 19 (+13)	Cha 26 (+17)
Alignment evil		Languages Supernal
Equipment longsword x2		

Fallen Angel of Winter		Level 17 Soldier
Medium immortal humanoid (angel)		XP 1600
HP 160; Bloodied 80		Initiative +14
AC 33, Fortitude 31, Reflex 29, Will 27		Perception +9
Speed 6, fly 8 (hover)		
Immune fear; Resist 10 cold, 10 radiant		
TRAITS		
O Freezing Aura • Aura 3		
While the angel is not bloodied, enemies in the aura have vulnerable 5 cold.		
Angelic Presence		
While the angel is not bloodied, attack rolls against it take a -2 penalty.		
STANDARD ACTIONS		
m Ice Spear (cold, weapon) • At-Will		
Attack: Melee 1 (one creature); +22 vs. AC		
Hit: 3d8 + 12 cold damage, and the target is immobilized until the end of the angel's next turn.		
C Divine Vengeance (cold) • At-Will		
Requirement: The angel must be bloodied.		
Attack: Close burst 3 (enemies in the burst); +20 vs. Fortitude		
Hit: 3d6 + 9 cold damage, and the target is immobilized and takes ongoing 15 cold damage (save ends).		
Aftereffect: The target is slowed (save ends).		
Miss: Half damage, and the target is slowed and takes ongoing 10 cold damage (save ends both).		
Str 22 (+14)	Dex 19 (+12)	Wis 13 (+9)
Con 16 (+11)	Int 10 (+8)	Cha 15 (+10)
Alignment evil		Languages Supernal
Equipment scale armor, spear		

Fallen Angel Guardian		Level 17 Minion Soldier
Medium immortal humanoid (angel)		XP 400
HP 1; a missed attack roll never damages a minion.		Initiative +14
AC 33, Fortitude 31, Reflex 28, Will 27		Perception +10
Speed 6, fly 9 (hover)		
Immune fear; Resist 10 fire, 10 psychic, 10 radiant		
STANDARD ACTIONS		
m Greatsword (fire, radiant, weapon) • At-Will		
Attack: Melee 1 (one creature); +22 vs. AC		
Hit: 12 fire and radiant damage.		
r Divine Rebuke (fire, psychic) • At-Will		
Attack: Ranged 10 (one creature); +20 vs. Reflex		
Hit: 12 fire and psychic damage.		
Str 24 (+15)	Dex 18 (+12)	Wis 14 (+10)
Con 18 (+12)	Int 12 (+9)	Cha 16 (+11)
Alignment evil		Languages Supernal
Equipment chainmail, greatsword		

MISSION 2.1: BREAKING IN (AL 16 CONTINUED)

Fallen Angel of Sorrow		Level 17 Artillery
Medium immortal humanoid (angel)		XP 1600
HP 122; Bloodied 61		Initiative +13
AC 31, Fortitude 28, Reflex 29, Will 31		Perception +14
Speed 6, fly 8 (hover)		
Immune fear; Resist 10 radiant		
TRAITS		
○ Sorrow • Aura 1		
Any enemy in the aura that misses the angel with an attack is dazed until the end of the enemy's next turn.		
Angelic Presence		
While the angel is not bloodied, attack rolls against it take a -2 penalty.		
STANDARD ACTIONS		
m Flail (weapon) • At-Will		
Attack: Melee 1 (one creature); +22 vs. AC		
Hit: 3d8 + 12 damage, and the angel can push the target up to 2 squares.		
r Longbow (weapon) • At-Will		
Attack: Ranged 20 (one creature); +24 vs. AC		
Hit: 3d8 + 12 damage, and the target is slowed (save ends). This attack deals an extra 3d6 damage against a slowed target.		
A Tears from Heaven (fear, weapon) • Encounter		
Attack: Area burst 1 within 10 (enemies in the burst); +22 vs. Will		
Hit: 3d6 + 13 damage, and the target cannot attack (save ends).		
Miss: Half damage.		
Str 18 (+12)	Dex 21 (+13)	Wis 22 (+14)
Con 14 (+10)	Int 12 (+9)	Cha 24 (+15)
Alignment evil		Languages Supernal
Equipment flail, longbow, arrows x30		

Fallen Angel of Death		Level 17 Skirmisher
Large immortal humanoid (angel, undead)		XP 1600
HP 185; Bloodied 82		Initiative +16
AC 31, Fortitude 31, Reflex 29, Will 28		Perception +17
Speed 8, fly 12 (hover)		Darkvision
Immune disease, fear, poison; Resist 10 necrotic, 10 radiant		
TRAITS		
○ Death's Demand • Aura 5		
Any enemy in the aura that makes a death saving throw takes a -5 penalty to the roll.		
Angelic Presence		
While the angel is not bloodied, attack rolls against it take a -2 penalty.		
Life Sense		
The angel knows the location of all living creatures within 5 squares of it, and the angel's attacks against living enemies within 5 squares of it ignore concealment.		
STANDARD ACTIONS		
m Scythe (weapon) • At-Will		
Attack: Melee 2 (one creature); +22 vs. AC		
Hit: 4d6 + 13 damage.		
Effect: The angel can shift up to 2 squares.		
Death's Hourglass (necrotic) • Recharge when the effect ends		
Effect: Ranged 10 (one creature). The target takes ongoing 20 necrotic damage until the end of the encounter. The target or an ally adjacent to it can end this effect by succeeding on a standard action DC 31 Religion check or two standard action DC 22 Religion checks. The effect automatically ends when the angel drops below 1 hit point.		
MINOR ACTIONS		
Death's Decree (necrotic) • At-Will (1/round)		
Effect: Ranged 5 (one creature subject to <i>death's hourglass</i>). The target takes 10 necrotic damage, and the angel can shift 1 square closer to the target.		
Skills Insight +17		
Str 26 (+16)	Dex 23 (+14)	Wis 19 (+12)
Con 21 (+13)	Int 18 (+12)	Cha 21 (+13)
Alignment evil		Languages Supernal
Equipment scythe		

MISSION 2.1: BREAKING IN (AL 18)

Fallen Angel of Vengeance	Level 19 Elite Brute
Large immortal humanoid (angel)	XP 4800
HP 446; Bloodied 223	Initiative +13
AC 31, Fortitude 33, Reflex 29, Will 33	Perception +16
Speed 8; fly 12 (hover)	
Immune fear; Resist 10 cold, 10 fire, 10 radiant	
Saving Throws +2; Action Points 1	
TRAITS	
Cloak of Vengeance (cold, fire)	
While the angel is not bloodied, attack rolls against it take a -2 penalty, and any creature that hits the angel with a melee attack takes 10 cold and fire damage.	
STANDARD ACTIONS	
m Longsword (cold, fire, weapon) • At-Will	
Attack: Melee 2 (one creature); +24 vs. AC	
Hit: 4d8 + 16 cold and fire damage.	
M Double Attack • At-Will	
Effect: The angel uses longsword twice.	
MINOR ACTIONS	
Sign of Vengeance • Encounter	
Effect: Ranged sight (one creature). Until the end of the encounter, the angel can teleport adjacent to the target as a move action.	
TRIGGERED ACTIONS	
C Coldfire Pillar Transformation (cold, fire, polymorph) • Encounter	
Trigger: The angel is first bloodied.	
Effect (Free Action): The angel becomes a 6-square-high pillar until the start of its next turn. While in this form, it is immune to all damage.	
When the effect ends, the angel makes the following attack.	
Attack: Close burst 2 (enemies in the burst); +22 vs. Reflex	
Hit: 4d6 + 16 cold and fire damage.	
Avenge the Fallen • At-Will	
Trigger: An ally that the angel can see is reduced to 0 hit points.	
Effect (Immediate Reaction): The angel can move up to its speed and make a melee basic attack.	
Skills Insight +21	
Str 27 (+17)	Dex 18 (+13) Wis 25 (+16)
Con 23 (+15)	Int 19 (+13) Cha 26 (+17)
Alignment evil	Languages Supernal
Equipment longsword x2	

Fallen Angel of Winter	Level 19 Soldier
Medium immortal humanoid (angel)	XP 2400
HP 176; Bloodied 88	Initiative +15
AC 35, Fortitude 33, Reflex 31, Will 29	Perception +10
Speed 6, fly 8 (hover)	
Immune fear; Resist 10 cold, 10 radiant	
TRAITS	
O Freezing Aura • Aura 3	
While the angel is not bloodied, enemies in the aura have vulnerable 10 cold.	
Angelic Presence	
While the angel is not bloodied, attack rolls against it take a -2 penalty.	
STANDARD ACTIONS	
m Ice Spear (cold, weapon) • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 3d8 + 14 cold damage, and the target is immobilized until the end of the angel's next turn.	
C Divine Vengeance (cold) • At-Will	
Requirement: The angel must be bloodied.	
Attack: Close burst 3 (enemies in the burst); +20 vs. Fortitude	
Hit: 3d6 + 10 cold damage, and the target is immobilized and takes ongoing 20 cold damage (save ends).	
Aftereffect: The target is slowed (save ends).	
Miss: Half damage, and the target is slowed and takes ongoing 10 cold damage (save ends both).	
Str 22 (+15)	Dex 19 (+13) Wis 13 (+10)
Con 16 (+12)	Int 10 (+9) Cha 15 (+11)
Alignment evil	Languages Supernal
Equipment scale armor, spear	

Fallen Angel Guardian	Level 19 Minion Soldier
Medium immortal humanoid (angel)	XP 600
HP 1; a missed attack roll never damages a minion.	Initiative +15
AC 35, Fortitude 33, Reflex 30, Will 29	Perception +11
Speed 6, fly 9 (hover)	
Immune fear; Resist 10 fire, 10 psychic, 10 radiant	
STANDARD ACTIONS	
m Greatsword (fire, radiant, weapon) • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 13 fire and radiant damage.	
r Divine Rebuke (fire, psychic) • At-Will	
Attack: Ranged 10 (one creature); +22 vs. Reflex	
Hit: 13 fire and psychic damage.	
Str 24 (+16)	Dex 18 (+13) Wis 14 (+11)
Con 18 (+13)	Int 12 (+10) Cha 16 (+12)
Alignment evil	Languages Supernal
Equipment chainmail, greatsword	

MISSION 2.1: BREAKING IN (AL 18 CONTINUED)

Fallen Angel of Sorrow		Level 18 Artillery
Medium immortal humanoid (angel)		XP 2000
HP 128; Bloodied 64		Initiative +14
AC 32, Fortitude 29, Reflex 30, Will 32		Perception +15
Speed 6, fly 8 (hover)		
Immune fear; Resist 10 radiant		
TRAITS		
○ Sorrow • Aura 1		
Any enemy in the aura that misses the angel with an attack is dazed until the end of the enemy's next turn.		
Angelic Presence		
While the angel is not bloodied, attack rolls against it take a -2 penalty.		
STANDARD ACTIONS		
m Flail (weapon) • At-Will		
Attack: Melee 1 (one creature); +23 vs. AC		
Hit: 3d8 + 13 damage, and the angel can push the target up to 2 squares.		
r Longbow (weapon) • At-Will		
Attack: Ranged 20 (one creature); +25 vs. AC		
Hit: 3d8 + 13 damage, and the target is slowed (save ends). This attack deals an extra 3d8 damage against a slowed target.		
A Tears from Heaven (fear, weapon) • Encounter		
Attack: Area burst 1 within 10 (enemies in the burst); +23 vs. Will		
Hit: 3d8 + 11 damage, and the target cannot attack (save ends).		
Miss: Half damage.		
Str 18 (+13)	Dex 21 (+14)	Wis 22 (+15)
Con 14 (+11)	Int 12 (+10)	Cha 24 (+16)
Alignment evil		Languages Supernal
Equipment flail, longbow, arrows x30		

Fallen Angel of Death		Level 18 Skirmisher
Large immortal humanoid (angel, undead)		XP 2000
HP 193; Bloodied 86		Initiative +17
AC 32, Fortitude 32, Reflex 30, Will 29		Perception +18
Speed 8, fly 12 (hover)		Darkvision
Immune disease, fear, poison; Resist 10 necrotic, 10 radiant		
TRAITS		
○ Death's Demand • Aura 5		
Any enemy in the aura that makes a death saving throw takes a -5 penalty to the roll.		
Angelic Presence		
While the angel is not bloodied, attack rolls against it take a -2 penalty.		
Life Sense		
The angel knows the location of all living creatures within 5 squares of it, and the angel's attacks against living enemies within 5 squares of it ignore concealment.		
STANDARD ACTIONS		
m Scythe (weapon) • At-Will		
Attack: Melee 2 (one creature); +23 vs. AC		
Hit: 4d6 + 14 damage.		
Effect: The angel can shift up to 2 squares.		
Death's Hourglass (necrotic) • Recharge when the effect ends		
Effect: Ranged 10 (one creature). The target takes ongoing 25 necrotic damage until the end of the encounter. The target or an ally adjacent to it can end this effect by succeeding on a standard action DC 32 Religion check or two standard action DC 23 Religion checks. The effect automatically ends when the angel drops below 1 hit point.		
MINOR ACTIONS		
Death's Decree (necrotic) • At-Will (1/round)		
Effect: Ranged 5 (one creature subject to <i>death's hourglass</i>). The target takes 15 necrotic damage, and the angel can shift 1 square closer to the target.		
Skills Insight +18		
Str 26 (+17)	Dex 23 (+15)	Wis 19 (+13)
Con 21 (+14)	Int 18 (+13)	Cha 21 (+14)
Alignment evil		Languages Supernal
Equipment scythe		

MISSION 2.1: BREAKING IN (AL 20)

Fallen Angel of Vengeance		Level 22 Elite Brute
Large immortal humanoid (angel)		XP 8300
HP 506; Bloodied 253		Initiative +15
AC 34, Fortitude 36, Reflex 32, Will 36		Perception +18
Speed 8; fly 12 (hover)		
Immune fear; Resist 15 cold, 15 fire, 15 radiant		
Saving Throws +2; Action Points 1		
TRAITS		
Cloak of Vengeance (cold, fire)		
While the angel is not bloodied, attack rolls against it take a -2 penalty, and any creature that hits the angel with a melee attack takes 15 cold and fire damage.		
STANDARD ACTIONS		
m Longsword (cold, fire, weapon) • At-Will		
Attack: Melee 2 (one creature); +27 vs. AC		
Hit: 4d8 + 20 cold and fire damage.		
M Double Attack • At-Will		
Effect: The angel uses longsword twice.		
MINOR ACTIONS		
Sign of Vengeance • At-Will		
Effect: Ranged sight (one creature). Until the end of the encounter, the angel can teleport adjacent to the target as a move action. The angel can only have one creature at a time targeted by this power.		
TRIGGERED ACTIONS		
C Coldfire Pillar Transformation (cold, fire, polymorph) • Encounter		
Trigger: The angel is first bloodied.		
Effect (Free Action): The angel becomes a 6-square-high pillar until the start of its next turn. While in this form, it is immune to all damage.		
When the effect ends, the angel makes the following attack.		
Attack: Close burst 2 (enemies in the burst); +25 vs. Reflex		
Hit: 4d6 + 19 cold and fire damage.		
Avenge the Fallen • At-Will		
Trigger: An ally that the angel can see is reduced to 0 hit points.		
Effect (Immediate Reaction): The angel can move up to its speed and make a melee basic attack with a +2 bonus on the attack roll and a +5 bonus on the damage roll.		
Skills Insight +23		
Str 27 (+19)	Dex 18 (+15)	Wis 25 (+18)
Con 23 (+17)	Int 19 (+15)	Cha 26 (+19)
Alignment evil		Languages Supernal
Equipment longsword x2		

Fallen Angel of Winter		Level 21 Soldier
Medium immortal humanoid (angel)		XP 3200
HP 192; Bloodied 96		Initiative +16
AC 37, Fortitude 35, Reflex 33, Will 31		Perception +11
Speed 6; fly 8 (hover)		
Immune fear; Resist 15 cold, 15 radiant		
TRAITS		
O Freezing Aura • Aura 3		
While the angel is not bloodied, enemies in the aura have vulnerable 10 cold.		
Angelic Presence		
While the angel is not bloodied, attack rolls against it take a -2 penalty.		
STANDARD ACTIONS		
m Ice Spear (cold, weapon) • At-Will		
Attack: Melee 1 (one creature); +26 vs. AC		
Hit: 4d6 + 15 cold damage, and the target is immobilized until the end of the angel's next turn.		
C Divine Vengeance (cold) • At-Will		
Requirement: The angel must be bloodied.		
Attack: Close burst 3 (enemies in the burst); +24 vs. Fortitude		
Hit: 3d8 + 9 cold damage, and the target is immobilized and takes ongoing 25 cold damage (save ends).		
Aftereffect: The target is slowed (save ends).		
Miss: Half damage, and the target is slowed and takes ongoing 15 cold damage (save ends both).		
Str 22 (+17)	Dex 19 (+15)	Wis 13 (+12)
Con 16 (+14)	Int 10 (+11)	Cha 15 (+13)
Alignment evil		Languages Supernal
Equipment scale armor, spear		

Fallen Angel Guardian		Level 21 Minion Soldier
Medium immortal humanoid (angel)		XP 800
HP 1; a missed attack roll never damages a minion.		Initiative +16
AC 37, Fortitude 35, Reflex 32, Will 31		Perception +12
Speed 6; fly 9 (hover)		
Immune fear; Resist 15 fire, 15 psychic, 15 radiant		
STANDARD ACTIONS		
m Greatsword (fire, radiant, weapon) • At-Will		
Attack: Melee 1 (one creature); +26 vs. AC		
Hit: 14 fire and radiant damage.		
r Divine Rebuke (fire, psychic) • At-Will		
Attack: Ranged 10 (one creature); +24 vs. Reflex		
Hit: 14 fire and psychic damage.		
Str 24 (+17)	Dex 18 (+14)	Wis 14 (+12)
Con 18 (+14)	Int 12 (+11)	Cha 16 (+13)
Alignment evil		Languages Supernal
Equipment chainmail, greatsword		

MISSION 2.1: BREAKING IN (AL 20 CONTINUED)

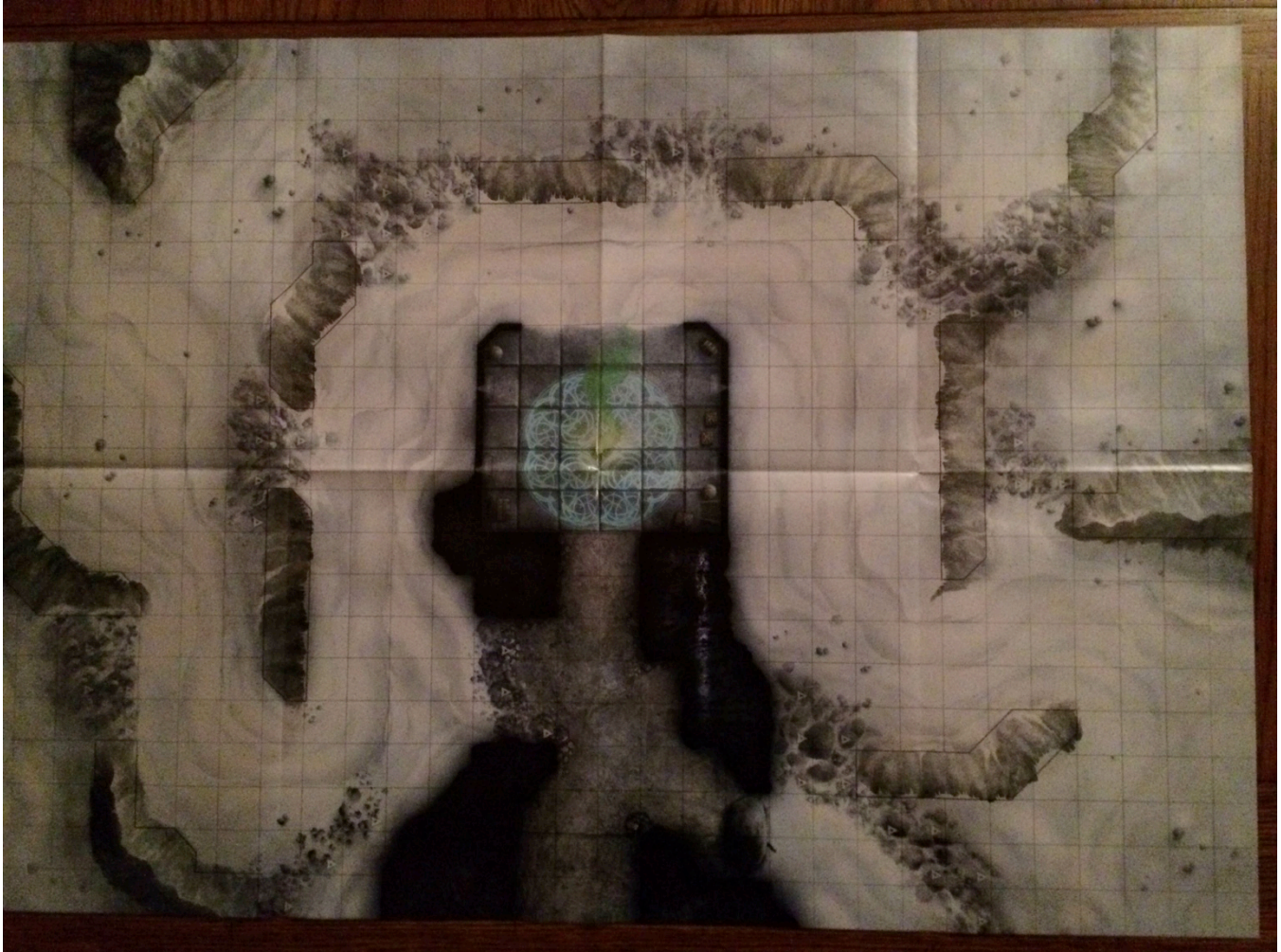
Fallen Angel of Sorrow	Level 22 Artillery
Medium immortal humanoid (angel)	XP 4150
HP 152; Bloodied 76	Initiative +16
AC 36, Fortitude 33, Reflex 34, Will 36	Perception +17
Speed 6, fly 8 (hover)	
Immune fear; Resist 15 radiant	
TRAITS	
○ Sorrow • Aura 1	
Any enemy in the aura that misses the angel with an attack is dazed until the end of the enemy's next turn.	
Angelic Presence	
While the angel is not bloodied, attack rolls against it take a -2 penalty.	
STANDARD ACTIONS	
m Flail (weapon) • At-Will	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 4d6 + 16 damage, and the angel can push the target up to 2 squares.	
r Longbow (weapon) • At-Will	
Attack: Ranged 20 (one creature); +29 vs. AC	
Hit: 4d6 + 16 damage, and the target is slowed (save ends). This attack deals an extra 5d6 damage against a slowed target.	
A Tears from Heaven (fear, weapon) • Recharge when first bloodied	
Attack: Area burst 1 within 10 (enemies in the burst); +27 vs. Will	
Hit: 3d8 + 15 damage, and the target cannot attack (save ends).	
Miss: Half damage.	
Str 18 (+15)	Dex 21 (+16) Wis 22 (+17)
Con 14 (+13)	Int 12 (+12) Cha 24 (+18)
Alignment evil	Languages Supernal
Equipment flail, longbow, arrows x30	

Fallen Angel of Death	Level 21 Skirmisher
Large immortal humanoid (angel, undead)	XP 3200
HP 217; Bloodied 98	Initiative +18
AC 35, Fortitude 35, Reflex 33, Will 32	Perception +19
Speed 8, fly 12 (hover)	Darkvision
Immune disease, fear, poison; Resist 15 necrotic, 15 radiant	
TRAITS	
○ Death's Demand • Aura 5	
Any enemy in the aura that makes a death saving throw takes a -5 penalty to the roll.	
Angelic Presence	
While the angel is not bloodied, attack rolls against it take a -2 penalty.	
Life Sense	
The angel knows the location of all living creatures within 5 squares of it, and the angel's attacks against living enemies within 5 squares of it ignore concealment.	
STANDARD ACTIONS	
m Scythe (weapon) • At-Will	
Attack: Melee 2 (one creature); +26 vs. AC	
Hit: 4d8 + 15 damage.	
Effect: The angel can shift up to 2 squares.	
Death's Hourglass (necrotic) • Recharge when the effect ends	
Effect: Ranged 10 (one creature). The target takes ongoing 30 necrotic damage until the end of the encounter. The target or an ally adjacent to it can end this effect by succeeding on a standard action DC 35 Religion check or two standard action DC 26 Religion checks. The effect automatically ends when the angel drops below 1 hit point.	
MINOR ACTIONS	
Death's Decree (necrotic) • At-Will (1/round)	
Effect: Ranged 5 (one creature subject to death's hourglass). The target takes 15 necrotic damage, and the angel can shift 1 square closer to the target.	
Skills Insight +19	
Str 26 (+18)	Dex 23 (+16) Wis 19 (+14)
Con 21 (+15)	Int 18 (+14) Cha 21 (+15)
Alignment evil	Languages Supernal
Equipment scythe	

MISSION 2.1: BREAKING IN (BATTLE MAP)

POSTER MAP NEEDED

Shattered Keeps - 4



The PCs enter the map in the bottom center, anywhere within 3 squares of the map edge (but not on white squares). The blue glyph is the entrance to the Supreme Throne, but it cannot be opened until all the angels are defeated.

The angel of sorrow is on the plateau at the top of the map, where she is at the highest elevation and has the best view of the battlefield. She is guarded by several of the minions. The other minions should be guarding the two routes to the left and right of the PCs' starting area.

The angel of death is on the second level, directly above the glyph. This should let it reach a PC with its ranged abilities without exposing it to a melee attack on the first round.

The angel of vengeance is on the right side of the map toward the center, and the angel of winter is on the left side in a similar position. (They should pose an obstacle to the PCs making it up either side.) Each of these angels should have a couple of minions with it as an escort.

MISSION 2.2: CHAOS ABIDES

ENCOUNTER LEVEL = AL + 2

CREATURES

AL 12 (5000 XP):

The Scarmaker (level 13 elite)
5 Chaos Hounds (level 11 minion)
2 Greater Maw Demons (level 12)
2 Chaos Vanguards (level 12)

AL 14 (7100 XP):

The Scarmaker (level 15 elite)
5 Chaos Hounds (level 12 minion)
2 Greater Maw Demons (level 14)
2 Chaos Vanguards (level 14)

AL 16 (10,000 XP):

The Scarmaker (level 17 elite)
5 Chaos Hounds (level 15 minion)
2 Greater Maw Demons (level 16)
2 Chaos Vanguards (level 16)

AL 18 (14,000 XP):

The Scarmaker (level 18 elite)
5 Chaos Hounds (level 18 minion)
2 Greater Maw Demons (level 18)
2 Chaos Vanguards (level 18)

AL 20 (20,800 XP):

The Scarmaker (level 21 elite)
5 Chaos Hounds (level 21 minion)
2 Greater Maw Demons (level 20)
2 Chaos Vanguards (level 20)

SCALING THE ENCOUNTER

Four PCs: Remove one greater maw demon.

Six PCs: Add a soulcatcher (see extra stat block).

TIERING THE ENCOUNTER

Aggressive: The Scarmaker gets a +2 bonus to attack rolls and a +5 bonus to damage rolls. Add two chaos hounds per round at the start of every round, until the Scarmaker has been killed. They appear in unoccupied squares within 5 of the Scarmaker.

Glory: Add the soulcatcher even if there are less than 6 PCs. The greater maw demons get +2 to hit and a +5 damage bonus while bloodied. Increase the Scarmaker's hit points by 50% (his bloodied value). Change *infernal moon curse* and *howl of the demon* to "Recharge when first bloodied."

OBJECTIVE

As the PCs are breaking into Cyric's prison, they are interrupted by a pack of demons. The demon lords have been waiting for the opportunity to seize power and extend the Elemental Chaos into the world by replacing the Spellplague with the Abyssal Plague. The demonic force is led by a gnoll called The Scarmaker. PCs who have a history with any demon lord (based on Story Awards) suffer additional effects during this encounter.

The PCs must defeat the Abyssal monsters and seal themselves inside the prison (thereby re-establishing the wards preventing planar breaches of the prison). This will give them enough time to deal with Cyric before the forces of the Abyss can make another attack.

MISSION 2.2: CHAOS ABIDES (AL 12)

The Scarmaker	Level 13 Elite Artillery (Leader)
Medium elemental humanoid (demon), gnoll	XP 1600
HP 208; Bloodied 104	Initiative +10
AC 27, Fortitude 26, Reflex 25, Will 22	Perception +7
Speed 7; fly 9 (hover)	Darkvision
Resist 10 poison	
Saving Throws +2; Action Points 1	
TRAITS	
Pack Attack	
The Scarmaker's attacks deal 6 extra damage to any enemy that is adjacent to at least one of his allies.	
STANDARD ACTIONS	
m Cudgel of Bloody Teeth (weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d6 + 7 damage and ongoing 10 damage (save ends).	
r Eldritch Blast (implement) • At-Will	
Attack: Ranged 10 (one creature); +18 vs. Reflex	
Hit: 2d10 + 10 damage.	
R Forked Blast (implement, radiant) • At-Will	
Effect: The Scarmaker uses <i>eldritch blast</i> twice, against different targets.	
R Dire Radiance (implement, radiant) • At-Will	
Attack: Ranged 10 (one or two creatures); +18 vs. Fortitude	
Hit: 3d6 + 10 radiant damage. If the target moves closer to the Scarmaker on its next turn, it takes 10 radiant damage.	
R Infernal Moon Curse (implement, poison) • Encounter	
Attack: Ranged 10 (one or two creatures); +18 vs. Fortitude	
Hit: 3d8 + 15 poison damage, and the target is immobilized and held 5 feet off the ground until the end of the Scarmaker's next turn.	
C Howl of the Demon • Encounter	
Effect: Close burst 5 (allies in the burst). Each target can make a melee basic attack as a free action.	
MINOR ACTIONS	
Yeenoghu's Curse • At-Will 1/round	
Effect: The Scarmaker chooses one enemy he can see. Until the end of his turn, his implement attacks deal 1d8 extra damage against the chosen enemy.	
TRIGGERED ACTIONS	
M Spined Tail • At-Will	
Trigger: An enemy enters a square adjacent to the Scarmaker.	
Attack (Opportunity Action): Melee 1 (the triggering enemy); +18 vs. AC	
Hit: 3d6 + 11 damage.	
Skills Arcana +11, Intimidate +12, Religion +11, Thievery +15	
Str 11 (+6) Dex 18 (+10) Wis 12 (+7)	
Con 20 (+11) Int 10 (+6) Cha 13 (+7)	
Alignment chaotic evil	Languages Abyssal, Common
Equipment leather armor, cudgel, rod implement	

Chaos Hound	Level 11 Minion Skirmisher
Medium elemental beast (demon)	XP 150
HP 1; a missed attack roll never damages a minion.	Initiative +10
AC 25, Fortitude 24, Reflex 23, Will 21	Perception +6
Speed 8	Darkvision
TRAITS	
Pack Attack	
The hound's attacks deal 3 extra damage for each other demon that is adjacent to the target.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 9 damage, and the hound can shift 1 square.	
Str 18 (+9) Dex 16 (+8) Wis 12 (+6)	
Con 18 (+9) Int 5 (+2) Cha 10 (+5)	
Alignment chaotic evil	Languages --

Greater Maw Demon	Level 12 Brute
Large elemental humanoid (demon)	XP 700
HP 150; Bloodied 75	Initiative +6
AC 24, Fortitude 24, Reflex 23, Will 22	Perception +7
Speed 6	Darkvision
TRAITS	
O Snapping Jaws • Aura 1	
Enemies within the aura grant combat advantage.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 3d8 + 13 damage.	
C Howling Hunger (thunder) • Encounter	
Requirement: The demon must be bloodied.	
Attack: Close burst 3 (enemies in the burst); +15 vs. Will	
Hit: 3d6 + 12 thunder damage, and the target falls prone.	
MOVE ACTIONS	
Ravenous Advance • At-Will	
Effect: The demon shifts 5 squares to a square adjacent to the nearest bloodied enemy.	
MINOR ACTIONS	
Vicious Assault • Recharge when first bloodied	
Effect: The next attack the demon makes before the end of its next turn is made against the lowest of the target's defenses.	
Str 22 (+12) Dex 11 (+6) Wis 13 (+7)	
Con 20 (+10) Int 5 (+3) Cha 10 (+4)	
Alignment chaotic evil	Languages Abyssal

MISSION 2.2: CHAOS ABIDES (AL 12 CONTINUED)

Soulcatcher	Level 12 Controller
Medium elemental humanoid (demon)	XP 700
HP 126; Bloodied 63	Initiative +13
AC 26, Fortitude 24, Reflex 26, Will 22	Perception +18
Speed 8	Low-light vision
TRAITS	
○ Scent of Fear (fear) • Aura 10	
Enemies within the aura take a -2 penalty to Will.	
Beyond Sight	
Whenever the soulcatcher ends its turn 5 or more squares from an enemy, it is invisible to that enemy until the end of the soulcatcher's next turn.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d6 + 5 damage.	
M Cannibal's Bite (healing) • At-Will	
Attack: Melee 1 (one creature dominated by the soulcatcher); +17 vs. AC	
Hit: 4d8 + 6 damage, and the soulcatcher regains hit points equal to half the damage dealt.	
R Inflate the Hungry Soul (charm, psychic) • Recharge when no creature is affected by this power	
Attack: Ranged 10 (one creature); +15 vs. Will	
Hit: 2d8 + 6 psychic damage, and the target is dominated (save ends).	
MINOR ACTIONS	
Material Instability • Encounter	
Effect: The soulcatcher is insubstantial and phasing until the end of its next turn.	
Skills Endurance +17, Stealth +18	
Str 24 (+13)	Dex 25 (+13) Wis 24 (+13)
Con 22 (+12)	Int 18 (+10) Cha 16 (+9)
Alignment chaotic evil	Languages Abyssal, Common, telepathy 15

Chaos Vanguard	Level 12 Soldier
Large elemental beast (demon)	XP 700
HP 124; Bloodied 62	Initiative +10
AC 28, Fortitude 27, Reflex 22, Will 22	Perception +8
Speed 6	Darkvision
TRAITS	
○ Crimson Retribution • Aura 2	
Whenever an enemy in the aura makes an attack that doesn't include the vanguard as a target, that enemy takes 10 damage.	
○ Soul Stealer • Aura 2	
Whenever an enemy in the aura spends a healing surge, the vanguard makes a melee basic attack against that enemy as a free action. The vanguard gains a +5 bonus to its attack and damage rolls with this attack.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 3d6 + 10 damage, and the vanguard pushes the target up to 2 squares.	
C Sweeping Slash • Recharge when first bloodied	
Attack: Close blast 3 (enemies in the blast); +17 vs. AC	
Hit: 2d12 + 10 damage.	
Str 24 (+13)	Dex 15 (+8) Wis 14 (+8)
Con 20 (+11)	Int 14 (+8) Cha 12 (+7)
Alignment chaotic evil	Languages Abyssal

MISSION 2.2: CHAOS ABIDES (AL 14)

The Scarmaker	Level 15 Elite Artillery (Leader)
Medium elemental humanoid (demon), gnoll	XP 2400
HP 232; Bloodied 116	Initiative +11
AC 29, Fortitude 28, Reflex 27, Will 24	Perception +8
Speed 7; fly 9 (hover)	Darkvision
Resist 10 poison	
Saving Throws +2; Action Points 1	
TRAITS	
Pack Attack	
The Scarmaker's attacks deal 7 extra damage to any enemy that is adjacent to at least one of his allies.	
STANDARD ACTIONS	
m Cudgel of Bloody Teeth (weapon) • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d6 + 9 damage and ongoing 10 damage (save ends).	
r Eldritch Blast (implement) • At-Will	
Attack: Ranged 10 (one creature); +20 vs. Reflex	
Hit: 2d10 + 12 damage.	
R Forked Blast (implement, radiant) • At-Will	
Effect: The Scarmaker uses <i>eldritch blast</i> twice, against different targets.	
R Dire Radiance (implement, radiant) • At-Will	
Attack: Ranged 10 (one or two creatures); +20 vs. Fortitude	
Hit: 3d6 + 11 radiant damage. If the target moves closer to the Scarmaker on its next turn, it takes 10 radiant damage.	
R Infernal Moon Curse (implement, poison) • Encounter	
Attack: Ranged 10 (one or two creatures); +20 vs. Fortitude	
Hit: 4d6 + 15 poison damage, and the target is immobilized and held 5 feet off the ground until the end of the Scarmaker's next turn.	
C Howl of the Demon • Encounter	
Effect: Close burst 5 (allies in the burst). Each target can make a melee basic attack as a free action.	
MINOR ACTIONS	
Yeenoghu's Curse • At-Will 1/round	
Effect: The Scarmaker chooses one enemy he can see. Until the end of his turn, his implement attacks deal 2d6 extra damage against the chosen enemy.	
TRIGGERED ACTIONS	
M Spined Tail • At-Will	
Trigger: An enemy enters a square adjacent to the Scarmaker.	
Attack (Opportunity Action): Melee 1 (the triggering enemy); +20 vs. AC	
Hit: 3d6 + 13 damage.	
Skills Arcana +12, Intimidate +13, Religion +12, Thievery +16	
Str 11 (+7) Dex 18 (+11) Wis 12 (+8)	
Con 20 (+12) Int 10 (+7) Cha 13 (+8)	
Alignment chaotic evil	Languages Abyssal, Common
Equipment leather armor, cudgel, rod implement	

Chaos Hound	Level 12 Minion Skirmisher
Medium elemental beast (demon)	XP 175
HP 1; a missed attack roll never damages a minion.	Initiative +11
AC 26, Fortitude 25, Reflex 24, Will 22	Perception +7
Speed 8	Darkvision
TRAITS	
Pack Attack	
The hound's attacks deal 3 extra damage for each other demon that is adjacent to the target.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 10 damage, and the hound can shift 1 square.	
Str 18 (+10) Dex 16 (+9) Wis 12 (+7)	
Con 18 (+10) Int 5 (+3) Cha 10 (+6)	
Alignment chaotic evil	Languages --

Greater Maw Demon	Level 14 Brute
Large elemental humanoid (demon)	XP 1000
HP 170; Bloodied 85	Initiative +7
AC 26, Fortitude 26, Reflex 25, Will 24	Perception +8
Speed 6	Darkvision
TRAITS	
O Snapping Jaws • Aura 1	
Enemies within the aura grant combat advantage.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 3d8 + 15 damage.	
C Howling Hunger (thunder) • Encounter	
Requirement: The demon must be bloodied.	
Attack: Close burst 3 (enemies in the burst); +17 vs. Will	
Hit: 3d8 + 12 thunder damage, and the target falls prone.	
MOVE ACTIONS	
Ravenous Advance • At-Will	
Effect: The demon shifts 5 squares to a square adjacent to the nearest bloodied enemy.	
MINOR ACTIONS	
Vicious Assault • Recharge when first bloodied	
Effect: The next attack the demon makes before the end of its next turn is made against the lowest of the target's defenses.	
Str 22 (+13) Dex 11 (+7) Wis 13 (+8)	
Con 20 (+11) Int 5 (+4) Cha 10 (+5)	
Alignment chaotic evil	Languages Abyssal

MISSION 2.2: CHAOS ABIDES (AL 14 CONTINUED)

Soulcatcher	Level 14 Controller
Medium elemental humanoid (demon)	XP 1000
HP 142; Bloodied 71	Initiative +14
AC 28, Fortitude 26, Reflex 28, Will 24	Perception +19
Speed 8	Low-light vision
TRAITS	
○ Scent of Fear (fear) • Aura 10	
Enemies within the aura take a -2 penalty to Will.	
Beyond Sight	
Whenever the soulcatcher ends its turn 5 or more squares from an enemy, it is invisible to that enemy until the end of the soulcatcher's next turn.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d6 + 7 damage.	
M Cannibal's Bite (healing) • At-Will	
Attack: Melee 1 (one creature dominated by the soulcatcher); +19 vs. AC	
Hit: 4d8 + 8 damage, and the soulcatcher regains hit points equal to half the damage dealt.	
R Inflate the Hungry Soul (charm, psychic) • Recharge when no creature is affected by this power	
Attack: Ranged 10 (one creature); +17 vs. Will	
Hit: 3d8 + 4 psychic damage, and the target is dominated (save ends).	
MINOR ACTIONS	
Material Instability • Encounter	
Effect: The soulcatcher is insubstantial and phasing until the end of its next turn.	
Skills Endurance +18, Stealth +19	
Str 24 (+14)	Dex 25 (+14) Wis 24 (+14)
Con 22 (+13)	Int 18 (+11) Cha 16 (+10)
Alignment chaotic evil	Languages Abyssal, Common, telepathy 15

Chaos Vanguard	Level 14 Soldier
Large elemental beast (demon)	XP 1000
HP 140; Bloodied 70	Initiative +11
AC 30, Fortitude 29, Reflex 24, Will 24	Perception +9
Speed 6	Darkvision
TRAITS	
○ Crimson Retribution • Aura 2	
Whenever an enemy in the aura makes an attack that doesn't include the vanguard as a target, that enemy takes 10 damage.	
○ Soul Stealer • Aura 2	
Whenever an enemy in the aura spends a healing surge, the vanguard makes a melee basic attack against that enemy as a free action. The vanguard gains a +5 bonus to its attack and damage rolls with this attack.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 3d6 + 12 damage, and the vanguard pushes the target up to 2 squares.	
C Sweeping Slash • Recharge when first bloodied	
Attack: Close blast 3 (enemies in the blast); +19 vs. AC	
Hit: 2d12 + 12 damage.	
Str 24 (+14)	Dex 15 (+9) Wis 14 (+9)
Con 20 (+12)	Int 14 (+9) Cha 12 (+8)
Alignment chaotic evil	Languages Abyssal

MISSION 2.2: CHAOS ABIDES (AL 16)

The Scarmaker	Level 17 Elite Artillery (Leader)
Medium elemental humanoid (demon), gnoll	XP 3200
HP 256; Bloodied 128	Initiative +12
AC 31, Fortitude 30, Reflex 29, Will 26	Perception +9
Speed 7; fly 9 (hover)	Darkvision
Resist 10 poison	
Saving Throws +2; Action Points 1	
TRAITS	
Pack Attack	
The Scarmaker's attacks deal 8 extra damage to any enemy that is adjacent to at least one of his allies.	
STANDARD ACTIONS	
m Cudgel of Bloody Teeth (weapon) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d8 + 9 damage and ongoing 10 damage (save ends).	
r Eldritch Blast (implement) • At-Will	
Attack: Ranged 10 (one creature); +22 vs. Reflex	
Hit: 2d10 + 15 damage.	
R Forked Blast (implement, radiant) • At-Will	
Effect: The Scarmaker uses <i>eldritch blast</i> twice, against different targets.	
R Dire Radiance (implement, radiant) • At-Will	
Attack: Ranged 10 (one or two creatures); +22 vs. Fortitude	
Hit: 3d6 + 13 radiant damage. If the target moves closer to the Scarmaker on its next turn, it takes 10 radiant damage.	
R Infernal Moon Curse (implement, poison) • Encounter	
Attack: Ranged 10 (one or two creatures); +22 vs. Fortitude	
Hit: 4d6 + 18 poison damage, and the target is immobilized and held 5 feet off the ground until the end of the Scarmaker's next turn.	
C Howl of the Demon • Encounter	
Effect: Close burst 5 (allies in the burst). Each target can make a melee basic attack as a free action.	
MINOR ACTIONS	
Yeenoghu's Curse • At-Will 1/round	
Effect: The Scarmaker chooses one enemy he can see. Until the end of his turn, his implement attacks deal 2d8 extra damage against the chosen enemy.	
TRIGGERED ACTIONS	
M Spined Tail • At-Will	
Trigger: An enemy enters a square adjacent to the Scarmaker.	
Attack (Opportunity Action): Melee 1 (the triggering enemy); +22 vs. AC	
Hit: 3d8 + 12 damage.	
Skills Arcana +13, Intimidate +14, Religion +13, Thievery +17	
Str 11 (+8) Dex 18 (+12) Wis 12 (+9)	
Con 20 (+13) Int 10 (+8) Cha 13 (+9)	
Alignment chaotic evil	Languages Abyssal, Common
Equipment leather armor, cudgel, rod implement	

Chaos Hound	Level 15 Minion Skirmisher
Medium elemental beast (demon)	XP 300
HP 1; a missed attack roll never damages a minion.	Initiative +12
AC 29, Fortitude 28, Reflex 27, Will 25	Perception +8
Speed 8	Darkvision
TRAITS	
Pack Attack	
The hound's attacks deal 4 extra damage for each other demon that is adjacent to the target.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 11 damage, and the hound can shift 1 square.	
Str 18 (+11) Dex 16 (+10) Wis 12 (+8)	
Con 18 (+11) Int 5 (+4) Cha 10 (+7)	
Alignment chaotic evil	Languages --

Greater Maw Demon	Level 16 Brute
Large elemental humanoid (demon)	XP 1400
HP 190; Bloodied 95	Initiative +8
AC 28, Fortitude 28, Reflex 27, Will 26	Perception +9
Speed 6	Darkvision
TRAITS	
O Snapping Jaws • Aura 1	
Enemies within the aura grant combat advantage.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 4d6 + 17 damage.	
C Howling Hunger (thunder) • Encounter	
Requirement: The demon must be bloodied.	
Attack: Close burst 3 (enemies in the burst); +19 vs. Will	
Hit: 3d8 + 14 thunder damage, and the target falls prone.	
MOVE ACTIONS	
Ravenous Advance • At-Will	
Effect: The demon shifts 5 squares to a square adjacent to the nearest bloodied enemy.	
MINOR ACTIONS	
Vicious Assault • Recharge when first bloodied	
Effect: The next attack the demon makes before the end of its next turn is made against the lowest of the target's defenses.	
Str 22 (+14) Dex 11 (+8) Wis 13 (+9)	
Con 20 (+12) Int 5 (+5) Cha 10 (+6)	
Alignment chaotic evil	Languages Abyssal

MISSION 2.2: CHAOS ABIDES (AL 16 CONTINUED)

Soulcatcher	Level 16 Controller
Medium elemental humanoid (demon)	XP 1400
HP 158; Bloodied 79	Initiative +15
AC 30, Fortitude 28, Reflex 30, Will 26	Perception +20
Speed 8	Low-light vision
TRAITS	
○ Scent of Fear (fear) • Aura 10	
Enemies within the aura take a -2 penalty to Will.	
Beyond Sight	
Whenever the soulcatcher ends its turn 5 or more squares from an enemy, it is invisible to that enemy until the end of the soulcatcher's next turn.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d8 + 11 damage.	
M Cannibal's Bite (healing) • At-Will	
Attack: Melee 1 (one creature dominated by the soulcatcher); +21 vs. AC	
Hit: 4d8 + 16 damage, and the soulcatcher regains hit points equal to half the damage dealt.	
R Inflame the Hungry Soul (charm, psychic) • Recharge when no creature is affected by this power	
Attack: Ranged 10 (one creature); +19 vs. Will	
Hit: 3d8 + 6 psychic damage, and the target is dominated (save ends).	
TRIGGERED ACTIONS	
MINOR ACTIONS	
Material Instability • Encounter	
Effect: The soulcatcher is insubstantial and phasing until the end of its next turn.	
Skills Endurance +19, Stealth +20	
Str 24 (+15)	Dex 25 (+15) Wis 24 (+15)
Con 22 (+14)	Int 18 (+12) Cha 16 (+11)
Alignment chaotic evil	Languages Abyssal, Common, telepathy 15

Chaos Vanguard	Level 16 Soldier
Large elemental beast (demon)	XP 1400
HP 156; Bloodied 78	Initiative +12
AC 32, Fortitude 31, Reflex 26, Will 26	Perception +10
Speed 6	Darkvision
TRAITS	
○ Crimson Retribution • Aura 2	
Whenever an enemy in the aura makes an attack that doesn't include the vanguard as a target, that enemy takes 15 damage.	
○ Soul Stealer • Aura 2	
Whenever an enemy in the aura spends a healing surge, the vanguard makes a melee basic attack against that enemy as a free action. The vanguard gains a +5 bonus to its attack and damage rolls with this attack.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 3d8 + 11 damage, and the vanguard pushes the target up to 2 squares.	
C Sweeping Slash • Recharge when first bloodied	
Attack: Close blast 3 (enemies in the blast); +21 vs. AC	
Hit: 2d12 + 14 damage.	
Miss: Half damage.	
Str 24 (+15)	Dex 15 (+10) Wis 14 (+10)
Con 20 (+13)	Int 14 (+10) Cha 12 (+9)
Alignment chaotic evil	Languages Abyssal

MISSION 2.2: CHAOS ABIDES (AL 18)

The Scarmaker	Level 18 Elite Artillery (Leader)
Medium elemental humanoid (demon), gnoll	XP 4000
HP 268; Bloodied 134	Initiative +13
AC 32, Fortitude 31, Reflex 30, Will 27	Perception +10
Speed 7; fly 9 (hover)	Darkvision
Resist 10 poison	
Saving Throws +2; Action Points 1	
TRAITS	
Pack Attack	
The Scarmaker's attacks deal 9 extra damage to any enemy that is adjacent to at least one of his allies.	
STANDARD ACTIONS	
m Cudgel of Bloody Teeth (weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d8 + 10 damage and ongoing 10 damage (save ends).	
r Eldritch Blast (implement) • At-Will	
Attack: Ranged 10 (one creature); +23 vs. Reflex	
Hit: 2d10 + 16 damage.	
R Forked Blast (implement, radiant) • At-Will	
Effect: The Scarmaker uses <i>eldritch blast</i> twice, against different targets.	
R Dire Radiance (implement, radiant) • At-Will	
Attack: Ranged 10 (one or two creatures); +23 vs. Fortitude	
Hit: 3d8 + 11 radiant damage. If the target moves closer to the Scarmaker on its next turn, it takes 10 radiant damage.	
R Infernal Moon Curse (implement, poison) • Encounter	
Attack: Ranged 10 (one or two creatures); +23 vs. Fortitude	
Hit: 4d6 + 19 poison damage, and the target is immobilized and held 5 feet off the ground until the end of the Scarmaker's next turn.	
C Howl of the Demon • Recharge when first bloodied	
Effect: Close burst 5 (allies in the burst). Each target can make a melee basic attack as a free action.	
MINOR ACTIONS	
Yeenoghu's Curse • At-Will 1/round	
Effect: The Scarmaker chooses one enemy he can see. Until the end of his turn, his implement attacks deal 3d6 extra damage against the chosen enemy.	
TRIGGERED ACTIONS	
M Spined Tail • At-Will	
Trigger: An enemy enters a square adjacent to the Scarmaker.	
Attack (Opportunity Action): Melee 1 (the triggering enemy); +23 vs. AC	
Hit: 3d8 + 13 damage.	
Skills Arcana +14, Intimidate +15, Religion +14, Thievery +18	
Str 11 (+9) Dex 18 (+13) Wis 12 (+10)	
Con 20 (+14) Int 10 (+9) Cha 13 (+10)	
Alignment chaotic evil	Languages Abyssal, Common
Equipment leather armor, cudgel, rod implement	

Chaos Hound	Level 18 Minion Skirmisher
Medium elemental beast (demon)	XP 500
HP 1; a missed attack roll never damages a minion.	Initiative +14
AC 32, Fortitude 31, Reflex 30, Will 28	Perception +10
Speed 8	Darkvision
TRAITS	
Pack Attack	
The hound's attacks deal 4 extra damage for each other demon that is adjacent to the target.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 13 damage, and the hound can shift 1 square.	
Str 18 (+13) Dex 16 (+12) Wis 12 (+10)	
Con 18 (+13) Int 5 (+6) Cha 10 (+9)	
Alignment chaotic evil	Languages --

Greater Maw Demon	Level 18 Brute
Large elemental humanoid (demon)	XP 2000
HP 210; Bloodied 105	Initiative +9
AC 30, Fortitude 30, Reflex 29, Will 28	Perception +10
Speed 6	Darkvision
TRAITS	
O Snapping Jaws • Aura 1	
Enemies within the aura grant combat advantage.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 4d6 + 19 damage and ongoing 10 damage (save ends).	
C Howling Hunger (thunder) • Encounter	
Requirement: The demon must be bloodied.	
Attack: Close burst 3 (enemies in the burst); +21 vs. Will	
Hit: 4d6 + 15 thunder damage, and the target falls prone.	
MOVE ACTIONS	
Ravenous Advance • At-Will	
Effect: The demon shifts 5 squares to a square adjacent to the nearest bloodied enemy.	
MINOR ACTIONS	
Vicious Assault • Recharge when first bloodied	
Effect: The next attack the demon makes before the end of its next turn is made against the lowest of the target's defenses.	
Str 22 (+15) Dex 11 (+9) Wis 13 (+10)	
Con 20 (+13) Int 5 (+6) Cha 10 (+7)	
Alignment chaotic evil	Languages Abyssal

MISSION 2.2: CHAOS ABIDES (AL 18 CONTINUED)

Soulcatcher	Level 18 Controller
Medium elemental humanoid (demon)	XP 2000
HP 174; Bloodied 87	Initiative +16
AC 32, Fortitude 30, Reflex 32, Will 28	Perception +21
Speed 8	Low-light vision
TRAITS	
○ Scent of Fear (fear) • Aura 10	
Enemies within the aura take a -2 penalty to Will.	
Beyond Sight	
Whenever the soulcatcher ends its turn 5 or more squares from an enemy, it is invisible to that enemy until the end of the soulcatcher's next turn.	
You Know You Love Me	
Creatures dominated by the soulcatcher take a -2 penalty on saving throws to end the effect.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d8 + 13 damage.	
M Cannibal's Bite (healing) • At-Will	
Attack: Melee 1 (one creature dominated by the soulcatcher); +23 vs. AC	
Hit: 4d10 + 18 damage, and the soulcatcher regains hit points equal to half the damage dealt.	
R Inflame the Hungry Soul (charm, psychic) • Recharge when no creature is affected by this power	
Attack: Ranged 10 (one creature); +21 vs. Will	
Hit: 3d8 + 8 psychic damage, and the target is dominated (save ends).	
MINOR ACTIONS	
Material Instability • Encounter	
Effect: The soulcatcher is insubstantial and phasing until the end of its next turn.	
Skills Endurance +20, Stealth +21	
Str 24 (+16)	Dex 25 (+16) Wis 24 (+16)
Con 22 (+15)	Int 18 (+13) Cha 16 (+12)
Alignment chaotic evil	Languages Abyssal, Common, telepathy 15

Chaos Vanguard	Level 18 Soldier
Large elemental beast (demon)	XP 2000
HP 172; Bloodied 86	Initiative +13
AC 34, Fortitude 33, Reflex 28, Will 28	Perception +11
Speed 6	Darkvision
TRAITS	
○ Crimson Retribution • Aura 2	
Whenever an enemy in the aura makes an attack that doesn't include the vanguard as a target, that enemy takes 15 damage.	
○ Soul Stealer • Aura 2	
Whenever an enemy in the aura spends a healing surge, the vanguard makes a melee basic attack against that enemy as a free action. The vanguard gains a +5 bonus to its attack roll and a +10 bonus to its damage roll with this attack.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 3d8 + 13 damage, and the vanguard pushes the target up to 2 squares.	
C Sweeping Slash • Recharge when first bloodied	
Attack: Close blast 3 (enemies in the blast); +23 vs. AC	
Hit: 3d12 + 13 damage.	
Miss: Half damage.	
Str 24 (+16)	Dex 15 (+11) Wis 14 (+11)
Con 20 (+14)	Int 14 (+11) Cha 12 (+10)
Alignment chaotic evil	Languages Abyssal

MISSION 2.2: CHAOS ABIDES (AL 20)

The Scarmaker	Level 21 Elite Artillery (Leader)
Medium elemental humanoid (demon), gnoll	XP 6400
HP 304; Bloodied 152	Initiative +14
AC 35, Fortitude 34, Reflex 33, Will 30	Perception +11
Speed 7; fly 9 (hover)	Darkvision
Resist 15 poison	
Saving Throws +2; Action Points 1	
TRAITS	
Pack Attack	
The Scarmaker's attacks deal 10 extra damage to any enemy that is adjacent to at least one of his allies.	
STANDARD ACTIONS	
m Cudgel of Bloody Teeth (weapon) • At-Will	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 4d6 + 10 damage and ongoing 15 damage (save ends).	
r Eldritch Blast (implement) • At-Will	
Attack: Ranged 10 (one creature); +26 vs. Reflex	
Hit: 2d10 + 20 damage.	
R Forked Blast (implement, radiant) • At-Will	
Effect: The Scarmaker uses <i>eldritch blast</i> twice, against different targets.	
R Dire Radiance (implement, radiant) • At-Will	
Attack: Ranged 10 (one or two creatures); +26 vs. Fortitude	
Hit: 3d8 + 14 radiant damage. If the target moves closer to the Scarmaker on its next turn, it takes 10 radiant damage.	
R Infernal Moon Curse (implement, poison) • Recharge when first bloodied	
Attack: Ranged 10 (one or two creatures); +26 vs. Fortitude	
Hit: 4d8 + 18 poison damage, and the target is immobilized and held 5 feet off the ground until the end of the Scarmaker's next turn.	
MOVE ACTIONS	
C Howl of the Demon • Recharge when first bloodied	
Effect: Close burst 5 (allies in the burst). Each target can make a melee basic attack as a free action.	
MINOR ACTIONS	
Yeenoghu's Curse • At-Will 1/round	
Effect: The Scarmaker chooses one enemy he can see. Until the end of his turn, his implement attacks deal 3d8 extra damage against the chosen enemy.	
TRIGGERED ACTIONS	
M Spined Tail • At-Will	
Trigger: An enemy enters a square adjacent to the Scarmaker.	
Attack (Opportunity Action): Melee 1 (the triggering enemy); +26 vs. AC	
Hit: 4d6 + 15 damage.	
Skills Arcana +15, Intimidate +16, Religion +15, Thievery +19	
Str 11 (+10) Dex 18 (+14) Wis 12 (+11)	
Con 20 (+15) Int 10 (+10) Cha 13 (+11)	
Alignment chaotic evil Languages Abyssal, Common	
Equipment leather armor, cudgel, rod implement	

Chaos Hound	Level 21 Minion Skirmisher
Medium elemental beast (demon)	XP 800
HP 1; a missed attack roll never damages a minion.	Initiative +16
AC 35, Fortitude 34, Reflex 33, Will 31	Perception +12
Speed 8	Darkvision
TRAITS	
Pack Attack	
The hound's attacks deal 5 extra damage for each other demon that is adjacent to the target.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 14 damage, and the hound can shift 1 square.	
Str 18 (+14) Dex 16 (+13) Wis 12 (+11)	
Con 18 (+14) Int 5 (+7) Cha 10 (+10)	
Alignment chaotic evil Languages --	

Greater Maw Demon	Level 20 Brute
Large elemental humanoid (demon)	XP 2800
HP 230; Bloodied 115	Initiative +10
AC 32, Fortitude 32, Reflex 31, Will 30	Perception +11
Speed 6	Darkvision
TRAITS	
O Snapping Jaws • Aura 1	
Enemies within the aura grant combat advantage.	
You Wouldn't Like Me When I'm Angry	
While bloodied, the demon gains a +2 bonus to attack rolls and a +5 bonus to damage rolls, and can score a critical hit on a roll of 19-20.	
STANDARD ACTIONS	
m Bite • At-Will	
Attack: Melee 2 (one creature); +25 vs. AC	
Hit: 4d8 + 17 damage and ongoing 15 damage (save ends).	
C Howling Hunger (thunder) • Encounter	
Requirement: The demon must be bloodied.	
Attack: Close burst 3 (enemies in the burst); +23 vs. Will	
Hit: 4d6 + 17 thunder damage, and the target falls prone and is immobilized and cannot stand up (save ends both).	
MOVE ACTIONS	
Ravenous Advance • At-Will	
Effect: The demon shifts 5 squares to a square adjacent to the nearest bloodied enemy.	
MINOR ACTIONS	
Vicious Assault • Recharge when first bloodied	
Effect: The next attack the demon makes before the end of its next turn is made against the lowest of the target's defenses.	
Str 22 (+16) Dex 11 (+10) Wis 13 (+11)	
Con 20 (+14) Int 5 (+7) Cha 10 (+8)	
Alignment chaotic evil Languages Abyssal	

MISSION 2.2: CHAOS ABIDES (AL 20 CONTINUED)

Soulcatcher	Level 20 Controller
Medium elemental humanoid (demon)	XP 2800
HP 190; Bloodied 95	Initiative +17
AC 34, Fortitude 32, Reflex 34, Will 30	Perception +22
Speed 8	Low-light vision
TRAITS	
○ Scent of Fear (fear) • Aura 10	
Enemies within the aura take a -2 penalty to Will.	
Beyond Sight	
Whenever the soulcatcher ends its turn 5 or more squares from an enemy, it is invisible to that enemy until the end of the soulcatcher's next turn.	
You Know You Love Me	
Creatures dominated by the soulcatcher take a -3 penalty on saving throws to end the effect.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d8 + 15 damage.	
M Cannibal's Bite (healing) • At-Will	
Attack: Melee 1 (one creature dominated by the soulcatcher); +25 vs. AC	
Hit: 4d12 + 20 damage, and the soulcatcher regains hit points equal to half the damage dealt.	
R Inflame the Hungry Soul (charm, psychic) • Recharge when no creature is affected by this power	
Attack: Ranged 10 (one creature); +23 vs. Will	
Hit: 3d8 + 10 psychic damage, and the target is dominated (save ends).	
MINOR ACTIONS	
Material Instability • Recharge when first bloodied	
Effect: The soulcatcher is insubstantial and phasing until the end of its next turn.	
Skills Endurance +21, Stealth +22	
Str 24 (+17)	Dex 25 (+17) Wis 24 (+17)
Con 22 (+16)	Int 18 (+14) Cha 16 (+13)
Alignment chaotic evil	Languages Abyssal, Common, telepathy 15

Chaos Vanguard	Level 20 Soldier
Large elemental beast (demon)	XP 2800
HP 188; Bloodied 94	Initiative +14
AC 36, Fortitude 35, Reflex 30, Will 30	Perception +12
Speed 6	Darkvision
TRAITS	
○ Crimson Retribution • Aura 2	
Whenever an enemy in the aura makes an attack that doesn't include the vanguard as a target, that enemy takes 20 damage.	
○ Soul Stealer • Aura 2	
Whenever an enemy in the aura spends a healing surge, the vanguard makes a melee basic attack against that enemy as a free action. The vanguard gains a +5 bonus to its attack roll and a +15 bonus to its damage roll with this attack.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 2 (one creature); +25 vs. AC	
Hit: 3d8 + 15 damage, and the vanguard pushes the target up to 2 squares. If the attack roll was a 15 or higher, the vanguard also knocks the target prone.	
C Sweeping Slash • Recharge when first bloodied	
Attack: Close blast 3 (enemies in the blast); +25 vs. AC	
Hit: 3d12 + 15 damage.	
Miss: Half damage.	
Str 24 (+17)	Dex 15 (+12) Wis 14 (+12)
Con 20 (+15)	Int 14 (+12) Cha 12 (+11)
Alignment chaotic evil	Languages Abyssal

MISSION 2.2: CHAOS ABIDES (BATTLE MAP)

POSTER MAP NEEDED

Vaults of the Underdark - 2



The PCs appear on the map in the blue glyph. They are now inside Cyric's prison, but in order to reach their goal, they have to exit the map via the tunnel at the lower left (which is full of bones). Squares that look like they contain rubble or other debris are treated as difficult terrain. The ceiling is 15' high and all solid black squares are walls that reach from the floor to the ceiling. The demons instantly appear on the map when the PCs appear in the blue glyph.

The Scarmaker leads from the middle of his pack of demon hounds. Flanking them are the two maw demons, with the chaos vanguard in the front. This group starts in the upper left-hand corner of the map and splits into two groups of roughly equal strength to go around the pillars and get to the PCs. (Basically you don't want to send the horde at the PCs in such a fashion that it's easy to catch them all in area attacks or block off a single route.)

If present, the soulcatcher should initially be hidden in the lower right-hand corner of the map (so that it can get behind the PCs when they come out of the room containing the glyph).

MISSION 2.3: CYRIC'S MADNESS

ENCOUNTER LEVEL = AL + 4

CREATURES

AL 12 (7100 XP):

- 1 Cyric, the Mad God (level 12 solo)
- 1 Supreme Throne (level 11 hazard)
- 5 Sharn Portals (level 11 minion trap)
- 1 Sharn Gatekeeper (level 11 elite)
- 2 Thoon Hulks (level 11)

AL 14 (10,000 XP):

- 1 Cyric, the Mad God (level 14 solo)
- 1 Supreme Throne (level 14 hazard)
- 5 Sharn Portals (level 13 minion trap)
- 1 Sharn Gatekeeper (level 13 elite)
- 2 Thoon Hulks (level 13)

AL 16 (14,200 XP):

- 1 Cyric, the Mad God (level 16 solo)
- 1 Supreme Throne (level 15 hazard)
- 5 Sharn Portals (level 15 minion trap)
- 1 Sharn Gatekeeper (level 15 elite)
- 2 Thoon Hulks (level 15)

AL 18 (20,800 XP):

- 1 Cyric, the Mad God (level 18 solo)
- 1 Supreme Throne (level 18 hazard)
- 5 Sharn Portals (level 17 minion trap)
- 1 Sharn Gatekeeper (level 18 elite)
- 2 Thoon Hulks (level 17)

AL 20 (32,800 XP):

- 1 Cyric, the Mad God (level 21 solo)
- 1 Supreme Throne (level 20 hazard)
- 5 Sharn Portals (level 20 minion trap)
- 1 Sharn Gatekeeper (level 20 elite)
- 2 Thoon Hulks (level 20)

SCALING THE ENCOUNTER

Four PCs: Remove one of the thoon hulks.

Six PCs: Add a third thoon hulk.

TIERING THE ENCOUNTER

Aggressive: Increase Cyric's hit points by 25% (one-half his bloodied value). Cyric and the Sharn Hexshadow gain a +2 bonus to attack rolls and a +5 bonus to damage with all attacks.

Glory: Increase Cyric's hit points by 50% instead of by 25%, and increase the sharn hexshadow's hit points by 25%. One destroyed sharn portal reappears at the start of every round, until Cyric is defeated. If there are

already five sharn portals at the start of the round, do not add a sixth portal. Instead, the portals instead deal extra damage equal to the AL minus 10 (2 / 4 / 6 / 8 / 10) for the duration of that round. This will encourage the PCs to destroy at least one portal per round.

CHOSEN

Sensing that this is the fateful moment, Mystra infuses what little of her divine essence remains into the PCs to help them defeat Cyric. Distribute Handout 3 at this time. Each PC (not one PC per table!) has the option of accepting Mystra's blessing and becoming a Chosen for the duration of this encounter. (If a PC does not wish to be Mystra's Chosen because of religious objections, that's fine; that character simply doesn't get the benefits.)

OBJECTIVE

The PCs have reached their final and most difficult test. They must sunder the Supreme Throne, a creation of the greater deities, so that its power can be used to rebuild Dweomerheart and establish the new Weave using the fragments of Mystra's soul that the Epic Campaign PCs rescued from Shar.

Unfortunately, the opening of the Supreme Throne also releases Cyric. The true origin of the Spellplague is now revealed. It is Cyric's madness made manifest, corrupted by the energy of the Far Realm, bathed in the release of all the world's magic when the Weave was destroyed. Cyric's murder of Mystra was abetted by Shar, who opened the way to the Far Realm at the crucial moment to ensure Dweomerheart's destruction (believing that she could control the resulting cataclysm). Because the Far Realm is completely outside of creation, not even Ao's power could have prevented the Spellplague once Shar's plan was carried out.

A sharn is present to serve as a guardian of Cyric and tender of the gate to the Far Realm (unknown to the gods who created this prison), and several Thoon hulks are present as well. The Supreme Throne acts as a trap.

The PCs must defeat Cyric (who fortunately is much reduced in power thanks to his imprisonment). The PCs also get a grant of divine energy directly from Mystra (making all the PCs into her Chosen for this fight). Once Cyric has been defeated, the PCs and Yazeth Cobb can enact the ritual that was recovered from the leaders of the Order of Blue Fire at the conclusion of the Myth Drannor series. This ritual cleanses Cyric of the Spellplague (though not, alas, of his innate madness) and permits the PCs to establish the new Weave using the power released by the destruction of the Supreme Throne and the closure of the link to the Far Realm.

This battle determines whether a new Weave (and a reborn Mystra) or the Spellplague will be the source of all magic in the Realms.

MISSION 2.3: CYRIC'S MADNESS (AL 12)

Cyric, the Mad God	Level 12 Solo Soldier
Huge immortal humanoid	XP 3500
HP 536; Bloodied 268	Initiative +18
AC 28, Fortitude 25, Reflex 25, Will 25	Perception +21
Speed 6, fly 6 (hover)	Truesight 20
Immune disease, dominate, fear, petrify, polymorph, unconscious, removed from play	
Saving Throws +5; Action Points 2	
TRAITS	
Action Recovery	
Whenever Cyric ends his turn, any dazing effect on him ends. If Cyric would be stunned, he is dazed instead.	
Blinded by the Black Sun	
Enemies take a -2 penalty on saving throws against Cyric's effects.	
Bloodied Fury	
While Cyric is bloodied, he gains an extra standard action on his turn each round, even if he is dazed.	
Furious Assault	
On an initiative of 10 + his initiative check, Cyric can use a free action to move or make a basic attack. If Cyric cannot use this free action due to any effect, then that effect ends instead of Cyric gaining the action.	
My House, My Rules	
Once per round on his own turn, Cyric can alter his size between Medium, Large, and Huge. This does not require an action.	
Unholy Bleeding	
If Cyric would deal ongoing damage to a creature that is already taking ongoing damage, the amount of ongoing damage instead increases by 5.	
STANDARD ACTIONS	
m Razor's Edge (weapon) • At-Will	
Attack: Melee 3 (one creature); +17 vs. AC	
Hit: 3d6 + 10 damage and ongoing 10 damage (save ends).	
r Throw Razor's Edge (weapon) • At-Will	
Attack: Ranged 20 (one creature); +17 vs. AC	
Hit: 3d6 + 10 damage and ongoing 10 damage (save ends).	
M/R Razor's Edge for Everybody! (weapon) • At-Will	
Effect: Cyric makes two basic attacks.	
M Three Crowns (weapon) • At-Will	
Attack: Melee 3 (one, two, or three creatures); +17 vs. AC	
Hit: 3d6 + 10 damage and ongoing 10 damage (save ends).	
Special: If Cyric uses this power against two targets instead of three, increase the damage dealt to each target by 10. If Cyric uses this power against only one target, increase the damage dealt by 20. (This does not apply to the ongoing damage.)	
A Burst of Blue Fire (fire, psychic) • At-Will	
Attack: Area burst 1 within 20 (enemies in burst); +15 vs. Reflex	
Hit: 3d6 + 12 fire and psychic damage.	
C Blast of Blue Fire (psychic) • Recharge 5 6	
Attack: Close blast 5 (enemies in blast); +15 vs. Fortitude	
Hit: 2d8 + 10 psychic damage, and the target sprouts a hostile tentacle (save ends). While the target is affected by the hostile tentacle, any ally of the target that ends its turn within 2 squares of the target takes 10 damage.	
MINOR ACTIONS	
C On Your Knees! (fear) • At-Will	
Attack: Close burst 10 (one creature in burst); +15 vs. Will	
Hit: 2d8 + 6 damage and the target falls prone.	

MINOR ACTIONS
C Unravel Essence • Recharge when no enemy is affected by this power
Attack: Close burst 10 (one creature in burst); +15 vs. Fortitude
Hit: Ongoing 10 damage (save ends).
First Failed Save: The ongoing damage increases to 15.
Second Failed Save: The target is also weakened (save ends both).
Third Failed Save: The target drops to 0 hit points, unless it is already below 0 hit points.
TRIGGERED ACTIONS
Prince of Lies • At-Will
Trigger: An enemy scores a critical hit against Cyric.
Effect (Immediate Reaction): The triggering enemy is dominated (save ends).
Special: The second and any subsequent time that the same enemy would be subject to this effect, that enemy may choose to forego scoring a critical hit against Cyric, voluntarily turning it into a normal hit to avoid being dominated.
That Totally Never Happened • Recharge when first bloodied
Trigger: Cyric rolls a d20 and dislikes the result.
Effect (No Action): Cyric rerolls the triggering die and uses either result.
Skills Divinely gifted at everything (all skills roll key ability bonus +10)
Str 30 (+16) Dex 30 (+16) Wis 30 (+16)
Con 30 (+16) Int 30 (+16) Cha 30 (+16)
Alignment chaotic evil Languages All, telepathy 50

Thoon Hulk	Level 11 Brute
Large aberrant humanoid	XP 600
HP 145; Bloodied 72	Initiative +12
AC 23, Fortitude 24, Reflex 22, Will 22	Perception +18
Speed 6	Darkvision
Resist 10 psychic	
STANDARD ACTIONS	
m Eviscerate • At-Will	
Attack: Melee 2 (one creature); +16 vs. AC	
Hit: 3d8 + 11 damage (5d8 + 11 against a creature grabbed by the Thoon hulk).	
R Call of Thoon (charm, psychic) • At-Will	
Attack: Ranged 10 (one creature); +14 vs. Will	
Hit: 3d8 + 11 psychic damage.	
Effect: The Thoon hulk pulls the target up to 5 squares.	
C Mind Blast (psychic) • Encounter	
Attack: Close blast 5 (enemies in the blast); +14 vs. Will	
Hit: 2d8 + 6 psychic damage, and the target is dazed (save ends).	
MINOR ACTIONS	
M Tentacles • At-Will	
Requirement: The Thoon hulk must not have a creature grabbed.	
Attack: Melee 1 (one creature); +14 vs. Reflex	
Hit: The Thoon hulk grabs the target (escape DC 20)	
TRIGGERED ACTIONS	
C Psychic Explosion (psychic) • Encounter	
Trigger: The Thoon hulk drops to 0 hit points.	
Attack (No Action): Close burst 2 (enemies in the burst); +14 vs. Will	
Hit: Ongoing 10 psychic damage (save ends).	
Str 28 (+14) Dex 24 (+12) Wis 26 (+13)	
Con 25 (+12) Int 6 (+3) Cha 23 (+11)	
Alignment evil Languages Deep Speech, telepathy 10	

MISSION 2.3: CYRIC'S MADNESS (AL 12 CONTINUED)

Sharn Gatekeeper	Level 11 Elite Skirmisher
Large aberrant magical beast	XP 1200
HP 228; Bloodied 114	Initiative +12
AC 25, Fortitude 23, Reflex 23, Will 25	Perception +15
Speed 4, fly 8 (hover)	Darkvision
Immune petrification, polymorph, forced movement	
Saving Throws +2; Action Points 1	
TRAITS	
Double Actions	
The sharn rolls initiative twice, gets two turns during a round, and has a full set of actions (standard, move, minor) on each turn. Each set of actions corresponds to a different consciousness. The sharn's ability to take immediate actions refreshes on each of its turns.	
Independent Consciousness	
The sharn automatically saves against the dazed and stunned conditions, and against charm effects that a save can end.	
Looking-Glass	
As long as there is at least one hex portal active, enemies can't gain combat advantage by flanking the sharn.	
Portal Master	
The sharn can trace line of sight and line of effect through any combination of hex portals, in any direction.	
STANDARD ACTIONS	
m Rend Time and Space • At-Will	
Attack: Melee 5 (one creature); +16 vs. AC	
Hit: 3d6 + 9 damage.	
Effect: The sharn shifts up to 2 squares.	
R Lightning Ball (lightning) • At-Will	
Attack: Ranged 10 (one creature); +14 vs. Reflex	
Hit: 3d6 + 9 lightning damage.	
MOVE ACTIONS	
Hex Step • At-Will	
Requirement: The sharn must be adjacent to a hex portal.	
Effect: The sharn teleports to any unoccupied square adjacent to any hex portal.	
MINOR ACTIONS	
Create Hex Portal • At-Will (1/turn)	
Requirement: There must be no more than 6 (six) hex portals currently on the map.	
Effect: The sharn creates a hex portal (see stat block) in an unoccupied space within 10 squares. The hex portal must be at least 5 squares away from any other hex portal currently on the map. Hex portals created by the sharn have the same initiative count as the sharn had when it created that portal (the sharn gets two turns per round, so different portals may activate on each of its turns, but a portal can only activate once per round.)	
Move Hex Portal • At-Will (1/turn)	
Effect: The sharn teleports an existing hex portal up to 5 squares to an unoccupied space that is at least 5 squares away from any other hex portal.	
Skills Arcana +16, Insight +15, Religion +16	
Str 21 (+10)	Dex 23 (+10) Wis 23 (+10)
Con 18 (+9)	Int 25 (+11) Cha 23 (+10)
Alignment unaligned Languages Deep Speech	

Hex Portal	Level 11 Minion Artillery
Small aberrant animate	XP 150
HP 1; a missed attack roll never damages a minion.	Initiative +11
AC 23, Fortitude 23, Reflex 23, Will 23	Perception +2
Speed 0 (cannot move on its own)	
Immune forced movement (can only be moved by the sharn gatekeeper)	
TRAITS	
Dimensional Anchor	
A hex portal is immune to forced movement and involuntary teleportation. It cannot be removed from play. Only the sharn that created it can move it.	
Non-Euclidean	
A hex portal does not block line of sight, line of effect, or movement. It is one-way (creatures cannot pass through it to the Far Realm). Other creatures can move through the portal's space and end their turn in its space. A creature that starts its turn in the hex portal's space or that moves through the hex portal's space takes damage equal to the damage dealt by the hex portal's basic attack. A creature can take this damage no more than once per hex portal per turn.	
STANDARD ACTIONS	
R Tentacle from the Far Realm • At-Will	
Special: This attack does not provoke opportunity attacks.	
Attack: Ranged 5 (one creature); +18 vs. AC	
Hit: 10 damage.	
Str 23 (+11)	Dex 23 (+11) Wis 5 (+2)
Con 23 (+11)	Int 5 (+2) Cha 5 (+2)
Alignment unaligned Languages --	

Note: Hex portals make their basic attack on their own turns. These attacks are separate from attacks that the sharn may make through them on its turns. However, if a particular hex portal does not have any valid targets within 5 squares on its own turn, it can't attack.

If the sharn is reduced to 0 hit points, this does NOT cause the remaining hex portals to disappear. They must still be destroyed individually.

MISSION 2.3: CYRIC'S MADNESS (AL 12 CONTINUED)

The Supreme Throne	Level 11 Blaster
Trap	XP 600
HP 120	Initiative +13
AC 25, Fortitude 23, Reflex 23, Will 23	
Resist 10 all; Immune all conditions	
DETECT	
<ul style="list-style-type: none"> • Perception: No check is required to see the Supreme Throne. • Arcana, Religion or Thievery: Moderate DC to study the lines of power and understand the available countermeasures 	
TRIGGER	
When a creature attacks the Supreme Throne or moves within 10 squares of it, the trap activates and rolls for initiative.	
STANDARD ACTIONS	
C Crush Mind and Body (energy types as damage dealt) • At-Will	
<i>Special:</i> When the Supreme Throne attacks, roll 1d4 to determine which attack it uses. <i>Targets:</i> Close burst 5 or Area burst 1 within 20 (enemies in burst). 1 Attack: +16 vs. Fortitude <i>Hit:</i> 2d6 + 7 thunder and force damage, and the target is pushed 3 squares. 2 Attack: +16 vs. Will <i>Hit:</i> 2d6 + 7 thunder and radiant damage and ongoing 15 radiant damage (save ends). 3 Attack: +16 vs. Fortitude <i>Hit:</i> 2d6 + 7 thunder and necrotic damage and the target is weakened (save ends). 4 Attack: +16 vs. Will <i>Hit:</i> 2d6 + 7 thunder and psychic damage, and the target is knocked prone and takes a -2 penalty to attack rolls and all defenses (save ends).	
TRIGGERED ACTIONS	
R Come Here and Die (lightning, thunder) • At-Will	
<i>Trigger:</i> An enemy more than 5 squares away from the Supreme Throne damages it with an attack. <i>Effect (Opportunity Action):</i> The Supreme Throne makes the following attack against the triggering enemy. This attack does not provoke opportunity attacks. <i>Attack:</i> Ranged sight (the triggering enemy); +18 vs. AC <i>Hit:</i> 3d6 + 9 thunder and lightning damage, and the target is pulled 5 squares toward the Supreme Throne.	
COUNTERMEASURES	
<ul style="list-style-type: none"> • Thievery: An adjacent character can prevent the Supreme Throne from attacking for a round with a successful Moderate DC check made as a standard action or a Hard DC check made as a move action. Failure causes the Supreme Throne to use <i>crush mind and body</i> as an opportunity action. • Arcana, Nature, Religion: A character within 10 squares can prevent the Supreme Throne from attacking for a round with a successful Hard DC check made as a standard action. Failure causes the Supreme Throne to use <i>come here and die</i> against the character as an opportunity action. 	

MISSION 2.3: CYRIC'S MADNESS (AL 14)

Cyric, the Mad God	Level 14 Solo Soldier
Huge immortal humanoid	XP 5000
HP 600; Bloodied 300	Initiative +19
AC 30, Fortitude 27, Reflex 27, Will 27	Perception +22
Speed 6, fly 6 (hover)	Truesight 20
Immune disease, dominate, fear, petrify, polymorph, unconscious, removed from play	
Saving Throws +5; Action Points 2	
TRAITS	
Action Recovery	
Whenever Cyric ends his turn, any dazing effect on him ends. If Cyric would be stunned, he is dazed instead.	
Blinded by the Black Sun	
Enemies take a -2 penalty on saving throws against Cyric's effects.	
Bloodied Fury	
While Cyric is bloodied, he gains an extra standard action on his turn each round, even if he is dazed.	
Furious Assault	
On an initiative of 10 + his initiative check, Cyric can use a free action to move or make a basic attack. If Cyric cannot use this free action due to any effect, then that effect ends instead of Cyric gaining the action.	
My House, My Rules	
Once per round on his own turn, Cyric can alter his size between Medium, Large, and Huge. This does not require an action.	
Unholy Bleeding	
If Cyric would deal ongoing damage to a creature that is already taking ongoing damage, the amount of ongoing damage instead increases by 5.	
STANDARD ACTIONS	
m Razor's Edge (weapon) • At-Will	
Attack: Melee 3 (one creature); +19 vs. AC	
Hit: 3d6 + 12 damage and ongoing 10 damage (save ends).	
r Throw Razor's Edge (weapon) • At-Will	
Attack: Ranged 20 (one creature); +19 vs. AC	
Hit: 3d6 + 12 damage and ongoing 10 damage (save ends).	
M/R Razor's Edge for Everybody! (weapon) • At-Will	
Effect: Cyric makes two basic attacks.	
M Three Crowns (weapon) • At-Will	
Attack: Melee 3 (one, two, or three creatures); +19 vs. AC	
Hit: 3d6 + 12 damage and ongoing 10 damage (save ends).	
Special: If Cyric uses this power against two targets instead of three, increase the damage dealt to each target by 12. If Cyric uses this power against only one target, increase the damage dealt by 25. (This does not apply to the ongoing damage.)	
A Burst of Blue Fire (fire, psychic) • At-Will	
Attack: Area burst 1 within 20 (enemies in burst); +17 vs. Reflex	
Hit: 3d8 + 12 fire and psychic damage.	
C Blast of Blue Fire (psychic) • Recharge 5 6	
Attack: Close blast 5 (enemies in blast); +17 vs. Fortitude	
Hit: 3d6 + 10 psychic damage, and the target sprouts a hostile tentacle (save ends). While the target is affected by the hostile tentacle, any ally of the target that ends its turn within 2 squares of the target takes 12 damage.	
MINOR ACTIONS	
C On Your Knees! (fear) • At-Will	
Attack: Close burst 10 (one creature in burst); +17 vs. Will	
Hit: 2d8 + 7 damage and the target falls prone.	

MINOR ACTIONS		
C Unravel Essence • Recharge when no enemy is affected by this power		
Attack: Close burst 10 (one creature in burst); +17 vs. Fortitude		
Hit: Ongoing 10 damage (save ends).		
First Failed Save: The ongoing damage increases to 15.		
Second Failed Save: The target is also weakened (save ends both).		
Third Failed Save: The target drops to 0 hit points, unless it is already below 0 hit points.		
TRIGGERED ACTIONS		
Prince of Lies • At-Will		
Trigger: An enemy scores a critical hit against Cyric.		
Effect (Immediate Reaction): The triggering enemy is dominated (save ends).		
Special: The second and any subsequent time that the same enemy would be subject to this effect, that enemy may choose to forego scoring a critical hit against Cyric, voluntarily turning it into a normal hit to avoid being dominated.		
That Totally Never Happened • Recharge when first bloodied		
Trigger: Cyric rolls a d20 and dislikes the result.		
Effect (No Action): Cyric rerolls the triggering die and uses either result.		
Skills Divinely gifted at everything (all skills roll key ability bonus +10)		
Str 30 (+17)	Dex 30 (+17)	Wis 30 (+17)
Con 30 (+17)	Int 30 (+17)	Cha 30 (+17)
Alignment chaotic evil		Languages All, telepathy 50

Thoon Hulk	Level 13 Brute	
Large aberrant humanoid	XP 800	
HP 165; Bloodied 82	Initiative +13	
AC 25, Fortitude 26, Reflex 24, Will 24	Perception +19	
Speed 6	Darkvision	
Resist 10 psychic		
STANDARD ACTIONS		
m Eviscerate • At-Will		
Attack: Melee 2 (one creature); +18 vs. AC		
Hit: 3d8 + 14 damage (5d8 + 14 against a creature grabbed by the Thoon hulk).		
R Call of Thoon (charm, psychic) • At-Will		
Attack: Ranged 10 (one creature); +16 vs. Will		
Hit: 3d8 + 14 psychic damage.		
Effect: The Thoon hulk pulls the target up to 5 squares.		
C Mind Blast (psychic) • Encounter		
Attack: Close blast 5 (enemies in the blast); +16 vs. Will		
Hit: 2d8 + 7 psychic damage, and the target is dazed (save ends).		
MINOR ACTIONS		
M Tentacles • At-Will		
Requirement: The Thoon hulk must not have a creature grabbed.		
Attack: Melee 1 (one creature); +16 vs. Reflex		
Hit: The Thoon hulk grabs the target (escape DC 21)		
TRIGGERED ACTIONS		
C Psychic Explosion (psychic) • Encounter		
Trigger: The Thoon hulk drops to 0 hit points.		
Attack (No Action): Close burst 2 (enemies in the burst); +16 vs. Will		
Hit: Ongoing 10 psychic damage (save ends).		
Str 28 (+15)	Dex 24 (+13)	Wis 26 (+14)
Con 25 (+13)	Int 6 (+4)	Cha 23 (+12)
Alignment evil	Languages Deep Speech, telepathy 10	

MISSION 2.3: CYRIC'S MADNESS (AL 14 CONTINUED)

Sharn Gatekeeper	Level 13 Elite Skirmisher
Large aberrant magical beast	XP 1600
HP 260; Bloodied 130	Initiative +13
AC 27, Fortitude 25, Reflex 25, Will 27	Perception +16
Speed 4, fly 8 (hover)	Darkvision
Immune petrification, polymorph, forced movement	
Saving Throws +2; Action Points 1	
TRAITS	
Double Actions	
The sharn rolls initiative twice, gets two turns during a round, and has a full set of actions (standard, move, minor) on each turn. Each set of actions corresponds to a different consciousness. The sharn's ability to take immediate actions refreshes on each of its turns.	
Independent Consciousness	
The sharn automatically saves against the dazed and stunned conditions, and against charm effects that a save can end.	
Looking-Glass	
As long as there is at least one hex portal active, enemies can't gain combat advantage by flanking the sharn.	
Portal Master	
The sharn can trace line of sight and line of effect through any combination of hex portals, in any direction.	
STANDARD ACTIONS	
m Rend Time and Space • At-Will	
Attack: Melee 5 (one creature); +18 vs. AC	
Hit: 3d6 + 11 damage.	
Effect: The sharn shifts up to 2 squares.	
R Lightning Ball (lightning) • At-Will	
Attack: Ranged 10 (one creature); +16 vs. Reflex	
Hit: 3d6 + 11 lightning damage.	
MOVE ACTIONS	
Hex Step • At-Will	
Requirement: The sharn must be adjacent to a hex portal.	
Effect: The sharn teleports to any unoccupied square adjacent to any hex portal.	
MINOR ACTIONS	
Create Hex Portal • At-Will (1/turn)	
Requirement: There must be no more than 6 (six) hex portals currently on the map.	
Effect: The sharn creates a hex portal (see stat block) in an unoccupied space within 10 squares. The hex portal must be at least 5 squares away from any other hex portal currently on the map. Hex portals created by the sharn have the same initiative count as the sharn had when it created that portal (the sharn gets two turns per round, so different portals may activate on each of its turns, but a portal can only activate once per round.)	
Move Hex Portal • At-Will (1/turn)	
Effect: The sharn teleports an existing hex portal up to 5 squares to an unoccupied space that is at least 5 squares away from any other hex portal.	
Skills Arcana +17, Insight +16, Religion +17	
Str 21 (+11)	Dex 23 (+11) Wis 23 (+11)
Con 18 (+10)	Int 25 (+12) Cha 23 (+11)
Alignment unaligned Languages Deep Speech	

Hex Portal	Level 13 Minion Artillery
Small aberrant animate	XP 150
HP 1; a missed attack roll never damages a minion.	Initiative +12
AC 25, Fortitude 25, Reflex 25, Will 25	Perception +3
Speed 0 (cannot move on its own)	
Immune forced movement (can only be moved by the sharn gatekeeper)	
TRAITS	
Dimensional Anchor	
A hex portal is immune to forced movement and involuntary teleportation. It cannot be removed from play. Only the sharn that created it can move it.	
Non-Euclidean	
A hex portal does not block line of sight, line of effect, or movement. It is one-way (creatures cannot pass through it to the Far Realm). Other creatures can move through the portal's space and end their turn in its space. A creature that starts its turn in the hex portal's space or that moves through the hex portal's space takes damage equal to the damage dealt by the hex portal's basic attack. A creature can take this damage no more than once per hex portal per turn.	
STANDARD ACTIONS	
R Tentacle from the Far Realm • At-Will	
Special: This attack does not provoke opportunity attacks.	
Attack: Ranged 5 (one creature); +20 vs. AC	
Hit: 11 damage.	
Str 23 (+12)	Dex 23 (+12) Wis 5 (+3)
Con 23 (+12)	Int 5 (+3) Cha 5 (+3)
Alignment unaligned Languages --	

Note: Hex portals make their basic attack on their own turns. These attacks are separate from attacks that the sharn may make through them on its turns. However, if a particular hex portal does not have any valid targets within 5 squares on its own turn, it can't attack.

If the sharn is reduced to 0 hit points, this does NOT cause the remaining hex portals to disappear. They must still be destroyed individually.

MISSION 2.3: CYRIC'S MADNESS (AL 14 CONTINUED)

The Supreme Throne	Level 14 Blaster
Trap	XP 1000
HP 150	Initiative +15
AC 28, Fortitude 26, Reflex 26, Will 26	
Resist 10 all; Immune all conditions	
DETECT	
<ul style="list-style-type: none"> • Perception: No check is required to see the Supreme Throne. • Arcana, Religion or Thievery: Moderate DC to study the lines of power and understand the available countermeasures 	
TRIGGER	
When a creature attacks the Supreme Throne or moves within 10 squares of it, the trap activates and rolls for initiative.	
STANDARD ACTIONS	
C Crush Mind and Body (energy types as damage dealt) • At-Will	
<i>Special:</i> When the Supreme Throne attacks, roll 1d4 to determine which attack it uses. <i>Targets:</i> Close burst 5 or Area burst 1 within 20 (enemies in burst). 1 Attack: +19 vs. Fortitude <i>Hit:</i> 2d8 + 7 thunder and force damage, and the target is pushed 3 squares. 2 Attack: +19 vs. Will <i>Hit:</i> 2d8 + 7 thunder and radiant damage and ongoing 15 radiant damage (save ends). 3 Attack: +19 vs. Fortitude <i>Hit:</i> 2d8 + 7 thunder and necrotic damage and the target is weakened (save ends). 4 Attack: +19 vs. Will <i>Hit:</i> 2d8 + 7 thunder and psychic damage, and the target is knocked prone and takes a -2 penalty to attack rolls and all defenses (save ends).	
TRIGGERED ACTIONS	
R Come Here and Die (lightning, thunder) • At-Will	
<i>Trigger:</i> An enemy more than 5 squares away from the Supreme Throne damages it with an attack. <i>Effect (Opportunity Action):</i> The Supreme Throne makes the following attack against the triggering enemy. This attack does not provoke opportunity attacks. <i>Attack:</i> Ranged sight (the triggering enemy); +21 vs. AC <i>Hit:</i> 3d6 + 12 thunder and lightning damage, and the target is pulled 5 squares toward the Supreme Throne.	
COUNTERMEASURES	
<ul style="list-style-type: none"> • Thievery: An adjacent character can prevent the Supreme Throne from attacking for a round with a successful Moderate DC check made as a standard action or a Hard DC check made as a move action. Failure causes the Supreme Throne to use <i>crush mind and body</i> as an opportunity action. • Arcana, Nature, Religion: A character within 10 squares can prevent the Supreme Throne from attacking for a round with a successful Hard DC check made as a standard action. Failure causes the Supreme Throne to use <i>come here and die</i> against the character as an opportunity action. 	

MISSION 2.3: CYRIC'S MADNESS (AL 16)

Cyric, the Mad God	Level 16 Solo Soldier
Huge immortal humanoid	XP 7000
HP 664; Bloodied 332	Initiative +20
AC 32, Fortitude 29, Reflex 29, Will 29	Perception +23
Speed 6, fly 6 (hover)	Truesight 20
Immune disease, dominate, fear, petrify, polymorph, unconscious, removed from play	
Saving Throws +5; Action Points 2	
TRAITS	
Action Recovery	
Whenever Cyric ends his turn, any dazing effect on him ends. If Cyric would be stunned, he is dazed instead.	
Blinded by the Black Sun	
Enemies take a -2 penalty on saving throws against Cyric's effects.	
Bloodied Fury	
While Cyric is bloodied, he gains an extra standard action on his turn each round, even if he is dazed.	
Furious Assault	
On an initiative of 10 + his initiative check, Cyric can use a free action to move or make a basic attack. If Cyric cannot use this free action due to any effect, then that effect ends instead of Cyric gaining the action.	
My House, My Rules	
Once per round on his own turn, Cyric can alter his size between Medium, Large, and Huge. This does not require an action.	
Unholy Bleeding	
If Cyric would deal ongoing damage to a creature that is already taking ongoing damage, the amount of ongoing damage instead increases by 5.	
STANDARD ACTIONS	
m Razor's Edge (weapon) • At-Will	
Attack: Melee 3 (one creature); +21 vs. AC	
Hit: 3d8 + 11 damage and ongoing 10 damage (save ends).	
r Throw Razor's Edge (weapon) • At-Will	
Attack: Ranged 20 (one creature); +21 vs. AC	
Hit: 3d8 + 11 damage and ongoing 10 damage (save ends).	
M/R Razor's Edge for Everybody! (weapon) • At-Will	
Effect: Cyric makes two basic attacks.	
M Three Crowns (weapon) • At-Will	
Attack: Melee 3 (one, two, or three creatures); +21 vs. AC	
Hit: 3d8 + 11 damage and ongoing 10 damage (save ends).	
Special: If Cyric uses this power against two targets instead of three, increase the damage dealt to each target by 15. If Cyric uses this power against only one target, increase the damage dealt by 30. (This does not apply to the ongoing damage.)	
A Burst of Blue Fire (fire, psychic) • At-Will	
Attack: Area burst 1 within 20 (enemies in burst); +19 vs. Reflex	
Hit: 3d8 + 14 fire and psychic damage.	
C Blast of Blue Fire (psychic) • Recharge 5 6	
Attack: Close blast 5 (enemies in blast); +19 vs. Fortitude	
Hit: 3d6 + 12 psychic damage, and the target sprouts a hostile tentacle (save ends). While the target is affected by the hostile tentacle, any ally of the target that ends its turn within 2 squares of the target takes 15 damage.	
MINOR ACTIONS	
C On Your Knees! (fear) • At-Will	
Attack: Close burst 10 (one creature in burst); +19 vs. Will	
Hit: 3d6 + 8 damage and the target falls prone.	

MINOR ACTIONS
C Unravel Essence • Recharge when no enemy is affected by this power
Attack: Close burst 10 (one creature in burst); +19 vs. Fortitude
Hit: Ongoing 10 damage (save ends).
First Failed Save: The ongoing damage increases to 15.
Second Failed Save: The target is also weakened (save ends both).
Third Failed Save: The target drops to 0 hit points, unless it is already below 0 hit points.
TRIGGERED ACTIONS
Prince of Lies • At-Will
Trigger: An enemy scores a critical hit against Cyric.
Effect (Immediate Reaction): The triggering enemy is dominated (save ends).
Special: The second and any subsequent time that the same enemy would be subject to this effect, that enemy may choose to forego scoring a critical hit against Cyric, voluntarily turning it into a normal hit to avoid being dominated.
That Totally Never Happened • Recharge when first bloodied
Trigger: Cyric rolls a d20 and dislikes the result.
Effect (No Action): Cyric rerolls the triggering die and uses either result.
Skills Divinely gifted at everything (all skills roll key ability bonus +10)
Str 30 (+18) Dex 30 (+18) Wis 30 (+18)
Con 30 (+18) Int 30 (+18) Cha 30 (+18)
Alignment chaotic evil Languages All, telepathy 50

Thoon Hulk	Level 15 Brute
Large aberrant humanoid	XP 1200
HP 185; Bloodied 92	Initiative +14
AC 27, Fortitude 28, Reflex 26, Will 26	Perception +20
Speed 6	Darkvision
Resist 10 psychic	
STANDARD ACTIONS	
m Eviscerate • At-Will	
Attack: Melee 2 (one creature); +20 vs. AC	
Hit: 4d6 + 15 damage (7d6 + 15 against a creature grabbed by the Thoon hulk).	
R Call of Thoon (charm, psychic) • At-Will	
Attack: Ranged 10 (one creature); +18 vs. Will	
Hit: 4d6 + 15 psychic damage.	
Effect: The Thoon hulk pulls the target up to 5 squares.	
C Mind Blast (psychic) • Encounter	
Attack: Close blast 5 (enemies in the blast); +18 vs. Will	
Hit: 2d8 + 8 psychic damage, and the target is dazed (save ends).	
MINOR ACTIONS	
M Tentacles • At-Will	
Requirement: The Thoon hulk must not have a creature grabbed.	
Attack: Melee 1 (one creature); +18 vs. Reflex	
Hit: The Thoon hulk grabs the target (escape DC 22)	
TRIGGERED ACTIONS	
C Psychic Explosion (psychic) • Encounter	
Trigger: The Thoon hulk drops to 0 hit points.	
Attack (No Action): Close burst 2 (enemies in the burst); +18 vs. Will	
Hit: Ongoing 10 psychic damage (save ends).	
Str 28 (+16) Dex 24 (+14) Wis 26 (+15)	
Con 25 (+14) Int 6 (+5) Cha 23 (+13)	
Alignment evil Languages Deep Speech, telepathy 10	

MISSION 2.3: CYRIC'S MADNESS (AL 16 CONTINUED)

Sharn Gatekeeper	Level 15 Elite Skirmisher
Large aberrant magical beast	XP 2400
HP 292; Bloodied 146	Initiative +14
AC 29, Fortitude 27, Reflex 27, Will 29	Perception +17
Speed 4, fly 8 (hover)	Darkvision
Immune petrification, polymorph, forced movement	
Saving Throws +2; Action Points 1	
TRAITS	
Double Actions	
The sharn rolls initiative twice, gets two turns during a round, and has a full set of actions (standard, move, minor) on each turn. Each set of actions corresponds to a different consciousness. The sharn's ability to take immediate actions refreshes on each of its turns.	
Independent Consciousness	
The sharn automatically saves against the dazed and stunned conditions, and against charm effects that a save can end.	
Looking-Glass	
As long as there is at least one hex portal active, enemies can't gain combat advantage by flanking the sharn.	
Portal Master	
The sharn can trace line of sight and line of effect through any combination of hex portals, in any direction.	
STANDARD ACTIONS	
m Rend Time and Space • At-Will	
Attack: Melee 5 (one creature); +20 vs. AC	
Hit: 3d6 + 13 damage.	
Effect: The sharn shifts up to 2 squares.	
R Lightning Ball (lightning) • At-Will	
Attack: Ranged 10 (one creature); +18 vs. Reflex	
Hit: 3d6 + 13 lightning damage.	
MOVE ACTIONS	
Hex Step • At-Will	
Requirement: The sharn must be adjacent to a hex portal.	
Effect: The sharn teleports to any unoccupied square adjacent to any hex portal.	
MINOR ACTIONS	
Create Hex Portal • At-Will (1/turn)	
Requirement: There must be no more than 6 (six) hex portals currently on the map.	
Effect: The sharn creates a hex portal (see stat block) in an unoccupied space within 10 squares. The hex portal must be at least 5 squares away from any other hex portal currently on the map. Hex portals created by the sharn have the same initiative count as the sharn had when it created that portal (the sharn gets two turns per round, so different portals may activate on each of its turns, but a portal can only activate once per round.)	
Move Hex Portal • At-Will (1/turn)	
Effect: The sharn teleports an existing hex portal up to 5 squares to an unoccupied space that is at least 5 squares away from any other hex portal.	
Skills Arcana +18, Insight +17, Religion +18	
Str 21 (+12)	Dex 23 (+12) Wis 23 (+12)
Con 18 (+11)	Int 25 (+13) Cha 23 (+12)
Alignment unaligned Languages Deep Speech	

Hex Portal	Level 15 Minion Artillery
Small aberrant animate	XP 300
HP 1; a missed attack roll never damages a minion.	Initiative +13
AC 27, Fortitude 27, Reflex 27, Will 27	Perception +4
Speed 0 (cannot move on its own)	
Immune forced movement (can only be moved by the sharn gatekeeper)	
TRAITS	
Dimensional Anchor	
A hex portal is immune to forced movement and involuntary teleportation. It cannot be removed from play. Only the sharn that created it can move it.	
Non-Euclidean	
A hex portal does not block line of sight, line of effect, or movement. It is one-way (creatures cannot pass through it to the Far Realm). Other creatures can move through the portal's space and end their turn in its space. A creature that starts its turn in the hex portal's space or that moves through the hex portal's space takes damage equal to the damage dealt by the hex portal's basic attack. A creature can take this damage no more than once per hex portal per turn.	
STANDARD ACTIONS	
R Tentacle from the Far Realm • At-Will	
Special: This attack does not provoke opportunity attacks.	
Attack: Ranged 5 (one creature); +22 vs. AC	
Hit: 12 damage.	
Str 23 (+13)	Dex 23 (+13) Wis 5 (+4)
Con 23 (+13)	Int 5 (+4) Cha 5 (+4)
Alignment unaligned Languages --	

Note: Hex portals make their basic attack on their own turns. These attacks are separate from attacks that the sharn may make through them on its turns. However, if a particular hex portal does not have any valid targets within 5 squares on its own turn, it can't attack.

If the sharn is reduced to 0 hit points, this does NOT cause the remaining hex portals to disappear. They must still be destroyed individually.

MISSION 2.3: CYRIC'S MADNESS (AL 16 CONTINUED)

The Supreme Throne	Level 15 Blaster
Trap	XP 1200
HP 160	Initiative +15
AC 29, Fortitude 27, Reflex 27, Will 27	
Resist 10 all; Immune all conditions	
DETECT	
<ul style="list-style-type: none"> • Perception: No check is required to see the Supreme Throne. • Arcana, Religion or Thievery: Moderate DC to study the lines of power and understand the available countermeasures 	
TRIGGER	
When a creature attacks the Supreme Throne or moves within 10 squares of it, the trap activates and rolls for initiative.	
STANDARD ACTIONS	
C Crush Mind and Body (energy types as damage dealt) • At-Will	
<i>Special:</i> When the Supreme Throne attacks, roll 1d4 to determine which attack it uses. <i>Targets:</i> Close burst 5 or Area burst 1 within 20 (enemies in burst). 1 Attack: +20 vs. Fortitude <i>Hit:</i> 2d8 + 8 thunder and force damage, and the target is pushed 3 squares. 2 Attack: +20 vs. Will <i>Hit:</i> 2d8 + 8 thunder and radiant damage and ongoing 15 radiant damage (save ends). 3 Attack: +20 vs. Fortitude <i>Hit:</i> 2d8 + 8 thunder and necrotic damage and the target is weakened (save ends). 4 Attack: +20 vs. Will <i>Hit:</i> 2d8 + 8 thunder and psychic damage, and the target is knocked prone and takes a -2 penalty to attack rolls and all defenses (save ends).	
TRIGGERED ACTIONS	
R Come Here and Die (lightning, thunder) • At-Will	
<i>Trigger:</i> An enemy more than 5 squares away from the Supreme Throne damages it with an attack. <i>Effect (Opportunity Action):</i> The Supreme Throne makes the following attack against the triggering enemy. This attack does not provoke opportunity attacks. <i>Attack:</i> Ranged sight (the triggering enemy); +22 vs. AC <i>Hit:</i> 3d6 + 13 thunder and lightning damage, and the target is pulled 5 squares toward the Supreme Throne.	
COUNTERMEASURES	
<ul style="list-style-type: none"> • Thievery: An adjacent character can prevent the Supreme Throne from attacking for a round with a successful Moderate DC check made as a standard action or a Hard DC check made as a move action. Failure causes the Supreme Throne to use <i>crush mind and body</i> as an opportunity action. • Arcana, Nature, Religion: A character within 10 squares can prevent the Supreme Throne from attacking for a round with a successful Hard DC check made as a standard action. Failure causes the Supreme Throne to use <i>come here and die</i> against the character as an opportunity action. 	

MISSION 2.3: CYRIC'S MADNESS (AL 18)

Cyric, the Mad God	Level 18 Solo Soldier
Huge immortal humanoid	XP 10,000
HP 728; Bloodied 364	Initiative +21
AC 34, Fortitude 31, Reflex 31, Will 31	Perception +24
Speed 6, fly 6 (hover)	Truesight 20
Immune disease, dominate, fear, petrify, polymorph, unconscious, removed from play	
Saving Throws +5; Action Points 2	
TRAITS	
Action Recovery	
Whenever Cyric ends his turn, any dazing effect on him ends. If Cyric would be stunned, he is dazed instead.	
Blinded by the Black Sun	
Enemies take a -2 penalty on saving throws against Cyric's effects.	
Bloodied Fury	
While Cyric is bloodied, he gains an extra standard action on his turn each round, even if he is dazed.	
Furious Assault	
On an initiative of 10 + his initiative check, Cyric can use a free action to move or make a basic attack. If Cyric cannot use this free action due to any effect, then that effect ends instead of Cyric gaining the action.	
My House, My Rules	
Once per round on his own turn, Cyric can alter his size between Medium, Large, and Huge. This does not require an action.	
Unholy Bleeding	
If Cyric would deal ongoing damage to a creature that is already taking ongoing damage, the amount of ongoing damage instead increases by 5.	
STANDARD ACTIONS	
m Razor's Edge (weapon) • At-Will	
Attack: Melee 3 (one creature); +23 vs. AC	
Hit: 3d8 + 13 damage and ongoing 15 damage (save ends).	
r Throw Razor's Edge (weapon) • At-Will	
Attack: Ranged 20 (one creature); +23 vs. AC	
Hit: 3d8 + 13 damage and ongoing 15 damage (save ends).	
M/R Razor's Edge for Everybody! (weapon) • At-Will	
Effect: Cyric makes two basic attacks.	
M Three Crowns (weapon) • At-Will	
Attack: Melee 3 (one, two, or three creatures); +23 vs. AC	
Hit: 3d8 + 13 damage and ongoing 15 damage (save ends).	
Special: If Cyric uses this power against two targets instead of three, increase the damage dealt to each target by 20. If Cyric uses this power against only one target, increase the damage dealt by 40. (This does not apply to the ongoing damage.)	
A Burst of Blue Fire (fire, psychic) • At-Will	
Attack: Area burst 1 within 20 (enemies in burst); +21 vs. Reflex	
Hit: 4d6 + 15 fire and psychic damage.	
C Blast of Blue Fire (psychic) • Recharge 5 6	
Attack: Close blast 5 (enemies in blast); +21 vs. Fortitude	
Hit: 3d8 + 11 psychic damage, and the target sprouts a hostile tentacle (save ends). While the target is affected by the hostile tentacle, any ally of the target that ends its turn within 2 squares of the target takes 15 damage.	
MINOR ACTIONS	
C On Your Knees! (fear) • At-Will	
Attack: Close burst 10 (one creature in burst); +21 vs. Will	
Hit: 3d6 + 9 damage and the target falls prone.	

MINOR ACTIONS
C Unravel Essence • Recharge when no enemy is affected by this power
Attack: Close burst 10 (one creature in burst); +21 vs. Fortitude
Hit: Ongoing 15 damage (save ends).
First Failed Save: The ongoing damage increases to 25.
Second Failed Save: The target is also weakened (save ends both).
Third Failed Save: The target drops to 0 hit points, unless it is already below 0 hit points.
TRIGGERED ACTIONS
Prince of Lies • At-Will
Trigger: An enemy scores a critical hit against Cyric.
Effect (Immediate Reaction): The triggering enemy is dominated (save ends).
Special: The second and any subsequent time that the same enemy would be subject to this effect, that enemy may choose to forego scoring a critical hit against Cyric, voluntarily turning it into a normal hit to avoid being dominated.
That Totally Never Happened • Recharge when first bloodied
Trigger: Cyric rolls a d20 and dislikes the result.
Effect (No Action): Cyric rerolls the triggering die and uses either result.
Skills Divinely gifted at everything (all skills roll key ability bonus +10)
Str 30 (+19) Dex 30 (+19) Wis 30 (+19)
Con 30 (+19) Int 30 (+19) Cha 30 (+19)
Alignment chaotic evil Languages All, telepathy 50

Thoon Hulk	Level 17 Brute
Large aberrant humanoid	XP 1600
HP 205; Bloodied 102	Initiative +15
AC 29, Fortitude 30, Reflex 28, Will 28	Perception +21
Speed 6	Darkvision
Resist 10 psychic	
STANDARD ACTIONS	
m Eviscerate • At-Will	
Attack: Melee 2 (one creature); +22 vs. AC	
Hit: 4d6 + 18 damage (7d6 + 18 against a creature grabbed by the Thoon hulk).	
R Call of Thoon (charm, psychic) • At-Will	
Attack: Ranged 10 (one creature); +20 vs. Will	
Hit: 4d6 + 18 psychic damage.	
Effect: The Thoon hulk pulls the target up to 5 squares.	
C Mind Blast (psychic) • Encounter	
Attack: Close blast 5 (enemies in the blast); +20 vs. Will	
Hit: 3d6 + 9 psychic damage, and the target is dazed (save ends).	
MINOR ACTIONS	
M Tentacles • At-Will	
Requirement: The Thoon hulk must not have a creature grabbed.	
Attack: Melee 1 (one creature); +20 vs. Reflex	
Hit: The Thoon hulk grabs the target (escape DC 23)	
TRIGGERED ACTIONS	
C Psychic Explosion (psychic) • Encounter	
Trigger: The Thoon hulk drops to 0 hit points.	
Attack (No Action): Close burst 2 (enemies in the burst); +20 vs. Will	
Hit: Ongoing 15 psychic damage (save ends).	
Str 28 (+17) Dex 24 (+15) Wis 26 (+16)	
Con 25 (+15) Int 6 (+6) Cha 23 (+14)	
Alignment evil Languages Deep Speech, telepathy 10	

MISSION 2.3: CYRIC'S MADNESS (AL 18 CONTINUED)

Sharn Gatekeeper	Level 18 Elite Skirmisher
Large aberrant magical beast	XP 4000
HP 340; Bloodied 170	Initiative +16
AC 32, Fortitude 30, Reflex 30, Will 32	Perception +19
Speed 4, fly 8 (hover)	Darkvision
Immune petrification, polymorph, forced movement	
Saving Throws +2; Action Points 1	
TRAITS	
Double Actions	
The sharn rolls initiative twice, gets two turns during a round, and has a full set of actions (standard, move, minor) on each turn. Each set of actions corresponds to a different consciousness. The sharn's ability to take immediate actions refreshes on each of its turns.	
Independent Consciousness	
The sharn automatically saves against the dazed and stunned conditions, and against charm effects that a save can end.	
Looking-Glass	
As long as there is at least one hex portal active, enemies can't gain combat advantage by flanking the sharn.	
Portal Master	
The sharn can trace line of sight and line of effect through any combination of hex portals, in any direction.	
STANDARD ACTIONS	
m Rend Time and Space • At-Will	
Attack: Melee 5 (one creature); +23 vs. AC	
Hit: 3d8 + 13 damage.	
Effect: The sharn shifts up to 2 squares.	
R Lightning Ball (lightning) • At-Will	
Attack: Ranged 10 (one creature); +21 vs. Reflex	
Hit: 3d8 + 13 lightning damage.	
MOVE ACTIONS	
Hex Step • At-Will	
Requirement: The sharn must be adjacent to a hex portal.	
Effect: The sharn teleports to any unoccupied square adjacent to any hex portal.	
MINOR ACTIONS	
Create Hex Portal • At-Will (1/turn)	
Requirement: There must be no more than 6 (six) hex portals currently on the map.	
Effect: The sharn creates a hex portal (see stat block) in an unoccupied space within 10 squares. The hex portal must be at least 5 squares away from any other hex portal currently on the map. Hex portals created by the sharn have the same initiative count as the sharn had when it created that portal (the sharn gets two turns per round, so different portals may activate on each of its turns, but a portal can only activate once per round.)	
Move Hex Portal • At-Will (1/turn)	
Effect: The sharn teleports an existing hex portal up to 5 squares to an unoccupied space that is at least 5 squares away from any other hex portal.	
Skills Arcana +19, Insight +18, Religion +19	
Str 21 (+13)	Dex 23 (+13) Wis 23 (+13)
Con 18 (+12)	Int 25 (+14) Cha 23 (+13)
Alignment unaligned Languages Deep Speech	

Hex Portal	Level 17 Minion Artillery
Small aberrant animate	XP 400
HP 1; a missed attack roll never damages a minion.	Initiative +14
AC 29, Fortitude 29, Reflex 29, Will 29	Perception +5
Speed 0 (cannot move on its own)	
Immune forced movement (can only be moved by the sharn gatekeeper)	
TRAITS	
Dimensional Anchor	
A hex portal is immune to forced movement and involuntary teleportation. It cannot be removed from play. Only the sharn that created it can move it.	
Non-Euclidean	
A hex portal does not block line of sight, line of effect, or movement. It is one-way (creatures cannot pass through it to the Far Realm). Other creatures can move through the portal's space and end their turn in its space. A creature that starts its turn in the hex portal's space or that moves through the hex portal's space takes damage equal to the damage dealt by the hex portal's basic attack. A creature can take this damage no more than once per hex portal per turn.	
STANDARD ACTIONS	
R Tentacle from the Far Realm • At-Will	
Special: This attack does not provoke opportunity attacks.	
Attack: Ranged 5 (one creature); +24 vs. AC	
Hit: 13 damage.	
Str 23 (+14)	Dex 23 (+14) Wis 5 (+5)
Con 23 (+14)	Int 5 (+5) Cha 5 (+5)
Alignment unaligned Languages --	

Note: Hex portals make their basic attack on their own turns. These attacks are separate from attacks that the sharn may make through them on its turns. However, if a particular hex portal does not have any valid targets within 5 squares on its own turn, it can't attack.

If the sharn is reduced to 0 hit points, this does NOT cause the remaining hex portals to disappear. They must still be destroyed individually.

MISSION 2.3: CYRIC'S MADNESS (AL 18 CONTINUED)

The Supreme Throne	Level 18 Blaster
Trap	XP 2000
HP 190	Initiative +17
AC 32, Fortitude 30, Reflex 30, Will 30	
Resist 10 all; Immune all conditions	
DETECT	
<ul style="list-style-type: none"> • Perception: No check is required to see the Supreme Throne. • Arcana, Religion or Thievery: Moderate DC to study the lines of power and understand the available countermeasures 	
TRIGGER	
When a creature attacks the Supreme Throne or moves within 10 squares of it, the trap activates and rolls for initiative.	
STANDARD ACTIONS	
C Crush Mind and Body (energy types as damage dealt) • At-Will	
<i>Special:</i> When the Supreme Throne attacks, roll 1d4 to determine which attack it uses. <i>Targets:</i> Close burst 5 or Area burst 1 within 20 (enemies in burst). 1 Attack: +23 vs. Fortitude <i>Hit:</i> 3d6 + 9 thunder and force damage, and the target is pushed 3 squares. 2 Attack: +23 vs. Will <i>Hit:</i> 3d6 + 9 thunder and radiant damage and ongoing 15 radiant damage (save ends). 3 Attack: +23 vs. Fortitude <i>Hit:</i> 3d6 + 9 thunder and necrotic damage and the target is weakened (save ends). 4 Attack: +23 vs. Will <i>Hit:</i> 3d6 + 9 thunder and psychic damage, and the target is knocked prone and takes a -2 penalty to attack rolls and all defenses (save ends).	
TRIGGERED ACTIONS	
R Come Here and Die (lightning, thunder) • At-Will	
<i>Trigger:</i> An enemy more than 5 squares away from the Supreme Throne damages it with an attack. <i>Effect (Opportunity Action):</i> The Supreme Throne makes the following attack against the triggering enemy. This attack does not provoke opportunity attacks. <i>Attack:</i> Ranged sight (the triggering enemy); +25 vs. AC <i>Hit:</i> 3d8 + 13 thunder and lightning damage, and the target is pulled 5 squares toward the Supreme Throne.	
COUNTERMEASURES	
<ul style="list-style-type: none"> • Thievery: An adjacent character can prevent the Supreme Throne from attacking for a round with a successful Moderate DC check made as a standard action or a Hard DC check made as a move action. Failure causes the Supreme Throne to use <i>crush mind and body</i> as an opportunity action. • Arcana, Nature, Religion: A character within 10 squares can prevent the Supreme Throne from attacking for a round with a successful Hard DC check made as a standard action. Failure causes the Supreme Throne to use <i>come here and die</i> against the character as an opportunity action. 	

MISSION 2.3: CYRIC'S MADNESS (AL 20)

Cyric, the Mad God	Level 21 Solo Soldier
Huge immortal humanoid	XP 16,000
HP 824; Bloodied 412	Initiative +22
AC 37, Fortitude 35, Reflex 35, Will 35	Perception +25
Speed 6, fly 6 (hover)	Truesight 20
Immune disease, dominate, fear, petrify, polymorph, unconscious, removed from play	
Saving Throws +5; Action Points 2	
TRAITS	
Action Recovery	
Whenever Cyric ends his turn, any dazing effect on him ends. If Cyric would be stunned, he is dazed instead.	
Blinded by the Black Sun	
Enemies take a -2 penalty on saving throws against Cyric's effects.	
Bloodied Fury	
While Cyric is bloodied, he gains an extra standard action on his turn each round, even if he is dazed.	
Furious Assault	
On an initiative of 10 + his initiative check, Cyric can use a free action to move or make a basic attack. If Cyric cannot use this free action due to any effect, then that effect ends instead of Cyric gaining the action.	
My House, My Rules	
Once per round on his own turn, Cyric can alter his size between Medium, Large, and Huge. This does not require an action.	
Unholy Bleeding	
If Cyric would deal ongoing damage to a creature that is already taking ongoing damage, the amount of ongoing damage instead increases by 10.	
STANDARD ACTIONS	
m Razor's Edge (weapon) • At-Will	
Attack: Melee 3 (one creature); +26 vs. AC	
Hit: 4d6 + 15 damage and ongoing 20 damage (save ends).	
r Throw Razor's Edge (weapon) • At-Will	
Attack: Ranged 20 (one creature); +26 vs. AC	
Hit: 4d6 + 15 damage and ongoing 20 damage (save ends).	
M/R Razor's Edge for Everybody! (weapon) • At-Will	
Effect: Cyric makes two basic attacks.	
M Three Crowns (weapon) • At-Will	
Attack: Melee 3 (one, two, or three creatures); +26 vs. AC	
Hit: 4d6 + 15 damage and ongoing 15 damage (save ends).	
Special: If Cyric uses this power against two targets instead of three, increase the damage dealt to each target by 25. If Cyric uses this power against only one target, increase the damage dealt by 50. (This does not apply to the ongoing damage.)	
A Burst of Blue Fire (fire, psychic) • At-Will	
Attack: Area burst 1 within 20 (enemies in burst); +24 vs. Reflex	
Hit: 4d6 + 18 fire and psychic damage.	
C Blast of Blue Fire (psychic) • Recharge 5 6	
Attack: Close blast 5 (enemies in blast); +24 vs. Fortitude	
Hit: 3d8 + 14 psychic damage, and the target sprouts a hostile tentacle (save ends). While the target is affected by the hostile tentacle, any ally of the target that ends its turn within 2 squares of the target takes 20 damage.	
MINOR ACTIONS	
C On Your Knees! (fear) • At-Will	
Attack: Close burst 10 (one creature in burst); +24 vs. Will	
Hit: 3d8 + 9 damage and the target falls prone.	

MINOR ACTIONS		
C Unravel Essence • Recharge when no enemy is affected by this power		
Attack: Close burst 10 (one creature in burst); +21 vs. Fortitude		
Hit: Ongoing 20 damage (save ends).		
First Failed Save: The ongoing damage increases to 30.		
Second Failed Save: The target is also weakened (save ends both).		
Third Failed Save: The target drops to 0 hit points, unless it is already below 0 hit points.		
TRIGGERED ACTIONS		
Prince of Lies • At-Will		
Trigger: An enemy scores a critical hit against Cyric.		
Effect (Immediate Reaction): The triggering enemy is dominated (save ends).		
Special: The second and any subsequent time that the same enemy would be subject to this effect, that enemy may choose to forego scoring a critical hit against Cyric, voluntarily turning it into a normal hit to avoid being dominated.		
That Totally Never Happened • Recharge when first bloodied or whenever Cyric rolls a natural 1		
Trigger: Cyric rolls a d20 and dislikes the result.		
Effect (No Action): Cyric rerolls the triggering die and uses either result.		
Skills Divinely gifted at everything (all skills roll key ability bonus +10)		
Str 30 (+20)	Dex 30 (+20)	Wis 30 (+20)
Con 30 (+20)	Int 30 (+20)	Cha 30 (+20)
Alignment chaotic evil		Languages All, telepathy 50

Thoon Hulk	Level 20 Brute	
Large aberrant humanoid	XP 2800	
HP 235; Bloodied 117	Initiative +17	
AC 32, Fortitude 33, Reflex 31, Will 31	Perception +23	
Speed 6	Darkvision	
Resist 15 psychic		
STANDARD ACTIONS		
m Eviscerate • At-Will		
Attack: Melee 2 (one creature); +25 vs. AC		
Hit: 4d8 + 17 damage (7d8 + 24 against a creature grabbed by the Thoon hulk).		
R Call of Thoon (charm, psychic) • At-Will		
Attack: Ranged 10 (one creature); +23 vs. Will		
Hit: 4d8 + 17 psychic damage.		
Effect: The Thoon hulk pulls the target up to 5 squares.		
C Mind Blast (psychic) • Encounter		
Attack: Close blast 5 (enemies in the blast); +23 vs. Will		
Hit: 3d6 + 11 psychic damage, and the target is dazed (save ends).		
MINOR ACTIONS		
M Tentacles • At-Will		
Requirement: The Thoon hulk must not have a creature grabbed.		
Attack: Melee 1 (one creature); +23 vs. Reflex		
Hit: The Thoon hulk grabs the target (escape DC 25)		
TRIGGERED ACTIONS		
C Psychic Explosion (psychic) • Encounter		
Trigger: The Thoon hulk drops to 0 hit points.		
Attack (No Action): Close burst 2 (enemies in the burst); +23 vs. Will		
Hit: Ongoing 20 psychic damage (save ends).		
Str 28 (+18)	Dex 24 (+16)	Wis 26 (+17)
Con 25 (+16)	Int 6 (+7)	Cha 23 (+15)
Alignment evil	Languages Deep Speech, telepathy 10	

Glory tier: *mind blast* is "Recharge when first bloodied"

MISSION 2.3: CYRIC'S MADNESS (AL 20 CONTINUED)

Sharn Gatekeeper	Level 20 Elite Skirmisher
Large aberrant magical beast	XP 5600
HP 372; Bloodied 186	Initiative +17
AC 34, Fortitude 32, Reflex 32, Will 34	Perception +20
Speed 4, fly 8 (hover)	Darkvision
Immune petrification, polymorph, forced movement	
Saving Throws +2; Action Points 1	
TRAITS	
Backstabber	
If the sharn uses a hex portal to make an attack, that attack can score a critical hit on a roll of 19-20.	
Double Actions	
The sharn rolls initiative twice, gets two turns during a round, and has a full set of actions (standard, move, minor) on each turn. Each set of actions corresponds to a different consciousness. The sharn's ability to take immediate actions refreshes on each of its turns.	
Independent Consciousness	
The sharn automatically saves against the dazed and stunned conditions, and against charm effects that a save can end.	
Looking-Glass	
As long as there is at least one hex portal active, enemies can't gain combat advantage by flanking the sharn.	
Portal Master	
The sharn can trace line of sight and line of effect through any combination of hex portals, in any direction.	
STANDARD ACTIONS	
m Rend Time and Space • At-Will	
Attack: Melee 5 (one creature); +25 vs. AC	
Hit: 3d8 + 15 damage.	
Effect: The sharn shifts up to 2 squares.	
R Lightning Ball (lightning) • At-Will	
Attack: Ranged 10 (one creature); +23 vs. Reflex	
Hit: 3d8 + 15 lightning damage.	
MOVE ACTIONS	
Hex Step • At-Will	
Requirement: The sharn must be adjacent to a hex portal.	
Effect: The sharn teleports to any unoccupied square adjacent to any hex portal.	
MINOR ACTIONS	
Create Hex Portal • At-Will (1/turn)	
Requirement: There must be no more than 6 (six) hex portals currently on the map.	
Effect: The sharn creates a hex portal (see stat block) in an unoccupied space within 10 squares. The hex portal must be at least 5 squares away from any other hex portal currently on the map. Hex portals created by the sharn have the same initiative count as the sharn had when it created that portal (the sharn gets two turns per round, so different portals may activate on each of its turns, but a portal can only activate once per round.)	
Move Hex Portal • At-Will (1/turn)	
Effect: The sharn teleports an existing hex portal up to 5 squares to an unoccupied space that is at least 5 squares away from any other hex portal.	
Skills Arcana +20, Insight +19, Religion +20	
Str 21 (+14)	Dex 23 (+14) Wis 23 (+14)
Con 18 (+13)	Int 25 (+15) Cha 23 (+14)
Alignment unaligned Languages Deep Speech	

Hex Portal	Level 20 Minion Artillery
Small aberrant animate	XP 700
HP 1; a missed attack roll never damages a minion.	Initiative +16
AC 32, Fortitude 32, Reflex 32, Will 32	Perception +7
Speed 0 (cannot move on its own)	
Immune forced movement (can only be moved by the sharn gatekeeper)	
TRAITS	
Dimensional Anchor	
A hex portal is immune to forced movement and involuntary teleportation. It cannot be removed from play. Only the sharn that created it can move it.	
Non-Euclidean	
A hex portal does not block line of sight, line of effect, or movement. It is one-way (creatures cannot pass through it to the Far Realm). Other creatures can move through the portal's space and end their turn in its space. A creature that starts its turn in the hex portal's space or that moves through the hex portal's space takes damage equal to the damage dealt by the hex portal's basic attack. A creature can take this damage no more than once per hex portal per turn.	
STANDARD ACTIONS	
R Tentacle from the Far Realm • At-Will	
Special: This attack does not provoke opportunity attacks.	
Attack: Ranged 5 (one creature); +27 vs. AC	
Hit: 15 damage.	
Str 23 (+15)	Dex 23 (+15) Wis 5 (+6)
Con 23 (+15)	Int 5 (+6) Cha 5 (+6)
Alignment unaligned Languages --	

Note: Hex portals make their basic attack on their own turns. These attacks are separate from attacks that the sharn may make through them on its turns. However, if a particular hex portal does not have any valid targets within 5 squares on its own turn, it can't attack.

If the sharn is reduced to 0 hit points, this does NOT cause the remaining hex portals to disappear. They must still be destroyed individually.

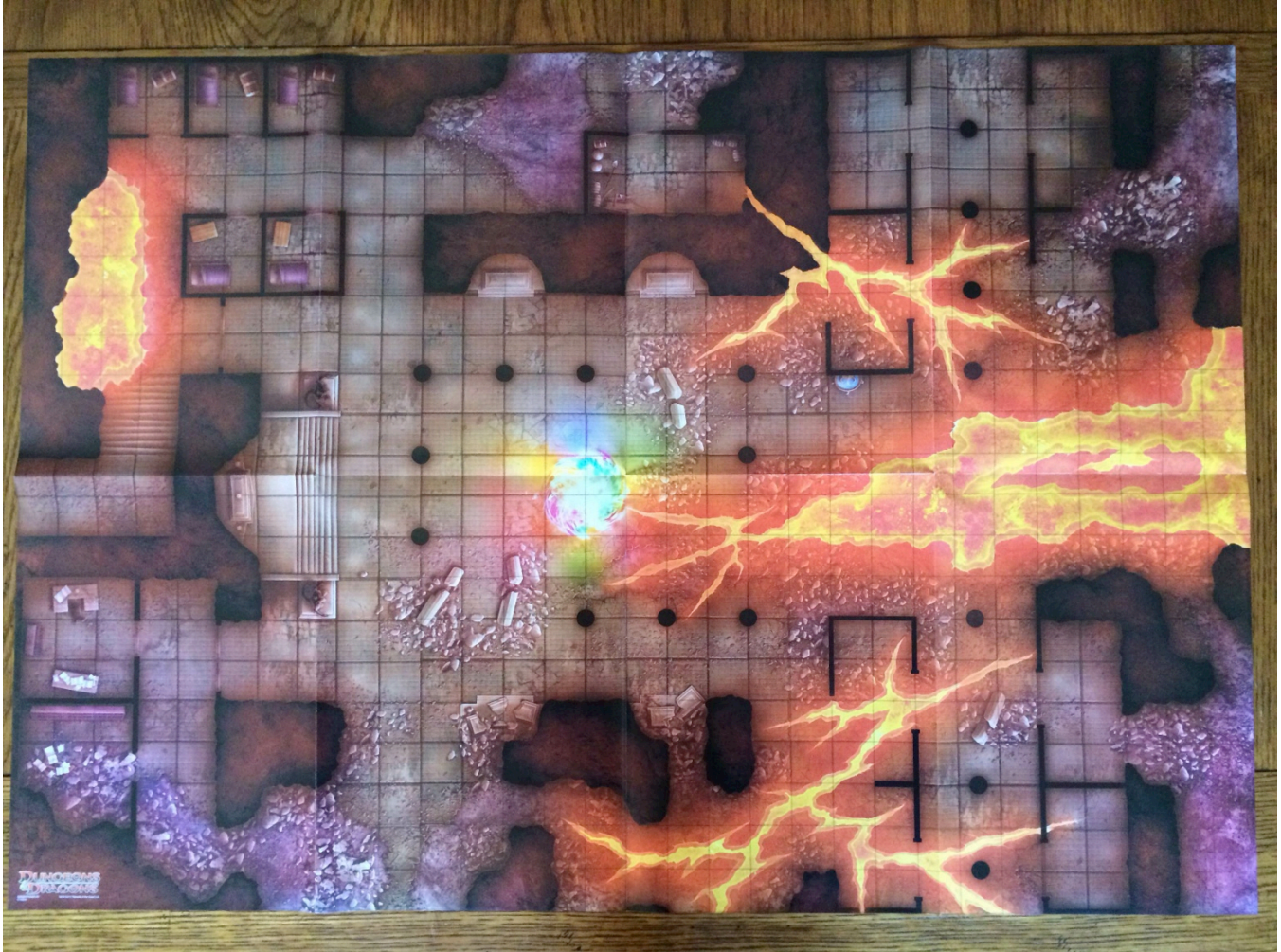
MISSION 2.3: CYRIC'S MADNESS (AL 20 CONTINUED)

The Supreme Throne	Level 20 Blaster
Trap	XP 8000
HP 210	Initiative +18
AC 34, Fortitude 32, Reflex 32, Will 32	
Resist 10 all; Immune all conditions	
DETECT	
<ul style="list-style-type: none"> • Perception: No check is required to see the Supreme Throne. • Arcana, Religion or Thievery: Moderate DC to study the lines of power and understand the available countermeasures 	
TRIGGER	
When a creature attacks the Supreme Throne or moves within 10 squares of it, the trap activates and rolls for initiative.	
STANDARD ACTIONS	
C Crush Mind and Body (energy types as damage dealt) • At-Will	
<i>Special:</i> When the Supreme Throne attacks, roll 1d4 to determine which attack it uses. <i>Targets:</i> Close burst 5 or Area burst 1 within 20 (enemies in burst). 1 Attack: +25 vs. Fortitude <i>Hit:</i> 3d6 + 11 thunder and force damage, and the target is pushed 3 squares. 2 Attack: +25 vs. Will <i>Hit:</i> 3d6 + 11 thunder and radiant damage and ongoing 15 radiant damage (save ends). 3 Attack: +25 vs. Fortitude <i>Hit:</i> 3d6 + 11 thunder and necrotic damage and the target is weakened (save ends). 4 Attack: +25 vs. Will <i>Hit:</i> 3d6 + 11 thunder and psychic damage, and the target is knocked prone and takes a -2 penalty to attack rolls and all defenses (save ends).	
TRIGGERED ACTIONS	
R Come Here and Die (lightning, thunder) • At-Will	
<i>Trigger:</i> An enemy more than 5 squares away from the Supreme Throne damages it with an attack. <i>Effect (Opportunity Action):</i> The Supreme Throne makes the following attack against the triggering enemy. This attack does not provoke opportunity attacks. <i>Attack:</i> Ranged sight (the triggering enemy); +27 vs. AC <i>Hit:</i> 3d8 + 15 thunder and lightning damage, and the target is pulled 5 squares toward the Supreme Throne.	
R You Are Not the Boss of Me (lightning, thunder) • At-Will	
<i>Trigger:</i> An enemy more than 5 squares away from the Supreme Throne damages Cyric with an attack. <i>Effect (Immediate Reaction):</i> The Supreme Throne makes the following attack against the triggering enemy. This attack does not provoke opportunity attacks. <i>Attack:</i> Ranged sight (the triggering enemy); +27 vs. AC <i>Hit:</i> 3d8 + 15 thunder and lightning damage, and the target is pulled 5 squares toward the Supreme Throne.	
COUNTERMEASURES	
<ul style="list-style-type: none"> • Thievery: An adjacent character can prevent the Supreme Throne from attacking for a round with a successful Moderate DC check made as a standard action or a Hard DC check made as a move action. Failure causes the Supreme Throne to use <i>crush mind and body</i> as an opportunity action. • Arcana, Nature, Religion: A character within 10 squares can prevent the Supreme Throne from attacking for a round with a successful Hard DC check made as a standard action. Failure causes the Supreme Throne to use <i>come here and die</i> against the character as an opportunity action. 	

MISSION 2.3: CYRIC'S MADNESS (BATTLE MAP)

POSTER MAP NEEDED

Haunted Temples - 5



The PCs set up at the top right-hand corner of the map, in the hallway with columns above the lava. Put a figure on the map to represent Yazeth Cobb as well (this will give you something to threaten if the PCs leave him alone).

The Supreme Throne is the altar pictured on the map (in the large main room, at the top of the small staircase). The Thoon hulks are flanking it to either side (one above and one below).

The sharn appears in the purple swirl of energy and you should place the initial set of hex portals in whatever way is most advantageous depending on how the PCs are set up.

Cyric is not initially on the map. He enters at the beginning of Round 2 through the center of the right hand side of the map (where the lava flow leaves the map).

The flows of lava are actually crackling Spellplague energy. These squares are not hazardous all the time, but instead they flash with energy at random. When a PC ends his or her turn in one of these squares, the character makes a saving throw. On a success, nothing happens. On a failure, all characters who are on squares containing the red energy take damage equal to the AL (this damage is all energy types at once so cannot be resisted).

APPENDIX 1: FRAGMENTS OF A MYSTERIOUS PROPHECY

During Round 1, each time a table successfully completes a mission, they should be given a fragment of the prophecy that explains how to resurrect Mystra, recreate Dweomerheart, and restore the Weave. Exactly how you do this is up to you - it depends on how many tables you have, how much your players like puzzles, and so forth.

At Winter Fantasy 2014 we created three sets of colored index cards (yellow, pink, and blue) and wrote one word on each card. The colors were used to group stanzas of the poem together (making it easier for the players to figure out). We also capitalized the first word of each line and included the ending punctuation with the last word of each line to give the players anchor points. We then shuffled up all the cards (so that the colors and word order were completely mixed) and gave each table three cards the first time they completed a mission, two cards the second time, and one card for each mission after that, until all the cards were distributed throughout the room. We then left it up to the players to realize that they had to work together with other tables to figure out how to assemble the message. Each table captain was told that as he or she was walking back from filing the mission report, a mysterious blue dust swirled up around the PC, who began to see twinkling motes of blue light and hear a mysterious female voice whisper the words. The blue light and the female voice were additional clues that the message comes from Mystra.

This poem has about 50 words, so if you follow our strategy of giving out 3 words, then 2 words, then 1 word, and each table completes 3 missions on average during Round 1 (which is about right) then that strategy will fully distribute the words as long as you have at least 8 tables. If you have fewer than 8 tables, you either need tables to finish more than 3 missions, or you should give out more words for each mission after the first.

The poem / prophecy that we used is:

*To restore the home of magic true,
Stalwart champions must knit together the tangled threads of magic blue.*

*The power wrought by greatest hands into binding tool,
Can be bent to noble intention from the final seat of the divine fool.*

*Creation begins anew,
With crystal thrown astrew.*

HANDOUT 1: TABLE INFORMATION FORM

The purpose of this form is to consolidate important information about the player characters for the DM and the event organizers. Please fill out the following information and send it to HQ when your table captain goes to report your first mission.

Table Number:

DM's Name:

Adventure Level:

Number of PCs at the table: 4 5 6

Number of PCs who played MYTH6-1 and succeeded: 0 1 2 3 4 5 6

Number of PCs who played MYTH6-2 and succeeded: 0 1 2 3 4 5 6

Number of PCs who played MYTH6-3 and succeeded: 0 1 2 3 4 5 6

Number of PCs who played CORE6-1 and succeeded: 0 1 2 3 4 5 6

Number of PCs who played SPEC6-1 and succeeded: 0 1 2 3 4 5 6

List all PC Home Regions and/or National Allegiances represented at the table (names of regions, nations, and/or meta-organizations of which you are a member, e.g. Baldur's Gate or the Heirs of Mirt). The purpose of this question is for us to get a sense of the diversity of adventurers who have come to fight for Cormyr's survival. Use the back if necessary. Maximum 3 per PC (home region, national allegiance, and/or meta-organization)

HANDOUT 2: MISSION BRIEFINGS (ROUND 1)

The main battle for Suzail is being fought in the usual way - soldiers on the ground and in the air, the clash of steel, the thrum of arrows, and the crackle of magic. But there is a deeper and more important war being waged alongside the obvious struggle on the battlefield near Suzail. Both sides have a handful of powerful agents who are not likely to set foot on the front lines, but whose plots and powers will make all the difference in the tide of the battle. You are among them. The best use of powerful heroes like you in this battle will be to travel to places where ordinary soldiers cannot go - and would have no chance of survival even if they could go.

The best way for you to help win the overall war is by completing as many of the following objectives as you can in the available time, while also staying alert. As the situation unfolds there may be brief windows of opportunity to take on special objectives that are unknown or unavailable at the outset. We will let you know if and when such opportunities arise. For the moment, these are the missions that are available. You may complete them in any order you choose.

Mission 1.1 - The Order of Blue Fire appears to be getting reinforcements from their fomorian allies through the use of a fey crossing. We do not know exactly where the crossing is located or how it is controlled, but we have been able to identify a general area. It will likely be guarded by powerful agents of the dark fey (who are willing to support the Order but do not want to see a counterattack into the Feywild by Cormyr and Myth Drannor). Travel to the area and search for the fey crossing. Deal with any guardians you find. Hopefully you will find a way to shut the fey crossing down, whether permanently or temporarily, so that the Order will be denied further reinforcements.

Mission 1.2 - A powerful infusion of Spellplague energy has been detected in the forest not far from Myth Drannor. Considering recent events in that area, we are obviously concerned. It may be that another plagueland is forming of its own accord - or that it is being "helped" to form by someone. Go to the area, find the source of the Spellplague energy, and deal with it so that it cannot threaten Myth Drannor. Although the eladrin have returned to the alliance, if they think their homeland is being threatened again, there is a risk that they could leave their positions on the battlefield. Deal with this so that they won't have to.

Mission 1.3 - The Netherese have brought a large contingent of hill giants who serve as living artillery pieces. A number of heavily fortified positions behind the Netherese lines are being used by the giants to bombard the city of Suzail and the Cormyrean lines. The loss of life will be great if someone can't get to those hill giants and take them out. We can get you past the front lines, so you won't have to engage the ordinary Netherese troops, but you'll have to deal with the giants yourself.

Mission 1.4 - We recently intercepted a set of procurement orders headed to Sembia. These orders appear to be intended for a detachment of Netherese troops that are being sent to a location called Draigdurroch Tower. It's far from Suzail, but if the Netherese think it's important, we want to know why. The requisitions suggested an advance force would secure the area before a specialized spellcasting unit moves in later. There must be a strong source of energy that the Netherese believe they can incorporate into the Shadow Weave. Head to the tower and secure it so that Netheril cannot use this resource.

Mission 1.5 - Recently there have been a handful of recruits who deserted the Cormyrean army prior to enlistment. It is rare for Cormyreans to forsake their duty to King and Country. In talking with the families of those who went missing, one common thread emerged: they had all been contacted by the followers of an elf calling herself Tyrangal. There was a very famous Tyrangal who worked to oppose the Order of Blue Fire in Elturgard, but she disappeared when the city fell. At any rate, this elf claims to be able to cure the Spellplague. She has set up a base of operations in an abandoned keep some miles outside the city and is accepting all pilgrims who wish to partake of her miraculous cure. Cormyr hasn't been hit as hard as Myth Drannor was by the Spellplague, but we can't afford to lose any more recruits (or active-duty soldiers) to these wild claims. We don't want to cause a civilian panic, so we want someone a little more discreet than the Purple Dragon Knights to investigate these rumors.

Mission 1.6 - The War Wizards of Cormyr and the High Mages of Myth Drannor have sensed a strong emanation of shadow energy coming from the ruins of Zhentil Keep. Some years ago there was a relic of Shar discovered there by adventurers. It may be that the Netherese have discovered more ancient artifacts of Shar that they could use against us in the battle. Go to the temple and capture or destroy any relics or other items of power.

HANDOUT 3: CHOSEN OF MYSTRA

When Cyric murdered Mystra at Shar's urging, it resulted in the destruction of Dweomerheart, the collapse of the Weave of magic, and unleashed the Spellplague. Although nearly everyone, including Cyric, believed Mystra to be utterly destroyed, in fact her essence was captured by Shar and hidden away in the Towers of Midnight. Ever since the Year of Blue Fire, Shar has been attempting to use Mystra's essence to forge a new Shadow Weave. Had this plan succeeded, Shar would have assumed the portfolio of the Goddess of Magic and been able to reshape reality according to her whims.

However, it was not to be. The Epic Campaign characters discovered Shar's deception and freed Mystra's soul by destroying the Shadow Weave before it could be completed. However, Mystra was not instantly restored to life. Rather, she lingers in a discorporated state, unable to reform the Weave. She needs the power that was used by the Greater Gods to imprison Cyric within his dominion, the Supreme Throne. Unable to communicate directly, Mystra whispered a prophecy, which filtered down across the battlefield and into your ears. You deciphered the text and realized that it was instructing you to break into Cyric's prison and destroy his domain the way that he destroyed Mystra's. With the power released by this action, Mystra will be able to reform Dweomerheart and recreate the Weave.

You and Yazeth Cobb, loyal servant of Amaunator and longtime ally, fought your way through the prison plane, into Cyric's crystal castle, defeating fallen angels who had been placed as guardians and fighting back an attempt by the demon lords of the Abyss to steal the power away from you at exactly the moment when you broke the planar seals on the Supreme Throne. Now you stand before Cyric's demesne, the literal Supreme Throne at the heart of his dominion.

Mystra is unable to affect the battlefield directly. Indeed, her grip on existence is tenuous. Shar drained away a great deal of her power, and Mystra is not strong enough to survive on her own for very long without the protection of an astral dominion. Knowing that the fate of all creation is at stake, Mystra has infused each of you with the last scraps of her divine power.

You are now Chosen of Mystra. This grants you the following benefits:

Divine Spark: You gain a +1 bonus to attack rolls and a +2 bonus on damage rolls.

Divine Recovery: One time only, when you are reduced to 0 hit points, you regain hit points equal to your bloodied value. This does not require an action and is not voluntary on your part; it triggers automatically.

Divine Miracle: When you have expended your last encounter attack power, you regain the use of one encounter attack power of your choice. In this way, you cannot run out of encounter attack powers.

Chosen Power: You gain the following utility power:

Spell Mastery • Chosen of Mystra Utility 26

Daily

Standard Action (Personal)

Effect: You use one of your encounter or daily powers and one of your at-will powers with a single standard action.

If you fail, Mystra will die - this time forever.