

FLIRTING WITH DISASTER

A DUNGEONS & DRAGONS® *LIVING FORGOTTEN REALMS* ADVENTURE

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At this point in your adventuring career, the idea of pulling a shift on caravan guard duty is well beneath you. But when the caravan in question is braving the Ordulin Maelstrom, even that simple job could end up being more than you can handle. A *Living Forgotten Realms* adventure set in Netheril for characters of the Paragon tier (levels 11-20). This adventure is the second part of the *Sand and Shadows* Major Quest, which began with NETH3-1 and concludes with NETH3-3. We recommend that you play the three adventures in order, with the same character, if possible.

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

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

PREPARING FOR PLAY

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

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

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

READING MONSTER STAT BLOCKS

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

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

IMPORTANT DM INFORMATION

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

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

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

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

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

APPROPRIATE CHARACTER LEVELS

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

Any character of the appropriate tier may play the adventure, but the highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

Living Forgotten Realms defines five adventure levels within each tier. The choice of adventure level 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 adventure level 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 level 6 version of an adventure because level 6 is more than three levels above the 2nd-level character. This group could choose to face the adventure at either level 2 or level 4, but they will probably choose level 4 because that's the best fit for the group (the average character level is $25/6 =$ approximately 4).

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

FAILING TO DEFEAT AN ENCOUNTER

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

In the Rewards section, there is a baseline XP award (the minimum amount a PC can earn). There are also one or more XP awards available for completing specific objectives as outlined by the adventure. Part of the DM's job is to decide if and when the PCs have fulfilled each objective, even if they failed at some of the individual encounters along the way.

CHARACTER DEATH

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

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

cost for accepting Death Charity, but the character forfeits all non-XP rewards for the adventure (including gold, Story Awards, and the opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

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

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

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

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

MILESTONES

Whether the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest. Some encounters do not count toward a milestone, usually because they are pure role-playing encounters or do not pose a meaningful challenge to the party. If an encounter is not intended to count toward a milestone, it will say so. In particular, you should not deny the players a milestone just because they are having an easy time with the combat encounters. After each encounter, inform the players

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

LASTING EFFECTS

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

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

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

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

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

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

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

DCs BY ADVENTURE LEVEL

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

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

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

ADVENTURE BACKGROUND

In *NETH3-1 Secrets and Shadows*, adventurers were hired by a proxy of the Sand Kings to liberate the artifact *Last Grasp of Shadowbane* from a temple of Selune in the Star Mounts. The Sand Kings are a group of Bedine rebels who oppose the shadowy Netherese. *Last Grasp of Shadowbane* is a powerful weapon designed for striking at shadow creatures. While freeing the artifact, the PCs encountered Shadovar (elite soldiers of the Empire of Netheril), who were hoping to destroy the temple and take the artifact.

Now, a few weeks later, the Sand Kings are ready to take the next step. Their plan to make a strike against Netheril in their capital Shade Enclave needs two significant elements to proceed. First, *Last Grasp of Shadowbane* is not yet powerful enough to take on the forces of Shade. It needs to come into contact with more shadow energy to gain strength. Second, the Sand Kings need an easy direct way to access Shade Enclave, a flying city.

An opportunity to achieve both these goals has presented itself in the Ordulin Maelstrom. This area, the former capital of Sembia, has been ruined by a powerful ritual which has drawn a portion of the Shadowfell into the city. The energies of the Maelstrom make safe

passage into and out of the ruins nearly impossible. Nobody would try were it not for the unstable portal at its center.

Sending an adventuring party into the Maelstrom by itself is tantamount to suicide. So the Sand Kings infiltrated a Shadow Caravan, a Netherese merchant caravan that uses transport through Shadowfell to take advantage of mercantile opportunities more quickly than any other merchant company. Since the Shadow Caravan has its own defenses against the Shadowfell's energies and is already under the employ of the Netherese, it makes an ideal cover for agents of the Sand Kings.

The Sand Kings have placed a number of their agents into a Shadow Caravan and have delayed its progress toward Shade Enclave. While the caravan would not normally risk the dangers of the Maelstrom to reach Shade Enclave, the delays have forced the caravan into guiding the wagons toward Ordulin. By placing adventurers in the caravan and gifting them *Last Grasp of Shadowbane*, the Sand Kings hope to expose the artifact to the shadowy energy needed to strengthen it and stabilize the portal in Ordulin so that they can use it from afar in the future.

Of course, nothing can be as simple as infiltrating the ranks of the enemy while in possession of an artifact that detests their employer and marching into near-certain shadowy death. In addition to their primary mission, the Sand Kings suspect that one of their many plants in the Shadow Caravan is a traitor. As such, the Sand Kings need adventurers to carry the artifact into the Maelstrom, place magical items near the unstable portal in order to stabilize it, and determine who is betraying the Sand Kings to the Netherese.

DM's INTRODUCTION

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

- Story awards that indicate favor or disfavor with the Sand Kings, such as **ADAP09 Kings of the Sand** from *ADAP2-2 The Spiral Gate* or **NETH01 Gratitude of the Sand Kings** from *NETH3-1 Secrets and Shadows*.
- Story awards that indicate favor or disfavor with the Empire of Netheril and/or followers of Shar, such as any story award that grants a Shade Coin (such as **ADAP10 Gratitude of Netheril** from *ADAP2-2* or **CORE02 Shade Coin** from *CORE1-1*) or such as **CORE15** from *CORE1-8*.

- Story awards that indicate that the PC has shared a secret with Shar, such as **PREQ02 A Secret Given** from *PREQ3-1*.
- Favors or disavors pertaining to the Harpers, such as **LURU20 Word to the Harpers** from *LURU2-3* or **LURU24 Trust of the Harpers** from *LURU2-4*.

The PCs are approached by Ashurta in Urmlaspyr and informed that they have a prime opportunity to strike at the heart of the Empire of Netheril. She informs the PCs that she knows of a Shadow Caravan that is leaving its regular route and is going through the Ordulin Maelstrom in order to use a portal there to make better time to Shade.

Due to the dangers of the Maelstrom, the Caravan needs extra guards, and Ashurta is able to use her moles within the caravan to get the PCs hired. The PCs' primary mission is to guard the caravan through its journey, obtain the portal key as it is used to open the portal to Shade, and abandon the Caravan before it goes into Shade proper in order to bring the portal key back to her. Ashurta also has a secondary mission: discover which of the Sand Kings agents in the Caravan plans to betray them to Netheril once the Caravan reaches Shade. The Shadow Caravan hires the PCs if they accept, and leaves Urmlaspyr for Ordulin in the morning.

PCs with ties to the Harpers may receive an extra mission to strengthen the bond between Muriel's position as a member of the Shadow Caravan and the Harpers. Leaving Muriel alive and protected is the subtext for this Harpers mission, as her skills as a broker of information is invaluable to the interests of this secretive organization.

SHADOWBANE

Some encounters have boxed text that looks like this. Read this text for information on how *Shadowbane* interacts with the PC who wields the sword.

PLAYER'S INTRODUCTION

Give each PC that has earned a favor from the Harpers Player Handout 1. The sentence at the end of the message, "*The dove speaks of bitter water in that well, and so listens to wiser heads like Sarkyn,*" includes a number of Harper passcodes. PCs with a favor from the Harpers may attempt a DC 25 Insight check to interpret its meaning (members of the Harpers meta-organization automatically succeed):

- "Dove" is a reference to the famous Harper Dove Falconhand and means either "go and reconnoiter" or "spying is necessary".
- "Bitter water in that well" is a passphrase meaning "we must talk as soon as possible."
- "Wiser heads" indicates that magic will be encountered and preparation for it is necessary.
- "Sarkyn" is a Harper code word meaning "trustworthy".

Give each PC Handout 2 (even if they have not encountered the Sand Kings - the Sand Kings have heard of them). It is possible that a PC may receive both handouts.

Read or paraphrase the following passage to the players:

The morning, like all mornings in the cloud-covered city of Urmlaspyr, is grey. While this war-torn city operates as a protectorate of Cormyr, the citizens enjoy little of their patron's favor. Instead, Urmlaspyr receives what meager existence it can carve out through trade between enemies and allies kept at arm's length.

Urmlaspyr's status as a protectorate makes it ideal for enemies of Netheril to get as close as possible to get to the empire's seat of power. One such group has called for you, and their offer was one that was too intriguing to refuse.

The following commonly known information is available about the Sand Kings:

- They are an active fringe of Bedine separatists who have not yet forgotten their people's nomadic past.
- Rumors persist that they are supported by the Dalelands, Cormyr, Silverymoon, and Waterdeep, although the rulers of those lands deny that such support exists.
- It is likely that at some level, the Sand Kings have been infiltrated by the Zhentarim, but there is little evidence of this.
- The Sand Kings were recently asking around Waterdeep, and asked some particular questions at the House of the Moon.

ENCOUNTER 1: DETAILS, DETAILS

Important NPCs:

Ashurta, leader of the Sand Kings, human female.

The clues in Ashurta's message are easy to follow; the portion of her note that refers to the "purple banner above the kingdom of sand and beneath the heel of shade" refers to a small miners' trading post near the city's center.

When the PCs decide to meet Ashurta for their rendezvous, she relates to them the following information:

- The Sand Kings are preparing a major strike against Netheril. She isn't willing at this time to reveal the nature of the strike due to the risk of being discovered, but it takes place in Shade Enclave, the capital of Netheril.
- This strike requires the use of a powerful anti-shadow weapon, an artifact known as *Last Grasp of Shadowbane*.
- The Sand Kings are nearly ready for this strike, but need two things - a way into Shade Enclave (which is a heavily-guarded flying city), and a way to increase the power of their weapon.
- Over the last few months, the Sand Kings have infiltrated a shadow caravan, a Netherese mercantile caravan that travels through the Shadowfell for speed and stealth.
- Ashurta is unwilling to provide the PCs with a list of agents (except one as described below), as she considers such information too sensitive to share with someone who might get captured and tortured for information; even the agents do not know who one another are. The agents do, however, know that the plan is that once they are en route to the Maelstrom, they are joined by adventurers in the employ of the Sand Kings.
- The Sand Kings agents have arranged for the caravan to have a number of "accidents", delaying its travel to Shade Enclave.
- The shadow caravan's normal route would cause it to arrive in Shade Enclave behind schedule. The caravan master has decided to undergo a risky trip through the Ordulin Maelstrom, a ruined city that is still being devoured by shadows over a hundred years after a planar rift opened in the city center. Ashurta has arranged for the PCs to be hired by the caravan as additional guards for the trip through the Maelstrom.
- While the shadows of the Maelstrom could overcome the defenses the caravan carries, Ordulin does have a functioning portal that leads

directly to Shade Enclave. Using the portal would allow the caravan to make it to the city on schedule.

- The Netherese are aware of this portal and have warded it to be unstable unless the proper ritual is performed. This ritual requires portal rods to be placed in specific positions near the portal as well as a unique incantation.
- The shadow caravan has one set of portal rods and one copy of the ritual; these are in the hands of a skilled ritual caster - one of the Sand Kings' agents. Her name is Muriel, and she is the PCs' contact, and only known agent whose allegiance the characters are aware of.
- This operative has studied the ritual and modified it in one key way. Once the ritual is completed, the portal rods magically transmit the portal sequence to the destination portal in Shade Enclave to a text in the possession of Ashurta. This allows the Sand Kings to open a portal from their headquarters directly to Shade Enclave, bypassing most of the protections on the flying city. It is likely that such a backdoor only works once, but it is better to have one trump card than none.
- In addition to obtaining the portal sequence, this mission also allows *Last Grasp of Shadowbane* to grow in strength by battling the shadows that are undoubtedly faced in the Maelstrom.
- Once the PCs have stabilized the portal, the ritual caster returns them to Urmlaspyr so that they are not forced to choose between going to Shade Enclave with the caravan or staying in Ordulin and joining the army of shadows.

In addition to the primary objectives described above, Ashurta has an additional favor to ask the PCs. After some recent strikes at previously unmolested Sand Kings safe houses along the shadow caravan's route, Ashurta has come to believe that one of her agents within the caravan is a traitor. She would like the PCs to discover this traitor and "deal with him". There is a strong implication that she would not be averse to the traitorous agent's death.

To assist in their mission, Ashurta provides the PCs with payment up front. She also provides the PCs with *Last Grasp of Shadowbane*, who selects its own wielder using the guidelines listed in Appendix 1; provide that player with Player Handout 3. She emphasizes that the artifact is merely a loan, and that she expects its return at the conclusion of the mission.

SHADOWBANE

Upon being hefted, Shadowbane begins to communicate telepathically with its wielder. It begins to impatiently encourage the PCs to speed the caravan along so that it can begin giving the shadows what they deserve.

ENDING THE ENCOUNTER

Once the mission is clear, allow the PCs to discuss potential cover and the role they want to play in the caravan. Ashurta cannot give much advice beyond the fact that as far as the shadow caravan is concerned they are reliable mercenaries. She can provide the names and basic personality of the people at the caravan (see Encounter 2). When the PCs are ready proceed with Encounter 2.

TREASURE

Ashurta provides each PC with payment up front, guaranteeing more with success at the mission:

- AL 12: 800 gp
- AL 14: 1,375 gp
- AL 16: 2,750 gp
- AL 18: 5,500 gp
- AL 20: 8,250 gp

ENCOUNTER 2: IN THE CARAVAN

Important NPCs:

Aratha Loyallar, human female, beast-mistress. **Davisa**, shadar-kai female, mistress of arms.

Durean Sakkora, human male, caravan master.

Herron, changeling (appears human) male, procurement specialist.

Kaelyssa Sakkora, human female, navigator.

Muriel, human female, ritual caster and known Sand King agent.

Praw, minotaur male, guard captain.

Wilnan Evileye, human tiefling, negotiator.

Minor NPCs: Approximately 60 other guards and teamsters.

The PCs meet with the caravan master Durean Sakkora. The PCs' fee has already been negotiated, and Durean hurries them into position in the caravan so that they can make faster time to the Maelstrom.

The trip from Urmlaspyr to Ordulin takes approximately four hours, with the first two hours of travel taking place in Faerûn and the final two hours spent crossing from Faerûn into the Shadowfell and back many times. This encounter covers the initial two hours of travel. Encounter 3 deals with the remaining part of the trip.

During the two hours it takes to reach the first crossing, the PCs are asked to circle the perimeter of the caravan to watch for trouble. Durean informs them that this part of the journey is uneventful. Most of the local bandits know better than to attack a shadow caravan and beast are wary of the scatthebeasts (sluglike beasts of burden) the caravan purchased from a merchant in Tymanother. Durean recommends that the PCs take the opportunity to get to know the other caravan workers, as he knows that mercenary guards are more likely to defend his people if they have a chance to socialize.

SHADOWBANE

Since most of the caravan's members (all except Davisa) are non-shadow creatures, *Last Grasp of Shadowbane* bears no direct animosity toward them. It telepathically mutters to its wielder about how those who serve shadow are no better than the shadows they serve, but does not encourage the PCs to take direct action against any caravan member (or penalize them for not doing so) unless the PCs interacts with Davisa; see below for *Shadowbane's* effects on dialogue with her.

KEEPING COVER

People who ask too many questions get questioned themselves. The characters need to maintain their cover not to get exposed as an enemy agent. As such one group check needs to be made. Characters with disfavor with the Netherese have a -5 penalty on the check. A character who possesses a shade coin automatically succeeds on the check.

Success: A success counts as a success towards the skill challenge in Encounter 3. In addition, the NPCs in the caravan treat the PCs as if they would treat any reliable mercenaries.

Failure: Failure counts as a failure in the skill challenge in Encounter 3. In addition, the NPCs suspects the PCs are spies and treat them with badly hidden contempt. They are too desperate for the additional protection though to send the characters away. They keep their distance, revealing little.

Bluff, Diplomacy, or Intimidate Easy DC (group check; 1 success, no assists)

A successful check allows the PC to maintain his or her cover.

If a character instead succeeds at a hard DC one individual failure can be changed into a success.

THE CARAVAN

The caravan is made up of a guide wagon, seven cargo wagons, and two personnel transports. The wagons are lashed together, making travel from wagon to wagon easy and consistent throughout the trip. Each wagon is guarded by six guards, who work in shifts of two apiece. It is possible to speak with each guard who is off-duty individually, but the on-duty guards are not allowed to leave one another's line of sight - not even to relieve themselves; for this reason, each shift of guards contains two humans of the same gender (although there are a roughly equal number of male and female guards).

OUTSIDE THE WAGONS

With the wagons lashed together, there is not much to see. The PCs do not encounter any bandit activity during the first leg of the trip, and the only individuals they encounter while outside the wagons are Aratha and the on-duty guards.

GUIDE WAGON

The guide wagon is the workspace of the navigator and ritual caster; the PCs are told not to expect to encounter Kaelyssa or Muriel outside of this wagon. This wagon,

the smallest of the caravan, is roughly twenty feet long, fifteen feet wide, and twelve feet tall.

CARGO WAGONS

The cargo wagons are approximately 40 feet long, 15 feet tall and 20 feet wide. They are the purview of Herron, as the procurement specialist, although Davisa and Durean attend these wagons as well. The PCs are not permitted to make an extensive search of the wagons -the caravan is in a bit of a rush and does not have time for loading and unloading - but the PCs are able to determine that the caravan is carrying the following goods:

- The wagon nearest Praw's personnel wagon contains eight crates labeled "Gnomekiller Ale - an original creation of the Great Elixir!" The label appears to be painted over a label indicating the crates to have once contained Sembian Bitterdark. Half the crates are empty.
- The cargo wagons contain a large variety of goods from the more exotic regions of Faerûn.
- One cargo wagon contains a large supply of Steelsky Red from Tarmalune in Returned Abeir. The wine casks appear to be divided into twelve equal portions and a thirteenth larger portion. Labels written in Netherese indicate each of the twelve portions as belonging to one of the twelve Princes of Shade and the larger portion belonging to Most High Prince Telamont Tanthul. A DC 30 Perception check allows the PCs to notice that some of the wine is missing from the stashes apportioned to Prince Yder Tanthul and Prince Clariburnus Tanthul.
- One of the wagons contains weapons and magical gear. Stealing the magic items requires a Moderate DC Thievery check. If the PC attempting the check fails, that PC automatically fails his or her effort toward the group check at the start of the encounter. If the check is successful, the PCs find one +3 *deathsteel weapon* (+4 at Adventure Level 16 or higher) per PC and one *unguent of darkvision* per PC. The theft is not discovered until Davisa is told to give the items to the PCs later in the adventure. When that occurs, Durean decides that it can be sorted out after the caravan is safely in Shade Enclave (although he may ask some pointed questions if a PC is foolish enough to be wearing the stolen weapon at the time).

PERSONNEL WAGONS

The PCs are likely to encounter off-duty guards here, as well as the guard captain Praw. Wilnan Evileye, also

spends much of the trip here, trying to swindle Praw out of his stash of Gnomekiller Ale. The personnel transports are approximately 40 feet long, fifteen feet tall, and twenty feet wide. Each of the personnel wagons has rooms reserved for the PCs that can be used for private interactions.

PEOPLE OF THE CARAVAN

During the trip, the PCs can interact with the following caravan members (unless otherwise noted, it requires a Moderate DC Insight check to detect any falsehood on the part of the NPCs).

GUARDS

All the guards are human. Most of them are bored and gladly spend as much time talking as the PCs want.

Six of the off-duty guards, if approached when none of their colleagues are around, identify themselves to the PCs as agents of the Sand Kings. Their primary responsibility in the sabotage was passive; they took note of but ignored usual behavior. If asked, they share the following:

- Praw spent a lot of time looking in the cargo wagon with the wine.
- Durean had some alone time in the personnel wagon with Aratha (which his wife Kaelyssa would probably be very unhappy about).
- Muriel spent much of the trip to Urmlaspyr studying the portal ritual, which is odd because she should have already known it well.

None of the Netherese guards report seeing any unusual behavior, whether on or off duty, but they do have other information to share if the PCs listen:

- One of the guards learned from an acquaintance that caravans carrying specialized ritual components related to binding rituals have been diverted to Saharelgard over the last few weeks.
- On one such trip, a guard was rewarded for his service by being permitted to ask a question to the Lady Saharel, a powerful oracular spirit who is allied with the Netherese Empire. (PCs who played ADAP1-2 through ADAP1-4 *Scepter Tower of Spellgard* know of Lady Saharel, but not as an ally of the Netherese Empire. PCs who played PREQ3-1 know of recent Netherese attempts to magically control Lady Saharel). He was confused by the answer he received to his question, "*How can I best care for my family?*" The oracle responded, "*The reward for what is easy is rarely worth the risk.*" The caravan member felt as though the oracle was directing the question not

to him, but to someone in the room he could not see.

- A number of outside groups, including the Heirs of Mirt, the Stellar Fellowship of Gentle Adventurers, the Order of Torm, the Lion's Den, and the Dusk Talons, have all been showing an unhealthy interest in goings-on in the Empire.
- One guard is especially proud of his newly acquired shade coin, a triangular coin indicating favor with the powerful political forces in Netheril. He is in better spirits than the other caravan members, and mentions that his token protects him from some of the effects of the Shadowfell. An easy DC Arcana check confirms the magical nature of the shade coin.
- Those Who Harp continue to be a thorn in the side of the Empire.
- Prince Yder Tanthul, chief Templar of the Dome of the Night, has not been seen for quite some time. Rumors persist that he is overseeing a project in Sakkors, perhaps related to the mythallar.
- One guard relates that the caravan is rushing special cargo to Shade Enclave. He doesn't know what it is, but it must be valuable.
- Every guard has a tale of sorrow and personal loss at the hands of the Sand Kings. Easy Insight checks reveal that most of the guards believe their own personal stories to be true (those who do not are Sand Kings agents who have made up stories to fit in - this is a good way to identify Sand Kings operatives in the caravan).

ARATHA LOYALLAR, MASTER OF THE BEASTS

Aratha, a human female of about twenty years, is the beastmistress. Her responsibilities in the caravan pertain to the care of the scathebeasts, which she reports to be quite easy due to their grass diet. Aratha has the following information to share:

- If approached out of earshot of the guards (which is easy), she identifies herself as a Sand Kings agent.
- One of the incidents that delayed the caravan was that one of the scathebeasts had been fed meat; this caused the usually gentle creature to go berserk, killing a number of guards before it was finally slain itself. If Aratha has not identified herself as a Sand Kings agent, she blames this on a prank by Praw; if she has identified herself, she admits to the sabotage on her own.
- If she has identified herself as a Sand Kings agent, she notes that she also suspects that Herron is an agent of the Sand Kings.

- If accused of being the traitor to the Sand Kings, Aratha laughs, denies it. Even if she were, there would be nothing the characters could do about it unless they knew somewhere they could get someone who was trained to herd and direct scathebeasts through the Maelstrom.
- If asked about her relationship with Durean, she notes that it is nice to meet a man who doesn't mind talking to a woman who is covered in scathebeast slime.
- If asked about whether or not the relationship is physical, she notes that while she does not have a physical relationship with Durean, she would be unsurprised to learn that Davisa does, since she seems easily impressed by men of power.

DAVISA, MASTER OF ARMS

Davisa is a shadar-kai female of thirty years who serves as the caravan's mistress of arms. She spends most of her time in the cargo wagons, maintaining inventory, but she can be convinced to leave the wagons alone for a time if there is a pressing reason or if a charming PC flirts with her. She has the following information to share:

- The guards - all of them - spend too much of their off-duty time snooping around the wagons. They think that Durean and Davisa are holding out on them, and if they find the "special cargo" the caravan is carrying, they can make some extra profit selling the goods in Shade Enclave.
- As far as Davisa knows, there is no special cargo.
- One of the incidents that delayed the caravan was that a guard got caught trying to steal weapons from the cargo wagons. It delayed the caravan due to the execution, but it dissuaded the other guards from doing the same.
- If asked about suspicious behavior, she notes that the guards have been snooping and that the new guards (the PCs) seem to spend too much time prying into everyone's personal business.
- If asked about being an agent of the Sand Kings, Davisa merely glares and disdainfully informs the PCs that the Sand Kings would never want her kind, nor would she want to be associated with those terrorists.
- If asked about having a relationship with Durean, Davisa is genuinely confused; while she could see herself being attracted to him, it would be far too risky to attempt anything with his wife around.

SHADOWBANE

If the PC wielding *Shadowbane* converses with or meets Davisa, it begins to urge its wielder telepathically to “kill the monstrosity”. This is obviously a bad idea while in view of others, but if the PC can get Davisa alone somehow (and she is receptive to flirtations), she can be dispatched. However, the disappearance of the mistress at arms makes the caravan members suspicious of the newcomers.

If the wielder ignores *Shadowbane’s* call to kill the woman, apply the appropriate Concordance penalty for willingly allowing a shadow creature to live as described in Appendix 1.

DUREAN SAKKORA, CARAVAN MASTER

Durean is Netherse (human) male of some 40 years. Stiff and duty-bound, he makes every attempt to spend time in the presence of his crew during meal times; his physical posturing suggests that he is not an approachable fellow. Durean does enjoy speaking with his crew but he typically does not have much time to do so. If approached by the PCs he is gruff but not off-setting. He responds favorably to stories of the lands outside of Netheril and Sembia and longs to experience those adventures for himself. Durean has the following information to share:

- He is married to Kaelyssa, the navigator, but is disinclined to share further information on their partnership.
- He is frustrated with separatist’s efforts, specifically from the Sand Kings. They don’t understand what the Empire is attempting to do, and makes efforts to guide his caravan away from any potential run-ins with them.
- If asked about what the Caravan’s important cargo is, he claims that he is not at liberty to say. If pressed, he eventually relents and the PCs that on a recent stop they came upon a load of relics of Netheril’s past; while he is uncertain of the actual nature of the relics Herron was very excited and pressed for direct travel.
- The relics are not in the cargo wagons, but in Durean’s personal chambers.
- Durean trusts Herron implicitly, and does nearly anything the Procurement Specialist requests. Durean thinks that Herron has been assigned to his Caravan by higher authority from within Shade, and takes great pride in this “accomplishment”.
- If asked about his relationship with Davisa, he mentions that she is not his type and that he is

married to a woman that could kill him with her pinky finger.

- If asked about his relationship with Aratha, he mentions that he finds her nice to talk to, and that is all. After all, he is married to a woman who can kill him with her pinky finger.
- If asked if anyone has been asking suspicious, he first jokes that his wife has always been suspicious to him. Then he suggests that the PCs ask Kaelyssa, as his wife has always been better at these things than he has.

HERRON, PROCUREMENT SPECIALIST

Herron appears to be a human male of thirty years. He is secretive and disinclined to converse with his fellow travelers. He keeps his interactions brief unless speaking with Durean about business matters. He spends most of his time in and around the cargo wagons. PCs who succeed at a Hard Insight check become aware that Herron is a doppelganger. Herron can share the following information:

- Herron has not noticed anyone acting more suspicious than normal. He seems somewhat offended by the concept, as though he takes pride in being the most suspicious person around.
- If the PCs threaten to reveal him as a changeling to Durean or any other member of the shadow caravan, Herron simply asks them how they plan to do so, and if they think they can be more convincing that he can. He loves to verbally spar with new people, and most of the members of the Caravan are afraid to speak with him.
- If asked about his own background, he tells the PCs that the Sand Kings waylaid his travel wagon four years ago and slaughtered everyone. They focused on his companion, a long-time lover of his that despite the Kings’ accusations had no affiliation with the Empire. His rage at her death caused him to declare allegiance to the Empire to seek revenge.
- If asked about the contents of the important cargo, he shuts down and tells the PCs that it’s none of their business.

KAELYSSA SAKKORA, NAVIGATOR

Kaelyssa is a hateful human woman of 25 years who can be found in the guide wagon. She practically radiates an affinity for shadow magic, although she refuses to cast spells in the open. Members of the caravan believe that she is one of the most talented casters in the Empire. She is willing to share the following information:

- Shadow Caravans travel through a set of intricate rituals that must be cast and recast by paired

spellcasters. Effectively, they “fold the world until two points meet, then pass through the Shadowfell to get there”.

- Her role in the caravan is to navigate between checkpoints; Muriel is responsible for casting the rituals that cross between planes.
- She is uncertain why she has to guide the Caravan to the Maelstrom but it upsets her. She knows that the unchecked energies of that place threaten the safety of all, and is afraid that the energy whiplash effect may injure or kill her and her paired caster.
- She has serious doubts about Muriel’s abilities. She does not sense the right sort of magical energy in Muriel.
- Herron is not of Netherese descent. Due to his position in the caravan, this could be considered a breach of loyalty; Durean is not able to act on this information but perhaps someone outside the caravan can intervene.
- Durean has been skimming from the caravan’s earnings for years, but only in tiny amounts. Apparently he has a significant interest in the artwork of the genasi crystal-crafters.
- If she learns that the PCs are members of the Sand Kings, she tells them that if she had a chance to flee the caravan, she would do so in a heartbeat. She knows that the only way for her to leave is for everyone else to be unable to follow, and unable to discern her whereabouts. While aware that she would be labeled an enemy of the Empire, she is confident that she could escape their gaze by constant travel.
- Muriel has not been as attentive to her studies as she should be, and she constantly leaves the wagon on some errand she is unwilling to speak about.

MURIEL, RITUAL CASTER

Muriel, a human woman of 25 years, is already known to the PCs as an agent of the Sand Kings. She has a visible tattoo of a spiked shiv on her right shoulder, and is the ritual caster for the caravan. It is her responsibility to cast the rituals that allow the shadow caravan to traverse planes. She can be found in the guide wagon and shares the following information:

- She has not been paying attention to the goings-on of the caravan, as she has been busy studying (modifying) the ritual to stabilize the portal out of Ordulin.
- She has no idea about Durean’s personal life.

- She has not seen anyone acting oddly, apart from Kaelyssa’s general disdain for everyone and Praw’s general drunkenness.
- If asked if she suspects any of the Sand Kings operatives as traitors, she says she does not know who the other operatives are (false).
- If asked about being a Harper, she shushes the PC quickly and insists that it is a terrible thing to say even in jest when in lands controlled by the Netherese. Do the PCs want her to end up dead?
- If asked if she is the traitor, she tells the PCs that she can tell them more if she meets them in her quarters. If the PCs do this, she shares more information (see Muriel’s Confession below).

PRAW, CAPTAIN OF THE GUARD

Praw is a heavily scared minotaur. His attitude is ferocious. He enjoys his terrible manners and lack of etiquette, and makes frequent claims to being the creator of “Gnomekiller Ale (now with more dead gnomes!)”. He does not care about the PCs affiliations, so long as he does not have to interact with them in any direct, personal matter. He is a true mercenary, devoid of any governing moral guide or compass beyond the flow of coin into his pocket. He does not care for the Empire, although it takes some work from the PCs to get him to reveal this.

As captain of the guard, Praw desires nothing more than the safety of the caravan and its members. He stops internal threats just as readily as external threats and loudly proclaims how he has no qualms about wiping the PC’s blood off his hooves if needed.

Praw has the following information to share:

- He has been stealing wine from the private stock of two Shade Princes, because “what are they going to do about it?”
- He has had to execute one of his guards for trying to steal weapons from the cargo, and has been keeping a close eye on them since.
- He thinks something is suspicious about Aratha; her scathebeasts are too well trained for one to suddenly go berserk and kill guards.
- A couple nights ago, he heard Muriel talking to someone whose voice he did not recognize as a member of the caravan. He has met one or two shades in Shade Enclave, and thinks it sounded like them.

WILNAN EVILEYE, NEGOTIATOR

Wilnan is a tiefling whose primary responsibility within the caravan is to negotiate when the caravan is making a purchase or sale. While the caravan is travelling,

Wilnan drinks heavily (to “keep his wits sharp”). He has the following information to share:

- Praw has been acting suspicious lately. He makes some unreasonable claims to have invented Gnomekiller Ale, and he’s gotten ahold of some very fine wine that he shouldn’t be able to afford.
- Kaelyssa has also been acting meaner than usual lately, but that might be because her husband’s getting too flirty with other women.
- He is very suspicious of Muriel. She always seems to know exactly what is going on in the caravan, and she has missed a couple meals.

MURIEL’S CONFESSION

At some point the PCs might confront Muriel about being a spy for the Netherese or an agent of the Harpers. If they do, she meets them in her quarters. These are warded against mundane and magical eavesdropping (under the premise of keeping the Netherese portal ritual a secret), and has the following additional information to share:

- She is an agent serving two masters: the Sand Kings and the Netherese.
- She has been engaged in a mission to maneuver the Sand Kings and the Netherese into a position in which the Sand Kings could make a major strike against Netheril. This required that she play both sides against the middle, betraying Netheril by helping to put Sand Kings agents in the shadow caravan, and betraying the Sand Kings by giving Netheril information about the Sand Kings to throw them off the scent of the real mission.
- The portal ritual works as described to the PCs by Ashurta; she would not betray the Sand Kings in this.
- She is in touch with very high officials in the Netherese Empire, and would “*serve the interests of the world’s doves*” well by remaining in her position. She is not willing to share how. PCs who are members of the Harpers, who correctly interpreted the meaning of the word “dove”, or who make a DC 30 Insight check note the use of the Harper codeword “dove”, used in this context to indicate “spying is necessary”.
- She asks that the PCs to leave her in her position after the mission is completed.
- She cannot guarantee that she would not betray the Sand Kings again for the purpose of serving a greater mission to the world’s “doves”.

Muriel has no power to stop the PCs from doing whatever it is they want to do, but the players should be

reminded of a couple details. First, any PC who is a member of the Harpers who does not leave Muriel in place is actively ignoring a mission from the Harpers, which would result in suspension from the organization. Second, betraying Muriel to the caravan now would jeopardize the mission, as she is needed to cast the ritual that stabilizes the portal and send the portal sequence to Ashurta.

ENDING THE ENCOUNTER

As the PCs’ conversation with Muriel (or, if they were unsuccessful in confronting her, their dialogue with the caravan members) comes to a close, Kaelyssa announces to the caravan guards (including the PCs) that they have reached the first crossing, and that it is time to be vigilant in defense of the shadow caravan. Proceed with Encounter 3.

ENCOUNTER 3: ON THE ROAD AGAIN

SKILL CHALLENGE LEVEL 12/14/16/18/20,
COMPLEXITY 3 (2100/ 3000/ 4200/
6000/ 8400 XP)

SKILL CHALLENGE: SAFE TRAVELS

Goal: Get Muriel to the portal safely.

Complexity: 3 (8 successes before 3 failures)

Primary Skills: See individual scenes

Secondary Skills: See individual scenes

Victory: The PCs are able to infiltrate the caravan, get through the Maelstrom, and reach the portal site without attracting suspicion.

Defeat: The PCs are weakened by shadows throughout their journey through the Maelstrom. Each PC loses a healing surge and is weakened until the end of his or her first turn in Encounter 4.

As Muriel and the caravan prepare to initiate the first crossing, Davisa calls the PCs over to one of the cargo wagons to give them the appropriate supplies to defend the caravan. Unless the PCs already stole these items in Encounter 2, each PC receives a +3 *deathsteel weapon* (+4 at Adventure Level 16 or above) and an *unquent of darkvision*.

At this point, the PCs need to guide the caravan through the Shadowfell and the Maelstrom, then push ahead with Muriel to guard her while she stabilizes the portal prior to the caravan's arrival.

SCENE 1: EXPEDITIOUS JOURNEY

As the Shadow Caravan travels through the Shadowfell to bridge the distance from Urmlaspyr to Ordulin more quickly, you must endure the stress of multiple shifts across planes over the two-hour journey.

One group check is required in this scene, whether the PCs succeed or fail.

Endurance [Easy DC] (group check; 1 success)

PCs with the shadow origin gain a +2 bonus on their Endurance checks. Each PC who fails loses a healing surge.

SHADOWBANE

As the PCs enter the Shadowfell and as they near the Maelstrom, *Shadowbane* begins to communicate to its wielder telepathically, urging its wielder to strike out at the shadows that are appearing more frequently. Even if the wielder does not do so, the artifact begins to emit noticeable arcs of radiant energy that strike and dissipate small shadows near the party and caravan.

SCENE 2: ARRIVAL

As you proceed toward the ruins of Ordulin, the sky grows darker, and the distant howls typically associated with the Shadowfell persist even when traveling in Toril proper. As you begin to notice the red eyes peering at you hungrily in the gloom, the caravan master announces: "Welcome to the Maelstrom. Keep alert and try not to look at anything that isn't trying to attack us. The horrors of these ruins are not meant for mortal eyes."

The DM should feel free to embellish the demoralizing effects of the Maelstrom as time permits. If possible, try to make it appear as though the PCs' best skills are less reliable. Some specific ideas can include:

- Trees grow more twisted and black, appearing to trying to reach into the caravan itself.
- The shadows of the PCs and other caravan members lengthen and move independently of the people casting them.
- The PCs can see creatures out of the corner of their eyes, but see nothing when they try to look in the creatures' direction.
- The wind carries whispers reminding the PCs of their greatest fears.

SCENE 3: UNDER ATTACK

You hear a deathly shriek near the front of the caravan. It is beset by shadowy forms. One of them reaches into the torso of a scout, who dissipates into a mass of shadows before beginning to attack his former allies. The caravan master looks toward your group and shouts: "Guards! Time to do your jobs! And above all, KEEP MOVING!"

There are far too many shades to fight off; the only choice is to keep them off the caravan long enough to make the journey. Two successes are required in this scene before proceeding to Scene 4. A PC who wields (not just possesses) *Last Grasp of Shadowbane* gains a +2 bonus to all checks in this scene.

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

The character uses arcane energies to keep the shadows away from the caravan. A PC who fails this check attracts the shadows and must immediately make a Moderate DC Endurance check; if this check fails, the PC loses his or her highest level daily attack power (a healing surge if the PC has no daily attack powers).

Characters that can perform magical rituals can also use Nature or Religion to make this check.

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

The characters interpose him or herself between a shadow and the caravan. A PC who fails this check loses a healing surge.

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

The character helps treating any wounded caravan members. A PC who fails this check takes necrotic damage equal to his or her level as the victim's shadow attacks the PC.

SCENE 4: DAMAGE CONTROL

The shadows are having their effects on morale. People start to break, with some trying to flee and others starting to turn on their allies. The caravan master looks to you, the guards who have kept their cool, to keep the whole caravan moving.

Two successes are required in this scene to continue to Scene 5.

Bluff, Diplomacy, or Intimidate [Moderate DC] (1 success, maximum 2)

Through lies, kind words, or threats you try to restore order.

SCENE 5: ESCORT SERVICE

Durean approaches your group as another group of shadows can be seen in the distance. "If we are going to open the portal, Muriel must leave now. You need to guard her as you have guarded us if we are to get out in one piece, and with our souls."

The PCs must race ahead of the caravan - and the shadows - to accompany Muriel to the portal site. The characters must get between two to four successes in this scene to complete the encounter.

Acrobatics, Bluff, or Endurance [Moderate DC] (1 success)

The character uses himself (or when using Bluff some kind of other distraction) as bait to draw away a sizable number of shadows. Failure leads to the loss of 1 healing surge.

Athletics [Moderate DC] (1 success)

The character causes ruins to crumble, or otherwise makes it harder for the shadows to follow.

Endurance [Easy DC] (group check)

Speed is of the essence. All characters must make an Endurance check.

History or Perception [Moderate DC] (1 success)

Whether through old lore or sharp eyes the character manages to find a short cut.

ENDING THE ENCOUNTER

Upon arrival at the blasted building, Muriel addresses the PCs:

"Once I begin casting the ritual, you need to place your ritual rods in the alcoves at the back of the chamber. During this time my energies are entirely directed at the portal, so I am unable to help you."

Muriel gives each PC a portal rod and urges them into the final leg of their journey. Waiting for the caravan to arrive is not an option; the portal needs to be stabilized before it arrives if the caravan is to receive safe passage and the Sand Kings are to receive the portal key. Proceed with Encounter 4.

TREASURE

Each PC receives an *unguents of darkvision* as well as a selection of *deathsteel weapons* +3 (+4 at AL 16+). Each PC also receives one ritual rod for use with Muriel's counter-ritual.

EXPERIENCE POINTS

Reaching the area of the portal safely completes a Minor Objective worth 210/ 300/ 420 / 600/ 840 XP per PC.

ENCOUNTER 4: LAYING THE GROUNDWORK

ENCOUNTER LEVEL 9/11/13/15/17 (2100/ 3000/ 4200/ 6000/ 8400 XP)

AND

ENCOUNTER LEVEL 13/15/17/19/21 (4000/ 6000/ 8000/ 12000/ 16000 XP)

AND

ENCOUNTER LEVEL 11/13/15/17/19 (2800/ 4000/ 5600/ 8000/ 11200 XP)

SETUP

This encounter includes the following threats at all ALs:

1 Shadow Mob

1 Shadowmass (conjoined form) (trapped in a pillar)

2 Tenebrous Assassin (trapped in a pillar)

2 Tenebrous Conjurer (trapped in a pillar)

IMPORTANT NOTE: This encounter is complex. It is especially important to note that this encounter counts as multiple encounters for the purpose of milestones. The PCs achieve a step toward a milestone after:

- Defeating the shadowmass and its components.
- Defeating the tenebrous assassins and conjurers.
- Completing the Placing the Portal Rods skill challenge.

Thus, the PCs should reach one milestone in the middle of the combat encounter; award the PCs an additional action point as appropriate (but do not allow them to use multiple action points in the encounter unless they use the circle of shadows to gain that ability).

The ruins of the collapsed laboratory still have a few standing walls and pillars. One of those pillars shattered in the face of the portal's massive energy waves, causing the contained creatures to spill forth. If/when the pillars shatter, the formerly trapped creature is expelled from the pillar into an adjacent square and is immediately inserted into the initiative count.

When the first PC has line of sight to the central chamber and the broken pillar in particular, read the following:

Of the four pillars that once stood here, only three now stand. The fourth has collapsed, causing jagged shards of razor-sharp crystal to become embedded in the smooth stone floor near its base. A ring of light-sucking dark liquid runs around the central portion of the laboratory's floor, seeming to flow from a basin atop a pedestal on the far side of the room. Scattering jagged bolts of black and silver webbed lightning burst across the room in irregular intervals. Beyond the wall that supports the basin you can make out repeated, direct lightning strikes - but what truly takes hold of your attention are the flickering remains of the unstable portal into Shade, surrounded by a writhing mass of shadows!

Parties are encouraged by Muriel to act aggressively; she informs the PCs that shadow creatures are bolstered by the unstable portal and that the PCs can remedy this by placing the portal rods in their alcoves.

Your Bitterness is Sweet to the Lady: If a PC has the story award **PREQ02 A Secret Given** from **PREQ3-1** or any other story award indicating the PC has revealed a secret to Shar, Shar's malevolence via the Maelstrom capitalizes on this. Each affected PC takes a -4 penalty to Fortitude and Will (save ends); as an aftereffect, the affected PC takes a -2 penalty to Fortitude and Will (save ends)

SHADOWBANE

Last Grasp of Shadowbane pushes its wielder to break the pillars, indicating that it can slay the shadow creatures inside to gain strength. The artifact strongly discourages its wielder from using the ring of shadows.

FEATURES OF THE AREA

Illumination: The Maelstrom's magical properties cause the range of all light sources to be reduced by half (round down). Any light source left physically unattended is consumed and extinguished by the Maelstrom in 1 round.

Alcoves: The alcoves are clearly visible to the PCs (indicated in pink on the map), but shadows make it difficult to place the rods precisely as the ritual requires; see the Placing the Portal Rods skill challenge.

Doors: The map accurately represents which doors are open or closed at the start of the encounter. They can be opened with a minor action.

Pillars: The three remaining green pillars help to destabilize the portal. As long as the pillars remain

standing, the portal is unstable regardless of whether the PCs have successfully placed the portal rods.

Each pillar contains trapped creatures. A pillar breaks open, and the freed creature enters the initiative count immediately after that PC if one of the following things happens:

- A non-shadow creature moves within 2 squares of a pillar.
- A pillar is touched or attacked.
- A pillar is in the effect of a close or area attack unless targeting Will.
- A pillar is adjacent to a creature that is hit or missed by a ranged or area attack,

The first pillar that is broken releases the shadowmass (conjoined form). The second pillar that is broken releases the tenebrous assassins and tenebrous conjurers. The third pillar, if broken, releases no creatures.

Portal: The 2x2 black area between the left pillars represents the portal. At the start of this encounter, the portal is unstable and can be stabilized only by completing the Placing the Portal Rods challenge and breaking all three pillars.

If, at the end of each round, neither Muriel nor a PC has maintained the portal using Muriel's ritual, the portal releases dark energy; each non-shadow creature within two squares of the portal takes necrotic and force damage equal to its level. Each shadow creature within two squares of the portal gains temporary hit points equal to its level. Both the damage and temporary hit points are doubled while the portal is unstable.

Unstable Portal: While the portal is unstable, all shadow creatures (including PCs with the shadow origin) receive a +2 power bonus to all defenses and attack rolls within the circle of shadows. The squares within the circle are considered difficult terrain for ground-based and aerial movement for non-shadow creatures, and the portal blocks line of sight for non-shadow creatures.

Stable Portal: While the portal is stable, the PCs can attempt the Open the Portal skill challenge.

Circle of Shadows (circles boundaries are the stream of blood on the map): All squares within the circle of shadows are difficult terrain for non-shadow creatures both for land-based movement and flight and the shadow mob attacks a PC while the portal is unstable.

The rest of the effects operate even after the portal is stabilized. The circle of shadows tempts the PCs to trade their life force for power (thus, they are automatically aware of its mechanical effects). Any PC in a square

within the circle may attempt a Hard Arcana, Diplomacy, Insight, Religion, or Thievery check as a minor action once per round; on a success, the PC regain the use of a single encounter power, four power points, or the ability to use an additional action point during this encounter (the PC is still limited by the number of action points he or she has). Whether the check succeeds or fails, the PC attempting the check takes damage equal to his or her level; this damage cannot be reduced in any way.

SKILL CHALLENGE: PLACE THE PORTAL RODS

Goal: Place the portal rods

Complexity: 1 (1 success required per PC)

Primary Skills: Arcana, Dungeoneering, Endurance, Perception, Religion

Victory: The wards surrounding the portal are removed. The accompanying release of energy allows the PCs to spend a healing surge and either recharge one expended encounter power or regain two power points.

Defeat: The PCs need to keep trying until they score 1 success per PC. There are no results of scoring 3 failures, except that they need to make more checks.

IMPORTANT NOTE: When the PCs complete the skill challenge, all standing pillars shatter, releasing the appropriate creatures. Completing the challenge counts towards a milestone.

The PCs have to place a set of ritual rods in the rear of the chamber in order to stabilize the portal. The goal is to set one ritual rod per PC in the alcoves before the caravan arrives.

The checks in this challenge must be attempted when the PC is adjacent to the alcove in which he or she wishes to place a rod.

Arcana or Religion [Moderate DC] (trained or Ritual Caster feat, 1 success, 1 attempt per PC per turn)

The character is able to exert control over the shadowy energies. A PC who fails this check takes a -2 penalty to Arcana and Religion checks (save ends).

This check can be attempted as a minor action at the Hard DC.

Dungeoneering or Perception [Moderate DC] (1 success, 1 attempt per PC per turn)

The character's experience with temple construction aids you in determining where to place a rod. A PC who

fails this check takes a -2 penalty to attack rolls (save ends).

This check may be attempted as a minor action at the Hard DC.

Endurance [Moderate DC] (1 success, 1 attempt per PC per turn)

The character is able to push through the webs of arcane energy to place a rod. A PC who fails this check loses a healing surge.

This check may be attempted as a minor action at the Hard DC.

SKILL CHALLENGE: OPEN THE PORTAL

Goal: Complete the ritual to open the portal to Shade.

Complexity: 3 (8 successes before 3 failures)

Primary Skills: Arcana, Nature, Religion

Victory: The portal is opened, all monsters and the shadow mob are destroyed, and the PCs and caravan may advance through the portal safely.

Defeat: A backlash of energy emerges from the portal, causing a cascade of enervating energy throughout the battlefield. All monsters heal an amount of hit points equal to three times the AL, and all PCs lose a healing surge. The enervating energies severely weaken Muriel, who falls unconscious and begins dying (use the rules for dying PCs); a PC must use a standard action each round maintaining the ritual or suffer the negative effects as described in the portal terrain description. The PCs may no longer open the portal until all monsters have been defeated.

This skill challenge may only be attempted after the portal is stabilized (the Place the Portal Rods skill challenge is complete and all three pillars have been broken). All skill checks in this challenge must be attempted while within 10 squares of the portal.

Arcana, Nature, or Religion [Moderate DC] (trained or Ritual Caster feat, 1 success, 1 attempt per PC per turn, no maximum)

A PC who has taken damage since the end of his or her previous turn takes a -5 penalty to this check. This check may be attempted as a minor action at the Hard DC. A successful check deals AL damage to one creature of the character's choice and he can slide the creature up to 2 squares.

TACTICS

If, at any point, more than half the PCs are flying at a distance where they cannot be reached by any monster's

melee attack, all monsters focus their attacks on the person maintaining the portal. If Muriel is hit by the monsters, she cries out in pain and is unable to maintain the portal that round (and makes the PCs aware of this). If hit by a monster during three different rounds, Muriel falls unconscious and begins dying.

Muriel: Muriel, if present, takes up a position adjacent to the portal and uses her actions each round at initiative count 0 to maintain the portal. She does not react to events that do not directly affect her during the combat. Her personal wards prevent her from taking damage or suffering from conditions unless specified otherwise in the adventure. If Muriel is dead, dying, or otherwise unable to take actions during this encounter, a PC must take up her ritual book and keep the portal stable. This requires the PC to spend a standard action each round while adjacent to the portal to maintain it; a PC may attempt to do this as a minor action with a Hard Arcana, Nature, or Religion check (failure means the PC must still spend his or her standard action maintaining the portal).

Until both pillars are broken, the shadow mob uses its powers to force the PCs into the pillars to release the trapped creatures inside. Once both pillars are broken, the shadow mob attempts to keep PCs away from the alcove area and the portal.

Shadowmass: The shadowmass targets what it perceives to be the weakest member of the party, staying adjacent to that party member to make full use of its abilities. Once all shadowmass components are defeated, previously drained life forces are released, rejuvenating the PCs. Each PC may spend a healing surge, regains the use of his or her second wind, and recharges two expended encounter powers.

Tenebrous Assassins/Conjurers: The assassins designate the most powerful ranged attackers they can see as their prey, and attempt to slay their foes using the most powerful attacks they have available.

The conjurers position themselves between the PCs and the alcove. They use *night tendrils* to attack the greatest number of PCs they can, then move the zones to protect themselves and the assassins from taking radiant damage.

If the portal rods have been placed, the assassins and conjurers focus their attacks on the PCs attempting to complete the Open the Portal skill challenge.

Once all the tenebrous creatures are defeated, previously drained life forces are released, rejuvenating the PCs. Each PC may spend a healing surge, regains the use of his or her second wind, and may recharge two expended encounter powers.

SCALING THE ENCOUNTER

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

Four PCs: The shadowmass (conjoined form) can only make two attacks with *slam frenzy*, and only produces one shadowmass smasher component when *bloodied dissolution* triggers.

Remove one tenebrous conjurer.

Six PCs: The shadowmass (conjoined form) can make four attacks with *slam frenzy* and produces an additional shadowmass shaker component when *bloodied dissolution* triggers.

Add one tenebrous assassin.

ENDING THE ENCOUNTER

Each skill challenge is considered a separate encounter for the purpose of determining milestones, and each skill challenge counts toward a milestone.

Once the monsters in the pillars are defeated (whether by destroying the monsters or by completing the Open the Portal skill challenge) and the portal rods are placed, an eerie calm covers the area. The shadows disperse, and the portal shines like a beacon. Muriel recommends that the PCs move quickly to leave town before the Shade Caravan arrives - Kaelyssa may be able to detect the modified effects of the portal ritual, and the PCs do not want to follow the caravan into Shade Enclave. She is able to cast a Linked Portal ritual to a Sand Kings safehouse in Urmlaspyr.

EXPERIENCE POINTS

Placing the portal rods correctly completes a Minor Objective worth 210/ 300/ 420/ 600/ 840 XP per PC.

Opening the portal (whether via defeating the monsters or by completing the appropriate skill challenge) completes a Major Objective worth 700/ 1000/ 1400/ 2000/ 2800 XP per PC.

TREASURE

The PCs discover a *shroud of ravens* +3 (AL 12 - 14) or a *shroud of ravens* +4 (AL 16 - 20) and a *versatile spellbook* tucked away beneath a small pile of rubble.

Whether the PCs return to Ashurta or move on, they find payment from the Sand Kings at their next stopover. A small satchel with a note of thanks, a handful of gems, and a trade note to an implement merchant with franchises throughout Sembia is delivered within a sealed box by a courier dispatched from Urmlaspyr. The trade note can be redeemed for an Uncommon implement of the PC's level (see Treasure A for details). The value of the gems is located below:

AL 12: 800 gp per PC.

AL 14: 1375 gp per PC.

AL 16: 2750 gp per PC.

AL 18: 5500 gp per PC.

AL 20: 8250 gp per PC.

CONCLUDING THE ADVENTURE

The PCs have - more or less - succeeded in the tasks set before them by the Sand Kings, setting up the Sand Kings' future strike in the heart of the Netherese Empire - Shade Enclave.

If the PCs have not yet decided what to do about Muriel, now is their time to do so. Muriel's efforts performing the ritual have left her too exhausted to flee, so if the PCs want to bring her back for justice, she is unable to stop them.

If the PCs do not return *Last Grasp of Shadowbane* to Ashurta, the newly empowered artifact moves on of its own accord, letting its wielder know that it looks forward to continuing its quest when the PC is ready to do so.

- For successfully placing the rods and opening the portal, the PCs earn **NETH05 Favored of the Sand Kings**.
- If the PCs completed the Harper's additional mission, they gain **NETH06 Favored of the Harpers**.
- If the PCs kill Muriel, they gain **NETH07 Shade Coin**.
- Be sure to track concordance earned with *Last Grasp of Shadowbane* (as appropriate) on **NETH08 Shadowbane's Concordance**. If the applicable PC has **NETH04 Shadowbane's Concordance**, add the score from that story award to the Concordance earned in this adventure to get the total amount.

ENCOUNTER 4: LAYING THE GROUNDWORK (AL 12)

Shadow Mob	Level 12 Elite Hazard
Hazard	XP 1,400
Detect automatic	Initiative +0
TRAITS	
Shadow Swarm	
The area within the circle of shadows is difficult terrain for all enemies using non-teleportation forms of movement. This effect lasts only while the portal is unstable.	
Bound	
Once the Open the Portal skill challenge is complete, the shadow mob dissipates harmlessly.	
STANDARD ACTIONS	
Attack • At-Will	
<i>Target:</i> All characters within the circle of shadows.	
<i>Effect:</i> Each round, the mob attacks each PC. Roll a d6 for each PC to determine effect:	
1 - A shadow attacks the target: +12 vs. Fortitude; 10 necrotic damage.	
2 - Shadows attempt to grab the target: +12 vs. Reflex; the target is immobilized and weakened (save ends).	
3 - Shadows attempt to push the target: +12 vs. Fortitude; the target slides 3 squares.	
4 - Shadows shriek attempting to demoralize the target: +12 vs. Will; the target takes a -2 penalty to defenses (save ends).	
5 - Shadows distract the target: the target takes a -5 penalty to skill checks until the end of its next turn.	
6 - Shadows attempt to drain life force from the target: +12 vs. Reflex; the target loses a healing surge.	
Note: Re-flavored Angry Crowd from <i>Dragon Magazine Annual</i> , advanced to Elite.	

Shadowmass (conjoined form) (level 13)	Level 13 Solo Soldier
Huge shadow beast	XP 4,000
HP 532; Bloodied a shadowmass in its conjoined form is never considered bloodied.	
AC 29, Fortitude 26, Reflex 22, Will 25	Initiative +12
Speed 8	Perception +11
Immune fear	Darkvision
Saving Throws +5; Action Points 2	
TRAITS	
Soul-Chilling Presence (fear) • Aura 4	
Non-shadow creatures within the aura take a -4 penalty to Will.	
Blended Consciousness	
A shadowmass in its conjoined form makes saving throws against the dazed, dominated, stunned and dismissal conditions at the start of its turn, even if the effect does not normally allow a save.	
Bloodied Dissolution	
When a shadowmass in its conjoined form is reduced to 266 hit points or fewer, the shadowmass (conjoined form) is removed from play and is replaced by five other monsters: a shadowmass shaker component, two shadowmass churner components, and two shadowmass smasher components. The components appear in any unoccupied square in the shadowmass's original space or within 4 squares of those spaces. The shadowmass components act on the same initiative count as the shadowmass (conjoined form).	
STANDARD ACTIONS	
m Slam • At-Will	
<i>Attack:</i> Melee 3 (one creature); +18 vs. AC	
<i>Hit:</i> 3d6 + 11 damage, and the target cannot shift until the end of the shadowmass's next turn.	
M Slam Frenzy • At-Will	
<i>Effect:</i> The shadowmass (conjoined form) makes up to three <i>slam</i> attacks, but may not make all of these attacks against the same target unless it is marked by that target.	
M Devastating Slam • Recharge 5-6	
<i>Attack:</i> Melee 3 (one or two creatures); +18 vs. AC	
<i>Hit:</i> 4d8 + 12 damage, and the target is pushed 6 squares and knocked prone.	
C Sweeping Slam • At-Will	
<i>Attack:</i> Close burst 3 (each enemy in burst); +18 vs. AC	
<i>Hit:</i> 2d8 + 7 damage.	
MINOR ACTIONS	
r Soul-Shaking Stare (fear) • At-Will 1/round	
<i>Attack:</i> Ranged 12 (one creature); +16 vs. Will	
<i>Hit:</i> The target is dazed until the end of the shadowmass's next turn.	
TRIGGERED ACTIONS	
M Keep Back • At-Will	
<i>Trigger:</i> An enemy moves adjacent to the shadowmass.	
<i>Attack (Immediate Reaction):</i> Melee 1 (the triggering enemy); +18 vs. AC	
<i>Hit:</i> 3d6 + 11 damage, and the target is pushed 2 squares.	
Str 24 (+13)	Dex 19 (+10)
Con 21 (+11)	Int 7 (+4)
Alignment evil	Cha 9 (+5)
Languages –	
Note: Re-flavored Vile Host from <i>Dragon Magazine</i> 373.	

Shadowmass Shaker Component (level 13) Level 13 Controller		
Medium shadow beast		XP 0
HP 66; Bloodied shadowmass components are always considered bloodied.		
AC 27, Fortitude 26, Reflex 24, Will 25		Initiative +0
Speed 6		Perception +11
Immune fear		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 3 (one creature); +18 vs. AC		
Hit: 3d6 + 11 damage.		
r Soul-Shaking Stare (fear) • At-Will		
Attack: Ranged 12 (one creature); +16 vs. Will		
Hit: 2d8 + 7 damage, and the target is dazed until the end of the shadowmass's next turn.		
C Earth-Shaking Slam • At-Will		
Attack: Close burst 4 (each enemy in burst); +16 vs. Reflex		
Hit: 2d8 + 7 damage, and the target is knocked prone.		
C Rend Earth • Encounter		
Attack: Close blast 4 (each enemy in burst); +16 vs. Reflex		
Hit: 3d10 + 8 damage, and the area of the blast becomes difficult terrain.		
Str 24 (+13)	Dex 19 (+10)	Wis 21 (+11)
Con 21 (+11)	Int 7 (+4)	Cha 9 (+5)
Alignment evil Languages –		
Note: Re flavored Vile Host from <i>Dragon Magazine</i> 373.		

Shadowmass Churner Component (level 13) Level 13 Skirmisher		
Medium shadow beast		XP 0
HP 66; Bloodied shadowmass components are always considered bloodied.		
AC 27, Fortitude 26, Reflex 24, Will 25		Initiative +0
Speed 8		Perception +11
Immune fear		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +18 vs. AC		
Hit: 3d6 + 11 damage, and the shadowmass churner component shifts 2 squares.		
M Keep Back • Recharge 5-6		
Attack: Melee 1 (one creature); +18 vs. AC		
Hit: 3d6 + 11 damage, and the target is pushed 2 squares.		
M Swirling Strike • Encounter		
Effect: The shadowmass churner component can shift up to 4 squares before making the attack and can shift up to 4 squares after making the attack.		
Attack: Melee 1 (one creature); +18 vs. AC		
Hit: 4d8 + 12 damage.		
Str 24 (+13)	Dex 19 (+10)	Wis 21 (+11)
Con 21 (+11)	Int 7 (+4)	Cha 9 (+5)
Alignment evil Languages –		
Note: Re flavored Vile Host from <i>Dragon Magazine</i> 373.		

Shadowmass Smasher Component (level 13) Level 13 Soldier		
Medium shadow beast		XP 0
HP 66; Bloodied shadowmass components are always considered bloodied.		
AC 29, Fortitude 26, Reflex 24, Will 25		Initiative +0
Speed 6		Perception +11
Immune fear		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +18 vs. AC		
Hit: 3d6 + 11 damage, and the target cannot shift until the end of the shadowmass's next turn.		
M Devastating Slam • Recharge 5-6		
Attack: Melee 1 (one creature); +18 vs. AC		
Hit: 4d8 + 12 damage, and the target is pushed 3 squares and knocked prone.		
Str 24 (+13)	Dex 19 (+10)	Wis 21 (+11)
Con 21 (+11)	Int 7 (+4)	Cha 9 (+5)
Alignment evil Languages –		
Note: Re flavored Vile Host from <i>Dragon Magazine</i> 373.		

Tenebrous Assassin (level 12)		Level 12 Skirmisher
Medium shadow humanoid (human)		XP 700
HP 122; Bloodied 61		Initiative +14
AC 24, Fortitude 23, Reflex 24, Will 24		Perception +12
Speed 6		Darkvision
TRAITS		
Unerring Focus		
The assassin never takes penalties to attack rolls it makes against its prey. If the assassin takes radiant damage, this trait no longer functions (save ends).		
STANDARD ACTIONS		
m Kukri (weapon) • At-Will		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 2d6 + 11 damage, or 3d6 + 11 if the target is the assassin's prey.		
M Sunder From Sight (weapon) • Recharge 5-6		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 2d6 + 11 damage, or 3d6 + 11 if the target is the assassin's prey.		
Effect: The target takes ongoing 5 damage, and it cannot be seen or targeted by its allies (save ends both).		
MINOR ACTIONS		
Shadow Prey • At-Will		
Effect: Ranged sight (one creature). The assassin designates the creature as its prey until the assassin designates another target or until the end of the encounter.		
TRIGGERED ACTIONS		
Shadow Leap (teleportation) • At-Will		
Trigger: An enemy other than the assassin's prey attacks the assassin.		
Effect (Immediate Reaction): The assassin teleports up to 6 squares to a square adjacent to its prey.		
Skills Acrobatics +17, Athletics +11, Stealth +17		
Str 11 (+6)	Dex 22 (+12)	Wis 12 (+7)
Con 18 (+10)	Int 11 (+6)	Cha 20 (+11)
Alignment evil Languages Common		
Equipment leather armor, 2 kukris		

Tenebrous Conjurer (level 12)		Level 12 Artillery
Medium shadow humanoid (human)		XP 700
HP 96; Bloodied 48		Initiative +11
AC 26, Fortitude 23, Reflex 24, Will 26		Perception +13
Speed 6		Darkvision
TRAITS		
Shadow Sphere • Aura 3		
Creatures without darkvision do not have line of sight outside the aura while in it, and creatures without darkvision do not have line of sight into the aura while outside it. If the conjurer takes radiant damage, the aura doesn't function until the start of the conjurer's next turn.		
STANDARD ACTIONS		
m Tomb Touch (necrotic) • At-Will		
Attack: Melee 1 (one creature); +15 vs. Reflex		
Hit: 2d10 + 8 necrotic damage, and the target gains vulnerable 5 necrotic (save ends).		
r Spectral Hand (cold, necrotic) • At-Will		
Attack: Ranged 15 (one creature); +17 vs. Reflex		
Hit: 1d10 +10 damage, and ongoing 5 cold and necrotic damage (save ends).		
A Night Tendrils (force, necrotic, zone) • Encounter		
Attack: Area burst 2 within 15 (enemies in burst); +17 vs. Fortitude		
Hit: 1d10 + 10 damage, and ongoing 5 force and necrotic damage (save ends).		
Miss: Half damage.		
Effect: The burst creates a zone that lasts until the end of the encounter. Enemies have vulnerable 5 necrotic while in the zone. Allies treat radiant damage they take as necrotic damage while in the zone. As a minor action, the conjurer can move the zone up to 2 squares.		
Skills Arcana +11, Stealth +16		
Str 11 (+6)	Dex 20 (+11)	Wis 14 (+8)
Con 18 (+10)	Int 11 (+6)	Cha 22 (+12)
Alignment Evil Languages Common		
Equipment robes, wand		

ENCOUNTER 4: LAYING THE GROUNDWORK (AL 14)

Shadow Mob	Level 14 Elite Hazard
Hazard	XP 2,000
Detect automatic	Initiative +0
TRAITS	
Shadow Swarm	
The area within the circle of shadows is difficult terrain for all enemies using non-teleportation forms of movement. This effect lasts only while the portal is unstable.	
Bound	
Once the Open the Portal skill challenge is complete, the shadow mob dissipates harmlessly.	
STANDARD ACTIONS	
Attack • At-Will	
<i>Target:</i> All characters within the circle of shadows.	
<i>Effect:</i> Each round, the mob attacks each PC. Roll a d6 for each PC to determine effect:	
1 - A shadow attacks the target: +14 vs. Fortitude; 11 necrotic damage.	
2 - Shadows attempt to grab the target: +14 vs. Reflex; the target is immobilized and weakened (save ends).	
3 - Shadows attempt to push the target: +14 vs. Fortitude; the target slides 3 squares.	
4 - Shadows shriek attempting to demoralize the target: +14 vs. Will; the target takes a -2 penalty to defenses (save ends).	
5 - Shadows distract the target: the target takes a -5 penalty to skill checks until the end of its next turn.	
6 - Shadows attempt to drain life force from the target: +14 vs. Reflex; the target loses a healing surge.	

Note: Reflavored Angry Crowd from *Dragon Magazine Annual*, advanced to Elite.

Shadowmass (conjoined form) (level 15)	Level 15 Solo Soldier
Huge shadow beast	XP 6,000
HP 596; Bloodied a shadowmass in its conjoined form is never considered bloodied.	Initiative +13
AC 31, Fortitude 28, Reflex 24, Will 27	Perception +12
Speed 8	Darkvision
Immune fear	
Saving Throws +5; Action Points 2	
TRAITS	
Soul-Chilling Presence (fear) • Aura 4	
Non-shadow creatures within the aura take a -4 penalty to Will.	
Blended Consciousness	
A shadowmass in its conjoined form makes saving throws against the dazed, dominated, stunned and dismissed conditions at the start of its turn, even if the effect does not normally allow a save	
Bloodied Dissolution	
When a shadowmass in its conjoined form is reduced to 298 hit points or fewer, the shadowmass (conjoined form) is removed from play and is replaced by five other monsters: a shadowmass shaker component, two shadowmass churner components, and two shadowmass smasher components. The components appear in any unoccupied square in the shadowmass's original space or within 4 squares of those spaces. The shadowmass components act on the same initiative count as the shadowmass (conjoined form).	
STANDARD ACTIONS	
m Slam • At-Will	
<i>Attack:</i> Melee 3 (one creature); +20 vs. AC	
<i>Hit:</i> 3d6 + 13 damage, and the target cannot shift until the end of the shadowmass's next turn.	
M Slam Frenzy • At-Will	
<i>Effect:</i> The shadowmass (conjoined form) makes up to three <i>slam</i> attacks, but may not make all of these attacks against the same target unless it is marked by that target.	
M Devastating Slam • Recharge 5-6	
<i>Attack:</i> Melee 3 (one or two creatures); +20 vs. AC	
<i>Hit:</i> 4d8 + 15 damage, and the target is pushed 6 squares and knocked prone.	
C Sweeping Slam • At-Will	
<i>Attack:</i> Close burst 3 (each enemy in burst); +20 vs. AC	
<i>Hit:</i> 2d8 + 8 damage.	
MINOR ACTIONS	
r Soul-Shaking Stare (fear) • At-Will 1/round	
<i>Attack:</i> Ranged 12 (one creature); +18 vs. Will	
<i>Hit:</i> The target is dazed until the end of the shadowmass's next turn.	
TRIGGERED ACTIONS	
M Keep Back • At-Will	
<i>Trigger:</i> An enemy moves adjacent to the shadowmass.	
<i>Attack (Immediate Reaction):</i> Melee 1 (the triggering enemy); +20 vs. AC	
<i>Hit:</i> 3d6 + 13 damage, and the target is pushed 2 squares.	
Str 24 (+14)	Dex 19 (+11)
Con 21 (+12)	Int 7 (+5)
Alignment evil	Languages –

Note: Reflavored Vile Host from *Dragon Magazine* 373.

Shadowmass Shaker Component (level 15) Level 15 Controller		
Medium shadow beast		XP 0
HP 74; Bloodied shadowmass components are always considered bloodied.		
AC 29, Fortitude 28, Reflex 26, Will 27		Initiative +0
Speed 6		Perception +12
Immune fear		Darkvision
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 3 (one creature); +20 vs. AC		
Hit: 3d6 + 13 damage.		
r Soul-Shaking Stare (fear) • At-Will		
Attack: Ranged 12 (one creature); +18 vs. Will		
Hit: 2d8 + 8 damage, and the target is dazed until the end of the shadowmass's next turn.		
C Earth-Shaking Slam • At-Will		
Attack: Close burst 4 (each enemy in burst); +18 vs. Reflex		
Hit: 2d8 + 8 damage, and the target is knocked prone.		
C Rend Earth • Encounter		
Attack: Close blast 4 (each enemy in blast); +18 vs. Reflex		
Hit: 3d10 + 10 damage, and the area of the blast becomes difficult terrain.		
Str 24 (+14)	Dex 19 (+11)	Wis 21 (+12)
Con 21 (+12)	Int 7 (+5)	Cha 9 (+6)
Alignment evil		Languages –
Note: Re-flavored Vile Host from <i>Dragon Magazine</i> 373.		

Shadowmass Churner Component (level 15) Level 15 Skirmisher		
Medium shadow beast		XP 0
HP 74; Bloodied shadowmass components are always considered bloodied.		
AC 29, Fortitude 28, Reflex 26, Will 27		Initiative +0
Speed 8		Perception +12
Immune fear		Darkvision
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +20 vs. AC		
Hit: 3d6 + 13 damage, and the shadowmass churner component shifts 2 squares.		
M Keep Back • Recharge 5-6		
Attack: Melee 1 (one creature); +20 vs. AC		
Hit: 3d6 + 13 damage, and the target is pushed 2 squares.		
M Swirling Strike • Encounter		
Effect: The shadowmass churner component can shift up to 4 squares before making the attack and can shift up to 4 squares after making the attack.		
Attack: Melee 1 (one creature); +20 vs. AC		
Hit: 4d8 + 15 damage.		
Str 24 (+14)	Dex 19 (+11)	Wis 21 (+12)
Con 21 (+12)	Int 7 (+5)	Cha 9 (+6)
Alignment evil		Languages –
Note: Re-flavored Vile Host from <i>Dragon Magazine</i> 373.		

Shadowmass Smasher Component (level 15) Level 15 Soldier		
Medium shadow beast		XP 0
HP 74; Bloodied shadowmass components are always considered bloodied.		
AC 31, Fortitude 28, Reflex 26, Will 27		Initiative +0
Speed 6		Perception +12
Immune fear		Darkvision
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +20 vs. AC		
Hit: 3d6 + 13 damage, and the target cannot shift until the end of the shadowmass's next turn.		
M Devastating Slam • Recharge 5-6		
Attack: Melee 3 (one creature); +20 vs. AC		
Hit: 4d8 + 15 damage, and the target is pushed 3 squares and knocked prone.		
Str 24 (+14)	Dex 19 (+11)	Wis 21 (+12)
Con 21 (+12)	Int 7 (+5)	Cha 9 (+6)
Alignment evil		Languages –
Note: Re-flavored Vile Host from <i>Dragon Magazine</i> 373.		

Tenebrous Assassin		Level 14 Skirmisher
Medium shadow humanoid (human)		XP 1,000
HP 138; Bloodied 69		Initiative +15
AC 26, Fortitude 25, Reflex 27, Will 26		Perception +13
Speed 6		Darkvision
TRAITS		
Unerring Focus		
The assassin never takes penalties to attack rolls it makes against its prey. If the assassin takes radiant damage, this trait no longer functions (save ends).		
STANDARD ACTIONS		
m Kukri (weapon) • At-Will		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 2d6 + 13 damage, or 3d6 + 13 if the target is the assassin's prey.		
M Sunder From Sight (weapon) • Recharge 5-6		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 2d6 + 13 damage, or 3d6 + 13 if the target is the assassin's prey.		
Effect: The target takes ongoing 5 damage, and it cannot be seen or targeted by its allies (save ends both).		
MINOR ACTIONS		
Shadow Prey • At-Will		
Effect: Ranged sight (one creature). The assassin designates the creature as its prey until the assassin designates another target or until the end of the encounter.		
TRIGGERED ACTIONS		
Shadow Leap (teleportation) • At-Will		
Trigger: An enemy other than the assassin's prey attacks the assassin.		
Effect (Immediate Reaction): The assassin teleports up to 6 squares to a square adjacent to its prey.		
Skills Acrobatics +18, Athletics +12, Stealth +18		
Str 11 (+7)	Dex 22 (+13)	Wis 12 (+8)
Con 18 (+11)	Int 11 (+7)	Cha 20 (+12)
Alignment evil		Languages Common
Equipment leather armor, 2 kukris		

Tenebrous Conjurer (level 14)		Level 14 Artillery
Medium shadow humanoid (human)		XP 1,000
HP 108; Bloodied 54		Initiative +12
AC 28, Fortitude 25, Reflex 26, Will 28		Perception +14
Speed 6		Darkvision
TRAITS		
Shadow Sphere • Aura 3		
Creatures without darkvision do not have line of sight outside the aura while in it, and creatures without darkvision do not have line of sight into the aura while outside it. If the conjurer takes radiant damage, the aura doesn't function until the start of the conjurer's next turn.		
STANDARD ACTIONS		
m Tomb Touch (necrotic) • At-Will		
Attack: Melee 1 (one creature); +17 vs. Reflex		
Hit: 2d10 + 10 necrotic damage, and the target gains vulnerable 5 necrotic (save ends).		
r Spectral Hand (cold, necrotic) • At-Will		
Attack: Ranged 15 (one creature); +19 vs. Reflex		
Hit: 1d10 + 12 damage, and ongoing 5 cold and necrotic damage (save ends).		
A Night Tendrils (force, necrotic, zone) • Encounter		
Attack: Area burst 2 within 15 (enemies in burst); +19 vs. Fortitude		
Hit: 1d10 + 11 damage, and ongoing 5 force and necrotic damage (save ends).		
Miss: Half damage.		
Effect: The burst creates a zone that lasts until the end of the encounter. Enemies have vulnerable 5 necrotic while in the zone. Allies treat radiant damage they take as necrotic damage while in the zone. As a minor action, the conjurer can move the zone up to 2 squares.		
Skills Arcana +12, Stealth +17		
Str 11 (+7)	Dex 20 (+12)	Wis 14 (+9)
Con 18 (+11)	Int 11 (+7)	Cha 22 (+13)
Alignment evil		Languages Common
Equipment robes, wand		

ENCOUNTER 4: LAYING THE GROUNDWORK (AL 16)

Shadow Mob	Level 16 Elite Hazard
Hazard	XP 2,800
Detect automatic	Initiative +0
TRAITS	
Shadow Swarm	
The area within the circle of shadows is difficult terrain for all enemies using non-teleportation forms of movement. This effect lasts only while the portal is unstable.	
Bound	
Once the Open the Portal skill challenge is complete, the shadow mob dissipates harmlessly.	
STANDARD ACTIONS	
Attack • At-Will	
<i>Target:</i> All characters within the circle of shadows.	
<i>Effect:</i> Each round, the mob attacks each PC. Roll a d6 for each PC to determine effect:	
1 - A shadow attacks the target: +16 vs. Fortitude; 12 necrotic damage.	
2 - Shadows attempt to grab the target: +16 vs. Reflex; the target is restrained and weakened (save ends).	
3 - Shadows attempt to push the target: +16 vs. Fortitude; the target slides 3 squares.	
4 - Shadows shriek attempting to demoralize the target: +16 vs. Will; the target takes a -2 penalty to defenses (save ends).	
5 - Shadows distract the target: the target takes a -5 penalty to skill checks until the end of its next turn.	
6 - Shadows attempt to drain life force from the target: +16 vs. Reflex; the target loses a healing surge.	
Note: Re-flavored Angry Crowd from <i>Dragon Magazine Annual</i> , advanced to Elite.	

Shadowmass (conjoined form)	Level 17 Solo Soldier
Huge shadow beast	XP 8,000
HP 660; Bloodied a shadowmass in its conjoined form is never considered bloodied.	
AC 33, Fortitude 30, Reflex 26, Will 29	Initiative +15
Speed 8	Perception +13
Immune fear	Darkvision
Saving Throws +5; Action Points 2	
TRAITS	
Soul-Chilling Presence (fear) • Aura 4	
Non-shadow creatures within the aura take a -4 penalty to Will.	
Blended Consciousness	
A shadowmass in its conjoined form makes saving throws against the dazed, dominated, stunned and dismissed conditions at the start of its turn, even if the effect does not normally allow a save.	
Bloodied Dissolution	
When a shadowmass in its conjoined form is reduced to 330 hit points or fewer, the shadowmass (conjoined form) is removed from play and is replaced by five other monsters: a shadowmass shaker component, two shadowmass churning components, and two shadowmass smasher components. The components appear in any unoccupied square in the shadowmass's original space or within 4 squares of those spaces. The shadowmass components act on the same initiative count as the shadowmass (conjoined form).	
STANDARD ACTIONS	
m Slam • At-Will	
<i>Attack:</i> Melee 3 (one creature); +22 vs. AC	
<i>Hit:</i> 3d8 + 12 damage, and the target cannot shift until the end of the shadowmass's next turn.	
M Slam Frenzy • At-Will	
<i>Effect:</i> The shadowmass (conjoined form) makes up to three <i>slam</i> attacks, but may not make all of these attacks against the same target unless it is marked by that target.	
M Devastating Slam • Recharge 5-6	
<i>Attack:</i> Melee 3 (one or two creatures); +22 vs. AC	
<i>Hit:</i> 4d10 + 15 damage, and the target is pushed 6 squares and knocked prone.	
C Sweeping Slam • At-Will	
<i>Attack:</i> Close burst 3 (each enemy in burst); +22 vs. AC	
<i>Hit:</i> 3d6 + 9 damage.	
MINOR ACTIONS	
r Soul-Shaking Stare (fear) • At-Will 1/round	
<i>Attack:</i> Ranged 12 (one creature); +20 vs. Will	
<i>Hit:</i> The target is dazed until the end of the shadowmass's next turn.	
TRIGGERED ACTIONS	
M Keep Back • At-Will	
<i>Trigger:</i> An enemy moves adjacent to the shadowmass.	
<i>Attack (Opportunity Action):</i> Melee 1 (the triggering enemy); +22 vs. AC	
<i>Hit:</i> 3d8 + 12 damage, and the target is pushed 2 squares.	
Str 24 (+15)	Dex 19 (+12)
Con 21 (+13)	Int 7 (+6)
Alignment evil	WIS 21 (+13)
	Cha 9 (+7)
Languages –	
Note: Re-flavored Vile Host from <i>Dragon Magazine</i> 373.	

Shadowmass Shaker Component		Level 17 Controller
Medium shadow beast		XP 0
HP 82; Bloodied shadowmass components are always considered bloodied.		
AC 31, Fortitude 30, Reflex 28, Will 31		Initiative +0
Speed 6		Perception +13
Immune fear		Darkvision
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 3 (one creature); +22 vs. AC		
Hit: 3d8 + 12 damage.		
r Soul-Shaking Stare (fear) • At-Will		
Attack: Ranged 12 (one creature); +20 vs. Will		
Hit: 3d6 + 9 damage, and the target is dazed until the end of the shadowmass's next turn.		
C Earth-Shaking Slam • At-Will		
Attack: Close burst 4 (each enemy in burst); +20 vs. Reflex		
Hit: 3d6 + 9 damage, and the target is knocked prone.		
C Rend Earth • Encounter		
Attack: Close blast 4 (each enemy in blast); +20 vs. Reflex		
Hit: 4d8 + 10 damage, and the area of the blast becomes difficult terrain.		
Str 24 (+15)	Dex 19 (+12)	Wis 21 (+13)
Con 21 (+13)	Int 7 (+6)	Cha 9 (+7)
Alignment evil		Languages –
Note: Re-flavored Vile Host from <i>Dragon Magazine</i> 373.		

Shadowmass Churner Component		Level 17 Skirmisher
Medium shadow beast		XP 0
HP 82; Bloodied 41; shadowmass components are always considered bloodied.		
AC 31, Fortitude 30, Reflex 28, Will 29		Initiative +0
Speed 8		Perception +13
Immune fear		Darkvision
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +22 vs. AC		
Hit: 3d8 + 12 damage, and the shadowmass churner component shifts 2 squares.		
M Keep Back • Recharge 5-6		
Attack: Melee 1 (one creature); +22 vs. AC		
Hit: 3d8 + 12 damage, and the target is pushed 2 squares.		
M Swirling Strike • Encounter		
Effect: The shadowmass churner component can shift up to 4 squares before making the attack and can shift up to 4 squares after making the attack.		
Attack: Melee 1 (one creature); +22 vs. AC		
Hit: 4d10 + 15 damage.		
Str 24 (+15)	Dex 19 (+12)	Wis 21 (+13)
Con 21 (+13)	Int 7 (+6)	Cha 9 (+7)
Alignment evil		Languages –
Note: Re-flavored Vile Host from <i>Dragon Magazine</i> 373.		

Shadowmass Smasher Component		Level 17 Soldier
Medium shadow beast		XP 0
HP 82; Bloodied shadowmass components are always considered bloodied.		
AC 33, Fortitude 30, Reflex 28, Will 29		Initiative +0
Speed 6		Perception +13
Immune fear		Darkvision
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +22 vs. AC		
Hit: 3d8 + 12 damage, and the target cannot shift until the end of the shadowmass's next turn.		
M Devastating Slam • Recharge 5-6		
Attack: Melee 3 (one creature); +22 vs. AC		
Hit: 4d10 + 15 damage, and the target is pushed 3 squares and knocked prone.		
Str 24 (+15)	Dex 19 (+12)	Wis 21 (+13)
Con 21 (+13)	Int 7 (+6)	Cha 9 (+7)
Alignment evil		Languages –
Note: Re-flavored Vile Host from <i>Dragon Magazine</i> 373.		

Tenebrous Assassin (level 16)		Level 16 Skirmisher
Medium shadow humanoid (human)		XP 1,400
HP 154; Bloodied 77		Initiative +16
AC 28, Fortitude 27, Reflex 29, Will 28		Perception +14
Speed 6		Darkvision
TRAITS		
Unerring Focus		
The assassin never takes penalties to attack rolls it makes against its prey. If the assassin takes radiant damage, this trait no longer functions (save ends).		
STANDARD ACTIONS		
m Kukri (weapon) • At-Will		
Attack: Melee 1 (one creature); +21 vs. AC		
Hit: 2d8 + 13 damage, or 3d8 + 13 if the target is the assassin's prey.		
M Sunder From Sight (weapon) • Recharge 5-6		
Attack: Melee 1 (one creature); +21 vs. AC		
Hit: 2d8 + 13 damage, or 3d8 + 13 if the target is the assassin's prey.		
Effect: The target takes ongoing 5 damage, and it cannot be seen or targeted by its allies (save ends both).		
MINOR ACTIONS		
Shadow Prey • At-Will		
Effect: Ranged sight (one creature). The assassin designates the creature as its prey until the assassin designates another target or until the end of the encounter.		
TRIGGERED ACTIONS		
Shadow Leap (teleportation) • At-Will		
Trigger: An enemy other than the assassin's prey attacks the assassin.		
Effect (Immediate Reaction): The assassin teleports up to 6 squares to a square adjacent to its prey.		
Skills Acrobatics +19, Athletics +13, Stealth +19		
Str 11 (+8)	Dex 22 (+14)	Wis 12 (+9)
Con 18 (+12)	Int 11 (+8)	Cha 20 (+13)
Alignment evil		Languages Common
Equipment leather armor, 2 kukris		

Tenebrous Conjurer (level 16)		Level 16 Artillery
Medium shadow humanoid (human)		XP 1,400
HP 120; Bloodied 60		Initiative +13
AC 30, Fortitude 27, Reflex 28, Will 30		Perception +15
Speed 6		Darkvision
TRAITS		
Shadow Sphere • Aura 3		
Creatures without darkvision do not have line of sight outside the aura while in it, and creatures without darkvision do not have line of sight into the aura while outside it. If the conjurer takes radiant damage, the aura doesn't function until the start of the conjurer's next turn.		
STANDARD ACTIONS		
m Tomb Touch (necrotic) • At-Will		
Attack: Melee 1 (one creature); +19 vs. Reflex		
Hit: 2d10 + 12 necrotic damage, and the target gains vulnerable 5 necrotic (save ends).		
r Spectral Hand (cold, necrotic) • At-Will		
Attack: Ranged 15 (one creature); +21 vs. Reflex		
Hit: 1d10 + 14 damage, and ongoing 5 cold and necrotic damage (save ends).		
A Night Tendrils (force, necrotic, zone) • Encounter		
Attack: Area burst 2 within 15 (enemies in burst); +21 vs. Fortitude		
Hit: 1d10 + 12 damage, and ongoing 5 force and necrotic damage (save ends).		
Miss: Half damage.		
Effect: The burst creates a zone that lasts until the end of the encounter. Enemies have vulnerable 5 necrotic while in the zone. Allies treat radiant damage they take as necrotic damage while in the zone. As a minor action, the conjurer can move the zone up to 2 squares.		
Skills Arcana +13, Stealth +18		
Str 11 (+8)	Dex 20 (+13)	Wis 14 (+10)
Con 18 (+12)	Int 11 (+8)	Cha 22 (+14)
Alignment evil		Languages Common
Equipment robes, wand		

ENCOUNTER 4: LAYING THE GROUNDWORK (AL 18)

Shadow Mob	Level 18 Elite Hazard
Hazard	XP 4,000
Detect automatic	Initiative +0
TRAITS	
Shadow Swarm	
The area within the circle of shadows is difficult terrain for all enemies using non-teleportation forms of movement. This effect lasts only while the portal is unstable.	
Bound	
Once the Open the Portal skill challenge is complete, the shadow mob dissipates harmlessly.	
STANDARD ACTIONS	
Attack • At-Will	
<i>Target:</i> All characters within the circle of shadows.	
<i>Effect:</i> Each round, the mob attacks each PC. Roll a d6 for each PC to determine effect:	
1 - A shadow attacks the target: +18 vs. Fortitude; 13 necrotic damage.	
2 - Shadows attempt to grab the target: +18 vs. Reflex; the target is restrained and weakened (save ends).	
3 - Shadows attempt to push the target: +18 vs. Fortitude; the target slides 3 squares.	
4 - Shadows shriek attempting to demoralize the target: +18 vs. Will; the target takes a -2 penalty to defenses (save ends).	
5 - Shadows distract the target: the target takes a -5 penalty to skill checks until the end of its next turn.	
6 - Shadows attempt to drain life force from the target: +18 vs. Reflex; the target loses a healing surge.	
Note: Reflavored Angry Crowd from <i>Dragon Magazine Annual</i> , advanced to Elite.	

Shadowmass (conjoined form) (level 19)	Level 19 Solo Soldier
Huge shadow beast	XP 4,800
HP 724; Bloodied a shadowmass in its conjoined form is never considered bloodied.	
AC 35, Fortitude 32, Reflex 28, Will 31	Initiative +16
Speed 8	Perception +14
Immune fear	Darkvision
Saving Throws +5; Action Points 2	
TRAITS	
Soul-Chilling Presence (fear) • Aura 4	
Non-shadow creatures within the aura take a -4 penalty to Will.	
Blended Consciousness	
A shadowmass in its conjoined form makes saving throws against the dazed, dominated, stunned and dismissed conditions at the start of its turn, even if the effect does not normally allow a save.	
Bloodied Dissolution	
When a shadowmass in its conjoined form is reduced to 362 hit points or fewer, the shadowmass (conjoined form) is removed from play and is replaced by five other monsters: a shadowmass shaker component, two shadowmass churning components, and two shadowmass smasher components. The components appear in any unoccupied square in the shadowmass's original space or within 4 squares of those spaces. The shadowmass components act on the same initiative count as the shadowmass (conjoined form).	
STANDARD ACTIONS	
m Slam • At-Will	
<i>Attack:</i> Melee 3 (one creature); +24 vs. AC	
<i>Hit:</i> 3d8 + 14 damage, and the target cannot shift until the end of the shadowmass's next turn.	
M Slam Frenzy • At-Will	
<i>Effect:</i> The shadowmass (conjoined form) makes up to three <i>slam</i> attacks, but may not make all of these attacks against the same target unless it is marked by that target.	
M Devastating Slam • Recharge 5-6	
<i>Attack:</i> Melee 3 (one or two creatures); +24 vs. AC	
<i>Hit:</i> 4d10 + 17 damage, and the target is pushed 6 squares and knocked prone.	
C Sweeping Slam • At-Will	
<i>Attack:</i> Close burst 3 (each enemy in burst); +24 vs. AC	
<i>Hit:</i> 3d6 + 10 damage.	
MINOR ACTIONS	
r Soul-Shaking Stare (fear) • At-Will 1/round	
<i>Attack:</i> Ranged 12 (one creature); +22 vs. Will	
<i>Hit:</i> The target is dazed until the end of the shadowmass's next turn.	
TRIGGERED ACTIONS	
M Keep Back • At-Will	
<i>Trigger:</i> An enemy moves adjacent to the shadowmass.	
<i>Attack (Immediate Reaction):</i> Melee 1 (the triggering enemy); +24 vs. AC	
<i>Hit:</i> 3d8 + 14 damage, and the target is pushed 2 squares.	
Str 24 (+16)	Dex 19 (+13)
Con 21 (+14)	Int 7 (+7)
Alignment evil	Languages –
Note: Reflavored Vile Host from <i>Dragon Magazine</i> 373.	

Shadowmass Shaker Component (level 19) Level 19 Controller		
Medium shadow beast		XP 0
HP 90; Bloodied shadowmass components are always considered bloodied.		
AC 33, Fortitude 32, Reflex 30, Will 31		Initiative +0
Speed 6		Perception +14
Immune fear		Darkvision
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 3 (one creature); +24 vs. AC		
Hit: 3d8 + 14 damage.		
r Soul-Shaking Stare (fear) • At-Will		
Attack: Ranged 12 (one creature); +22 vs. Will		
Hit: 3d6 + 10 damage, and the target is dazed until the end of the shadowmass's next turn.		
C Earth-Shaking Slam • At-Will		
Attack: Close burst 4 (each enemy in burst); +22 vs. Reflex		
Hit: 3d6 + 10 damage, and the target is knocked prone.		
C Rend Earth • Encounter		
Attack: Close blast 4 (each enemy in blast); +22 vs. Reflex		
Hit: 4d8 + 13 damage, and the area of the blast becomes difficult terrain.		
Str 24 (+16)	Dex 19 (+13)	Wis 21 (+14)
Con 21 (+14)	Int 7 (+7)	Cha 9 (+8)
Alignment evil		Languages –
Note: Re flavored Vile Host from <i>Dragon Magazine</i> 373.		

Shadowmass Churner Component (level 19) Level 19 Skirmisher		
Medium shadow beast		XP 0
HP 90; Bloodied 45; shadowmass components are always considered bloodied.		
AC 33, Fortitude 32, Reflex 30, Will 31		Initiative +0
Speed 8		Perception +14
Immune fear		Darkvision
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +24 vs. AC		
Hit: 3d8 + 14 damage, and the shadowmass churner component shifts 2 squares.		
M Keep Back • Recharge 5-6		
Attack: Melee 1 (one creature); +24 vs. AC		
Hit: 3d8 + 14 damage, and the target is pushed 2 squares.		
M Swirling Strike • Encounter		
Effect: The shadowmass churner component can shift up to 4 squares before making the attack and can shift up to 4 squares after making the attack.		
Attack: Melee 1 (one creature); +24 vs. AC		
Hit: 4d10 + 17 damage.		
Str 24 (+16)	Dex 19 (+13)	Wis 21 (+14)
Con 21 (+14)	Int 7 (+7)	Cha 9 (+8)
Alignment evil		Languages –
Note: Re flavored Vile Host from <i>Dragon Magazine</i> 373.		

Shadowmass Smasher Component (level 19) Level 19 Soldier		
Medium shadow beast		XP 0
HP 90; Bloodied shadowmass components are always considered bloodied.		
AC 35, Fortitude 32, Reflex 30, Will 31		Initiative +0
Speed 6		Perception +14
Immune fear		Darkvision
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +24 vs. AC		
Hit: 3d8 + 14 damage, and the target cannot shift until the end of the shadowmass's next turn.		
M Devastating Slam • Recharge 5-6		
Attack: Melee 1 (one creature); +24 vs. AC		
Hit: 4d10 + 17 damage, and the target is pushed 3 squares and knocked prone.		
Str 24 (+16)	Dex 19 (+13)	Wis 21 (+14)
Con 21 (+14)	Int 7 (+7)	Cha 9 (+8)
Alignment evil		Languages –
Note: Re flavored Vile Host from <i>Dragon Magazine</i> 373.		

Tenebrous Assassin (level 18)		Level 18 Skirmisher
Medium shadow humanoid (human)		XP 2,000
HP 167; Bloodied 83		Initiative +17
AC 30, Fortitude 29, Reflex 31, Will 30		Perception +15
Speed 6		Darkvision
TRAITS		
Unerring Focus		
The assassin never takes penalties to attack rolls it makes against its prey. If the assassin takes radiant damage, this trait no longer functions (save ends).		
STANDARD ACTIONS		
m Kukri (weapon) • At-Will		
Attack: Melee 1 (one creature); +23 vs. AC		
Hit: 2d8 + 15 damage, or 3d8 + 15 if the target is the assassin's prey.		
M Sunder From Sight (weapon) • Recharge 5-6		
Attack: Melee 1 (one creature); +23 vs. AC		
Hit: 2d8 + 15 damage, or 3d8 + 15 if the target is the assassin's prey.		
Effect: The target takes ongoing 5 damage, and it cannot be seen or targeted by its allies (save ends both).		
MINOR ACTIONS		
Shadow Prey • At-Will		
Effect: Ranged sight (one creature). The assassin designates the creature as its prey until the assassin designates another target or until the end of the encounter.		
TRIGGERED ACTIONS		
Shadow Leap (teleportation) • At-Will		
Trigger: An enemy other than the assassin's prey attacks the assassin.		
Effect (Immediate Reaction): The assassin teleports up to 6 squares to a square adjacent to its prey.		
Skills Acrobatics +20, Athletics +14, Stealth +20		
Str 11 (+9)	Dex 22 (+15)	Wis 12 (+10)
Con 18 (+13)	Int 11 (+9)	Cha 20 (+14)
Alignment evil		Languages Common
Equipment leather armor, 2 kukris		

Tenebrous Conjurer (level 18)		Level 18 Artillery
Medium shadow humanoid (human)		XP 2,000
HP 132; Bloodied 66		Initiative +14
AC 32, Fortitude 29, Reflex 30, Will 33		Perception +16
Speed 6		Darkvision
TRAITS		
Shadow Sphere • Aura 3		
Creatures without darkvision do not have line of sight outside the aura while in it, and creatures without darkvision do not have line of sight into the aura while outside it. If the conjurer takes radiant damage, the aura doesn't function until the start of the conjurer's next turn.		
STANDARD ACTIONS		
m Tomb Touch (necrotic) • At-Will		
Attack: Melee 1 (one creature); +21 vs. Reflex		
Hit: 2d10 + 14 necrotic damage, and the target gains vulnerable 5 necrotic (save ends).		
r Spectral Hand (cold, necrotic) • At-Will		
Attack: Ranged 15 (one creature); +23 vs. Reflex		
Hit: 2d10 + 10 damage, and ongoing 5 cold and necrotic damage (save ends).		
A Night Tendrils (force, necrotic, zone) • Encounter		
Attack: Area burst 2 within 15 (enemies in burst); +23 vs. Fortitude		
Hit: 2d10 + 10 damage, and ongoing 5 force and necrotic damage (save ends).		
Miss: Half damage.		
Effect: The burst creates a zone that lasts until the end of the encounter. Enemies have vulnerable 5 necrotic while in the zone. Allies treat radiant damage they take as necrotic damage while in the zone. As a minor action, the conjurer can move the zone up to 2 squares.		
Skills Arcana +14, Stealth +19		
Str 11 (+9)	Dex 20 (+14)	Wis 14 (+11)
Con 18 (+13)	Int 11 (+9)	Cha 22 (+15)
Alignment evil		Languages Common
Equipment robes, wand		

ENCOUNTER 4: LAYING THE GROUNDWORK (AL 20)

Shadow Mob	Level 20 Elite Hazard
Hazard	XP 5,600
Detect automatic	Initiative +0
TRAITS	
Shadow Swarm	
The area within the circle of shadows is difficult terrain for all enemies using non-teleportation forms of movement. This effect lasts only while the portal is unstable.	
Bound	
Once the Open the Portal skill challenge is complete, the shadow mob dissipates harmlessly.	
STANDARD ACTIONS	
Attack • At-Will	
<i>Target:</i> All characters within the circle of shadows.	
<i>Effect:</i> Each round, the mob attacks each PC. Roll a d6 for each PC to determine effect:	
1 - A shadow attacks the target: +20 vs. Fortitude; 15 necrotic damage.	
2 - Shadows attempt to grab the target: +20 vs. Reflex; the target is restrained and weakened (save ends).	
3 - Shadows attempt to push the target: +20 vs. Fortitude; the target slides 3 squares.	
4 - Shadows shriek attempting to demoralize the target: +20 vs. Will; the target takes a -2 penalty to defenses (save ends).	
5 - Shadows distract the target: the target takes a -5 penalty to skill checks until the end of its next turn.	
6 - Shadows attempt to drain life force from the target: +20 vs. Reflex; the target loses a healing surge.	

Note: Reflavored Angry Crowd from *Dragon Magazine Annual*, advanced to Elite.

Shadowmass (conjoined form) (level 21)	Level 21 Solo Soldier
Huge shadow beast	XP 16,000
HP 788; Bloodied a shadowmass in its conjoined form is never considered bloodied.	Initiative +17
AC 37, Fortitude 34, Reflex 30, Will 33	Perception +15
Speed 8	Darkvision
Immune fear	
Saving Throws +5; Action Points 2	
TRAITS	
Soul-Chilling Presence (fear) • Aura 4	
Non-shadow creatures within the aura take a -4 penalty to Will.	
Blended Consciousness	
A shadowmass in its conjoined form makes saving throws against the dazed, dominated, stunned and dismissed conditions at the start of its turn, even if the effect does not normally allow a save.	
Bloodied Dissolution	
When a shadowmass in its conjoined form is reduced to 394 hit points or fewer, the shadowmass (conjoined form) is removed from play and is replaced by five other monsters: a shadowmass shaker component, two shadowmass churner components, and two shadowmass smasher components. The components appear in any unoccupied square in the shadowmass's original space or within 4 squares of those spaces. The shadowmass components act on the same initiative count as the shadowmass (conjoined form).	
STANDARD ACTIONS	
m Slam • At-Will	
<i>Attack:</i> Melee 3 (one creature); +26 vs. AC	
<i>Hit:</i> 4d6 + 15 damage, and the target is slowed and cannot shift until the end of the shadowmass's next turn.	
M Slam Frenzy • At-Will	
<i>Effect:</i> The shadowmass (conjoined form) makes up to three <i>slam</i> attacks.	
M Devastating Slam • Recharge 5-6	
<i>Attack:</i> Melee 3 (one or two creatures); +26 vs. AC	
<i>Hit:</i> 6d8 + 17 damage, and the target is pushed 6 squares, knocked prone and slowed until the end of the shadowmass' next turn.	
C Sweeping Slam • At-Will	
<i>Attack:</i> Close burst 3 (each enemy in burst); +26 vs. AC	
<i>Hit:</i> 3d8 + 9 damage.	
MINOR ACTIONS	
r Soul-Shaking Stare (fear) • At-Will 1/round	
<i>Attack:</i> Ranged 12 (one creature); +24 vs. Will	
<i>Hit:</i> The target is dazed until the end of the shadowmass's next turn.	
TRIGGERED ACTIONS	
M Keep Back • At-Will	
<i>Trigger:</i> An enemy moves adjacent to the shadowmass.	
<i>Attack (Opportunity Action):</i> Melee 1 (the triggering enemy); +26 vs. AC	
<i>Hit:</i> 4d6 + 15 damage, and the target is pushed 2 squares.	
Str 24 (+17)	Dex 19 (+14)
Con 21 (+15)	Int 7 (+8)
	Wis 21 (+15)
	Cha 9 (+9)
Alignment Evil	Languages –

Note: Reflavored Vile Host from *Dragon Magazine* 373.

Shadowmass Shaker Component (level 21) Level 21 Controller		
Medium shadow beast		XP 0
HP 98; Bloodied shadowmass components are always considered bloodied.		
AC 35, Fortitude 34, Reflex 32, Will 35		Initiative +0
Speed 6		Perception +15
Immune fear		Darkvision
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 3 (one creature); +26 vs. AC		
Hit: 4d6 + 15 damage.		
r Soul-Shaking Stare (Fear) • At-Will		
Attack: Ranged 12 (one creature); +24 vs. Will		
Hit: 3d8 + 9 damage, and the target is dazed until the end of the shadowmass's next turn.		
C Earth-Shaking Slam • At-Will		
Attack: Close burst 4 (each enemy in burst); +24 vs. Reflex		
Hit: 3d8 + 9 damage, and the target is knocked prone.		
C Rend Earth • Encounter		
Attack: Close blast 4 (each enemy in blast); +24 vs. Reflex		
Hit: 4d10 + 14 damage, and the area of the blast becomes difficult terrain.		
Str 24 (+17)	Dex 19 (+14)	Wis 21 (+15)
Con 21 (+15)	Int 7 (+8)	Cha 9 (+9)
Alignment evil		Languages –
Note: Re-flavored Vile Host from <i>Dragon Magazine</i> 373.		

Shadowmass Churner Component (level 21) Level 21 Skirmisher		
Medium shadow beast		XP 0
HP 86; Bloodied shadowmass components are always considered bloodied.		
AC 35, Fortitude 34, Reflex 32, Will 33		Initiative +0
Speed 8		Perception +15
Immune fear		Darkvision
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +26 vs. AC		
Hit: 4d6 + 15 damage, and the shadowmass churner component shifts 2 squares.		
M Keep Back • Recharge 5-6		
Attack: Melee 1 (one creature); +26 vs. AC		
Hit: 4d6 + 15 damage, and the target is pushed 2 squares.		
M Swirling Strike • Encounter		
Effect: The shadowmass churner component can shift up to 4 squares before making the attack and can shift up to 4 squares after making the attack.		
Attack: Melee 1 (one creature); +26 vs. AC		
Hit: 6d8 + 17 damage.		
Str 24 (+17)	Dex 19 (+14)	Wis 21 (+15)
Con 21 (+15)	Int 7 (+8)	Cha 9 (+9)
Alignment evil		Languages –
Note: Re-flavored Vile Host from <i>Dragon Magazine</i> 373.		

Shadowmass Smasher Component (level 21) Level 21 Soldier		
Medium shadow beast		XP 0
HP 86; Bloodied shadowmass components are always considered bloodied.		
AC 37, Fortitude 34, Reflex 32, Will 33		Initiative +0
Speed 6		Perception +15
Immune fear		Darkvision
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +26 vs. AC		
Hit: 4d6 + 15 damage, and the target cannot shift until the end of the shadowmass's next turn.		
M Devastating Slam • Recharge 5-6		
Attack: Melee 3 (one creature); +26 vs. AC		
Hit: 6d8 + 17 damage, and the target is pushed 3 squares and knocked prone.		
Str 24 (+17)	Dex 19 (+14)	Wis 21 (+15)
Con 21 (+15)	Int 7 (+8)	Cha 9 (+9)
Alignment evil		Languages –
Note: Re-flavored Vile Host from <i>Dragon Magazine</i> 373.		

Tenebrous Assassin (level 20)		Level 20 Skirmisher
Medium shadow humanoid (human)		XP 2,800
HP 186; Bloodied 93		Initiative +18
AC 32, Fortitude 31, Reflex 33, Will 32		Perception +16
Speed 6		Darkvision
TRAITS		
Unerring Focus		
The assassin never takes penalties to attack rolls it makes against its prey. If the assassin takes radiant damage, this trait no longer functions (save ends).		
STANDARD ACTIONS		
m Kukri (weapon) • At-Will		
Attack: Melee 1 (one creature); +25 vs. AC		
Hit: 3d8 + 13 damage, or 5d8 + 13 if the target is the assassin's prey.		
M Sunder From Sight (weapon) • Recharge 5-6		
Attack: Melee 1 (one creature); +25 vs. AC		
Hit: 3d8 + 13 damage, or 5d8 + 13 if the target is the assassin's prey.		
Effect: The target takes ongoing 10 damage, and it cannot be seen or targeted by its allies (save ends both).		
MINOR ACTIONS		
Shadow Prey • At-Will		
Effect: Ranged sight (one creature). The assassin designates the creature as its prey until the assassin designates another target or until the end of the encounter.		
TRIGGERED ACTIONS		
Shadow Leap (teleportation) • At-Will		
Trigger: An enemy other than the assassin's prey attacks the assassin.		
Effect (Immediate Reaction): The assassin teleports up to 6 squares to a square adjacent to its prey.		
Skills Acrobatics +21, Athletics +15, Stealth +21		
Str 11 (+10)	Dex 22 (+16)	Wis 12 (+11)
Con 18 (+14)	Int 11 (+10)	Cha 20 (+15)
Alignment evil Languages Common		
Equipment leather armor, 2 kukris		

Tenebrous Conjurer (level 20)		Level 20 Artillery
Medium shadow humanoid (human)		XP 2,800
HP 144; Bloodied 72		Initiative +15
AC 34, Fortitude 31, Reflex 32, Will 35		Perception +17
Speed 6		Darkvision
TRAITS		
Shadow Sphere • Aura 3		
Creatures without darkvision do not have line of sight outside the aura while in it, and creatures without darkvision do not have line of sight into the aura while outside it. If the conjurer takes radiant damage, the aura doesn't function until the start of the conjurer's next turn.		
STANDARD ACTIONS		
m Tomb Touch (necrotic) • At-Will		
Attack: Melee 1 (one creature); +23 vs. Reflex		
Hit: 3d10 + 11 necrotic damage, and the target gains vulnerable 10 necrotic (save ends).		
r Spectral Hand (cold, necrotic) • At-Will		
Attack: Ranged 15 (one creature); +25 vs. Reflex		
Hit: 2d10 + 12 damage, and ongoing 10 cold and necrotic damage (save ends).		
A Night Tendrils (force, necrotic, zone) • Encounter		
Attack: Area burst 2 within 15 (enemies in burst); +25 vs. Fortitude		
Hit: 2d10 + 10 damage, and ongoing 10 force and necrotic damage (save ends).		
Miss: Half damage.		
Effect: The burst creates a zone that lasts until the end of the encounter. Enemies have vulnerable 5 necrotic while in the zone. Allies treat radiant damage they take as necrotic damage while in the zone. As a minor action, the conjurer can move the zone up to 2 squares.		
Skills Arcana +15, Stealth +20		
Str 11 (+10)	Dex 20 (+15)	Wis 14 (+12)
Con 18 (+14)	Int 11 (+10)	Cha 22 (+16)
Alignment evil Languages Common		
Equipment robes, wand		

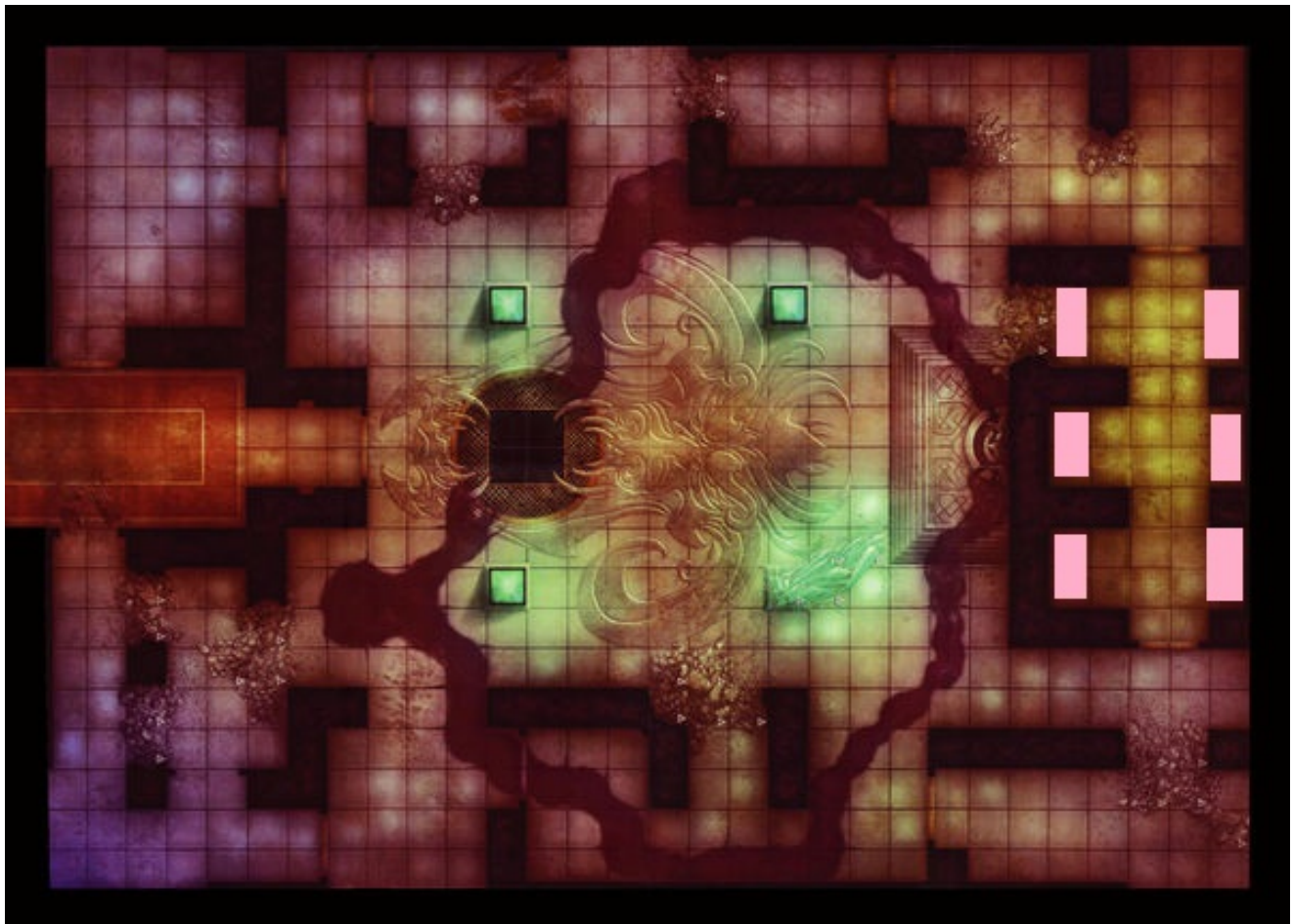
ENCOUNTER 4: FLIRTING WITH DISASTER MAP (ALL COMBATS)

MAP NEEDED

Cathedral of Blood, from *H1 Keep on the Shadowfell*

Note: This map is also found in *Fantastic Locations: Field of Ruin*, and is the *Dungeon of Blood* map from the D&D Miniatures game.

The PCs begin in the “carpeted” area on the left side of the map. The alcoves discussed in the adventure text are to the right side of the altar, indicated in pink.



REWARDS SUMMARY

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

EXPERIENCE POINTS AND BASE GOLD

All PCs earn at least the Minimum XP for playing the adventure. In addition, the Major and Minor Objectives are worth the listed XP awards if successfully completed (as determined by the DM, following the guidelines specified in the adventure). The PCs may be given partial awards if the DM determines that they completed part, but not all, of a given objective. Any character that died during the adventure receives 20% less XP than the rest of the party, unless there was a TPK, in which case the entire party presumably failed to achieve at least some of the listed objectives. Even with the 20% penalty, a character may not fall below the Minimum XP for the adventure.

ADVENTURE LEVEL 12

Minimum Possible XP: 1,280 XP per PC

Survive the Trip to the Maelstrom: +210 XP
Place the Portal Rods: +210 XP
Open the Portal: +700 XP

Maximum Possible XP: 2,400 XP per PC

Base Gold per PC: 1,600 gp
(Introduction: 800 gp, Encounter 4: 800 gp)

ADVENTURE LEVEL 14

Minimum Possible XP: 1,800 XP per PC

Survive the Trip to the Maelstrom: +300 XP
Place the Portal Rods: +300 XP
Open the Portal: +1000 XP

Maximum Possible XP: 3,400 XP per PC

Base Gold per PC: 2,750 gp
(Introduction: 1,375 gp, Encounter 4: 1,375 gp)

ADVENTURE LEVEL 16

Minimum Possible XP: 2,510 XP per PC

Survive the Trip to the Maelstrom: +420 XP
Place the Portal Rods: +420 XP
Open the Portal: +1,400 XP

Maximum Possible XP: 4,750 XP per PC

Base Gold per PC: 5,500 gp
(Introduction: 2,750 gp, Encounter 4: 2,750 gp)

ADVENTURE LEVEL 18

Minimum Possible XP: 3,600 XP per PC

Survive the Trip to the Maelstrom: +600 XP
Place the Portal Rods: +600 XP
Open the Portal: +2,000 XP

Maximum Possible XP: 6,800 XP per PC

Base Gold per PC: 11,000 gp
(Introduction: 5,500 gp, Encounter 4: 5,500 gp)

ADVENTURE LEVEL 20

Minimum Possible XP: 5,020 XP per PC

Survive the Trip to the Maelstrom: +840 XP
Place the Portal Rods: +840 XP
Open the Portal: +2,800 XP

Maximum Possible XP: 9,500 XP per PC

Base Gold per PC: 16,500 gp
(Introduction: 8,250 gp, Encounter 4: 8,250 gp)

TREASURE

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

A Treasure may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; multiple players may choose the same Treasure. Some of the listed Treasures may not be available if the PCs did not

complete the objective specified in the adventure to unlock that Treasure.

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

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

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

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

EACH PC SELECTS ONE OF THE FOLLOWING:

Adventure Level 12 and above:

Treasure A: Any Uncommon implement of the PC's level + 1 or lower from a player resource (level + 2 or lower if the PC has two or more previous favors from the Sand Kings and/or Harpers). The maximum level of the item is 20 regardless of the level of the PCs.

Found in Encounter 4 as a reward for successfully getting the portal sequence to the Sand Kings.

Treasure B: *deathsteel weapon +3** (level 12; *Gloomwrought*)

Found in Encounter 1

Treasure C: *shroud of ravens +3** (level 13; *Adventurer's Vault 2*)

Found in Encounter 4

Treasure D: *versatile spellbook** (level 11; *Adventurer's Vault 2*)

Found in Encounter 4

Adventure Level 16 and above:

Bundle E: *deathsteel weapon +4** (level 17; *Gloomwrought*)
Found in Encounter 1

Bundle F: *shroud of ravens +4** (level 18; *Adventurer's Vault 2*)

Found in Encounter 2 or 3

Generic Treasures:

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

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

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

AL 12: *unguent of darkvision* plus 650 gp

AL 14: *unguent of darkvision* plus 1,400 gp

AL 16: *unguent of darkvision* plus 3,150 gp

AL 18: *unguent of darkvision* plus 6,650 gp

AL 20: *unguent of darkvision* plus 10,650 gp

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

AL 12: 1,000 gp

AL 14: 1,750 gp

AL 16: 3,500 gp

AL 18: 7,000 gp

AL 20: 11,000 gp

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. It is not possible to earn both NETH06 and NETH07 in this adventure.

The PCs earn NETH05 if they successfully opened the portal.

NETH05 Favored of the Sand Kings

Your performance in the Malestrom has impressed the Sand Kings. They wish to help outfit you for your future adventures in hopes that you will continue to aid their cause. Choose any Uncommon potion or elixir (by name, not by type) from a player resource. You now have purchase access to this item. If the potion or elixir has effects that must be chosen at the time the potion is created, you may choose only one; for example, you cannot choose *potions of resistance* in general, but you may choose a *potion of resistance (necrotic)*. At the beginning or end of any adventure, you may purchase one copy of your chosen item with an item level no higher than your character level at the time of the purchase (so as you gain levels, you may purchase higher-level versions of your chosen item, if they exist). You pay full market price. Consumable items do not occupy found-item slots and do not count toward the total limit of Uncommon items you are allowed to possess.

The PCs earn NETH06 if Muriel is alive and free at the end of the adventure.

NETH06 Muriel's Thanks

What role Muriel may yet play in the machinations of the Harpers is yet to be discovered, but rest assured - she will always be ready to greet you as an honored friend and confidant. This counts as a favor with the Harpers meta-organization and may play a role in future adventures.

The PCs earn NETH07 if they kill Muriel.

NETH07 Shade Coin of the Shadow Caravan

For eliminating a spy in their midst, the Shadow Caravan has provided you with a shade coin in recognition of your service to the Empire of Netheril. If you already have a shade coin from any other Story Award, you do not gain a new coin. Instead, your existing coin is imbued with shadow magic. As long as you have the coin in your possession, you gain the following power. The magic is tied to the coin and your soul, so nobody else can use this power. The coin does

not cost you a found-item slot, but it does count toward the total limit of Uncommon items you may possess. It has no sale value. If your shade coin is already imbued with shadow magic that causes it to count toward the total limit of Uncommon items you may possess, you may either decline the benefit in this story award or replace the previous benefit with this one (indicate which on this certificate).

TRIGGERED ACTIONS

Miser's Soul • Daily (shadow)

You hoard your life energy with the cold, steely strength of a dozen misers.

Trigger: You are hit by an attack that causes you to lose (not spend) one or more healing surges.

Effect (No Action): You lose one less surge than the triggering effect specifies (minimum 0).

Special: This power may only be triggered by an attack that hits you and would cause you to lose one or more healing surges without providing any benefit to you or your allies.

The PC who wielded *Shadowbane* gains NETH08. If the PC already had a Concordance score with the artifact from NETH3-01, the character's current score at the end of this adventure "overwrites" the previous value.

NETH08 Concordance with *Shadowbane*

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

EVENT SUMMARY

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

If you run this adventure at home, or at a public event where the event organizer is not going to enter the survey data, please fill out the online survey. If you are at a convention, we recommend that each DM fill out the form on paper and deliver the filled in form to the Senior DM or Event Organizer, who can then answer the survey online.

<https://www.surveymonkey.com/s/NETH0302LFR>

The survey period closes on 01 September 2011. The adventure remains playable after that date, but Event Summary results are tabulated at the end of the survey period and that will be the official result for the campaign as a whole.

If played at a convention, what slot:

Table Number:

DM's Name:

1. What was Muriel's fate?

- a. The PCs let her go.
- b. The PCs revealed her status to the Sand Kings.
- c. The PCs revealed her status to the Netherese.
- d. The PCs killed her.
- e. Muriel died, but not at the hands of the PCs.

2. Did the PCs identify Muriel as an agent of the Harpers?

- a. Yes
- b. No

3. Did the PCs kill Davisa (the shadar-kai caravan member)?

- a. Yes
- b. No, they chose not to.
- c. No, it never occurred to them to try.

4. Did the PCs successfully open the portal?

- a. Yes, they defeated the monsters.
- b. Yes, they completed the Open the Portal skill challenge.
- c. No, but they did complete the Placing the Portal Rods skill challenge.
- d. No, and they did not complete the Placing the Portal Rods skill challenge.

5. Did the PCs enjoy the non-traditional combat encounter format of this adventure?

- a. Yes
- b. No, they thought it was too difficult.
- c. No, they thought it was too easy.
- d. No, they thought it was too confusing.
- e. No, for other reasons (tell us what!)

6. Did the DM enjoy the non-traditional combat encounter format of this adventure?

- a. Yes
- b. Yes, but it could be improved (tell us how!)
- c. No (tell us why!)

7. Did the party contain members of the Harpers meta-organization (or PCs who joined after the adventure)?

- a. Yes
- b. No
- c. Don't know / didn't ask

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

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

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

NEW RULES

DEATHSTEEL WEAPON

Level 2 +1 520 gp Level 17 +4 65,000 gp
 Level 7 +2 2,600 gp Level 22 +5 325,000 gp
 Level 12 +3 13,000 gp Level 27 +6 1,625,000 gp

Weapon: Any

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus of the enhancement bonus

Property: When you deal damage with a weapon attack using this weapon, the damage ignores necrotic resistance.

Reference: *Gloomwrought*

SHROUD OF RAVENS

UNCOMMON

Lvl 13 +3 17,000 gp Lvl 18 +4 85,000 gp
 Lvl 23 +5 425,000 gp Lvl 28 +6 2,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex and Will

Power (Daily * Polymorph): Immediate Reaction.

Trigger: You take damage from an attack. Effect: You transform into a cloud of screaming ravens until the start of your next turn. While transformed, you become insubstantial and gain a fly speed equal to your speed. In addition, you shift a number of squares equal to the shroud's enhancement bonus.

Reference: *Adventurer's Vault 2*

UNGUENT OF DARKVISION

UNCOMMON

Level: 11

Price: 350 gp

Other Consumable

Power (Consumable): Standard Action. Rub this unguent on your closed eyelids. You gain darkvision for 1 hour.

Reference: *Adventurer's Vault*

VERSATILE SPELLBOOK

UNCOMMON

Level: 11

Price: 9,000 gp

Wondrous Item

Property: Wizards can use this item as a spellbook.

Power (At-Will): Free action. Trigger: You finish a short rest. Effect: Replace one wizard utility power you prepared with a wizard utility power of the same level or lower from your spellbook that you didn't prepare. If it's an encounter power, you must replace it with another encounter power, and if it's a daily power, you must replace it with another daily power.

Reference: *Adventurer's Vault 2*

APPENDIX 1: LAST GRASP OF SHADOWBANE

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

Goals of the Last Grasp of Shadowbane:

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

Roleplaying the Last Grasp of Shadowbane:

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

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

Determining the Last Grasp of Shadowbane's initial wielder: Use the following steps to determine *Shadowbane's* wielder:

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

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

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

Pleased (16-20)

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

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

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

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

Satisfied (12-15)

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

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

Normal (5-11)

Unsatisfied (1-4)

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

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

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

Angered (0 or lower)

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

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

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

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

Moving On

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

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

PLAYER HANDOUT 1: A MISSIVE

You have found a note in your possessions. It is unclear how long it has been there, and nobody seems to be watching you to see if you have received it.

Brightest Light,

Greetings and warmest regards in these troubled times. Your successes in our past endeavors lead us now to a mission of utmost importance.

We have long been aware of a separatist movement within the borders of Sembia. Much of the once-proud nation is firmly under the control of the Shades of Netheril, but there are pockets of resistance not only within the cities and trade ports, but also within the Shadow Caravans that cross Faerûn to deliver goods and supplies. These Shadow Caravans also broker information to and from interested parties the world over, if only one knows how to inquire.

Your skills are much needed, although not in a martial capacity. Tenderness is wildly desired and a casual approach is required, lest we ward off our contacts. We would like you to keep an eye on a particular female in the Shadow Caravan. While we cannot reveal her name at this time, we can tell you with confidence that

this guide is of slight build and wears a wickedly spiked shiv tattoo upon her right shoulder.

Root out this guide and make good with your powers of persuasion. She does not need to be brought into the fold, merely shown that the services she renders would be wisely shared.

As always, may the gods watch over your efforts. Whatever additional assistance you require will be left to your discretion and ability to gather. And most importantly, do not forget: The dove speaks of bitter water in that well, and so listens to wiser heads like Sarkyn.

M.

PLAYER HANDOUT 2: ASHURTA'S SUMMONS

A messenger dressed in the style of the Bedine nomads has delivered the following note to you. It is addressed to you by name.

Hail and well-met! You have been referred to me by one of your previous employers who lives in the light and feels that you would continue to do good work.

Time is stretched far too thin for me and my friends. Our resources are woefully low and inadequate for our needs in a particular endeavor. Although I may lead the Sand Kings for the time being, it is only with the efforts of those as intrepid as yourselves that we enjoy the successes we are fortunate enough to find.

I write to you from beneath the sight of Cormyr, although I do not reside in the kingdom itself. Find the purple banner above the kingdom of sand and beneath the heel of shade and you will find me.

I must speak with you inside of the next two days. Ride hard, my friends, and be prepared – the journey to follow will be swift and dangerous, with little time for preparations beyond our hastily-spoken missive.

Find me, that we may find one day soon find the blazing warmth of freedom from Netheril.

Your companion in the sand,

Ashurta

PLAYER HANDOUT 3: LAST GRASP OF SHADOWBANE

This artifact is a flawlessly crafted, weighty sword that shines with its own internal light. The opal pommel stone shines or grows dull depending on the sword's mood.

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

Critical: +4d6 radiant damage, or +4d12 radiant damage against shadow creatures

Property: Any PC who is proficient with military weapons is proficient with *Shadowbane*.

Property: You gain a +1 item bonus to Athletics checks, Insight checks, and Religion checks.

Property: You gain a +1 item bonus to attack rolls and damage rolls against shadow creatures.

Property: You are immune to fear effects and gain resist 10 necrotic.

Property: When making an attack using a power granted by *Shadowbane*, you can apply the modifier of your highest ability score instead of the primary ability modifier normally used by the power.

Power (At-Will): Standard Action. You can use *holy strike* (paladin 1).

Power (Encounter): Standard Action. You can use *divine reverence* (paladin 7), applying *Shadowbane's* enhancement bonus as if it were a holy symbol.

Power (Daily): Standard Action. You can use *hand of the gods* (paladin 17), applying *Shadowbane's* enhancement bonus as if it were a holy symbol.

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

Goals of *Last Grasp of Shadowbane*:

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

Holy Strike

Paladin Attack 1

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

At-Will; Divine, Radiant, Weapon

Standard Action; Melee weapon

Target: One creature

Attack: Strength vs. AC

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

Published in *Player's Handbook*, page 92.

Divine Reverence

Paladin Attack 7

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

Encounter; Divine, Implement, Radiant

Standard Action; Close burst 1

Target: Each enemy in burst

Attack: Charisma vs. Will

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

Published in *Player's Handbook*, page 94.

Hand of the Gods

Paladin Attack 17

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

Encounter; Divine, Implement, Radiant

Standard Action; Close burst 1

Target: Each enemy in the burst

Attack: Charisma vs. Fortitude

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

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

Published in *Player's Handbook*, page 97.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:
NETH3~2 FLIRTING WITH DISASTER

NETH05 Favored of the Sand Kings

Your performance in the Malestrom has impressed the Sand Kings. They wish to help outfit you for your future adventures in hopes that you will continue to aid their cause. Choose any Uncommon potion or elixir (by name, not by type) from a player resource. You now have purchase access to this item. If the potion or elixir has effects that must be chosen at the time the potion is created, you may choose only one; for example, you cannot choose *potions of resistance* in general, but you may choose a *potion of resistance (necrotic)*. At the beginning or end of any adventure, you may purchase one copy of your chosen item with an item level no higher than your character level at the time of the purchase (so as you gain levels, you may purchase higher-level versions of your chosen item, if they exist). You pay full market price. Consumable items do not occupy found-item slots and do not count toward the total limit of Uncommon items you are allowed to possess.

Item chosen: _____

NETH06 Muriel's Thanks

What role Muriel may yet play in the machinations of the Harpers is yet to be discovered, but rest assured - she will always be ready to greet you as an honored friend and confidant. This counts as a favor with the Harpers meta-organization and may play a role in future adventures.

NETH07 Shade Coin of the Shadow Caravan

For eliminating a spy in their midst, the Shadow Caravan has provided you with a shade coin in recognition of your service to the Empire of Netheril. If you already have a shade coin from any other Story Award, you do not gain a new coin. Instead, your existing coin is imbued with shadow magic. As long as you have the coin in your possession, you gain the following power. The magic is tied to the coin and your soul, so nobody else can use this power. The coin does not cost you a found-item slot, but it does count toward the total limit of Uncommon items you may possess. It has no sale value. If your shade coin is already imbued with shadow magic that causes it to count toward the total limit of Uncommon items you may possess, you may either decline the benefit in this story award or replace the previous benefit with this one (indicate which on this certificate).

TRIGGERED ACTIONS

Miser's Soul • Daily (shadow)

You hoard your life energy with the cold, steely strength of a dozen misers.

Trigger: You are hit by an attack that causes you to lose (not spend) one or more healing surges.

Effect (No Action): You lose one less surge than the triggering effect specifies (minimum 0).

Special: This power may only be triggered by an attack that hits you and would cause you to lose one or more healing surges without providing any benefit to you or your allies.

NETH08 Concordance with Shadowbane

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

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

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

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

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

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

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

Player Name	WIN/DCI Number
1	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
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DUNGEONS & DRAGONS

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

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DUNGEONS & DRAGONS

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

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