

# SEEK AND DESTROY

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

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It's time to finish the job you and the Sand Kings have started: the infiltration and assassination of a major Netherese agent. But is a direct assault the best path to take - both literally and morally? A *Living Forgotten Realms* adventure set in Netheril for characters of the Paragon tier (levels 11-20). This adventure is the third and final part of the *Sand and Shadows* Major Quest, which began with NETH3-1 and continued with NETH3-2. We strongly recommend that you play the three parts of this series 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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## 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 supports 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. Heroic-tier and Epic-tier characters may not play this adventure.

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

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

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

## FAILING TO DEFEAT AN ENCOUNTER

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

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

## CHARACTER DEATH

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

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

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

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

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

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

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

## MILESTONES

Whether the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest. Some encounters do not count toward a milestone, usually because they are pure 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

The Sand Kings have sought and secured the aid of adventurers to assist in their fight against the Princes of Netheril. In *NETH3-1*, the PCs traveled to a temple of Selune in the Star Mounts to acquire a relic, *Last Grasp of Shadowbane*. In *NETH3-2*, the PCs escorted a caravan to Shade Enclave in order to acquire the portal sequence that would be needed later to access the flying city.

The Sand Kings have learned that one of the Princes of Netheril, Yder Tanthul, has been preoccupied of late so they are hoping his defenses have waned as well. They are also fairly certain he is within Shade Enclave and therefore may be vulnerable to attack so they have hired the PCs to assassinate him. Elimination of the Shade Prince would be a strong victory for the free peoples of Faerun.

What the PCs may not be aware of is that Yder is currently one of only a few Princes who is advocating for caution in the expansion of the Netherese Empire. During their quest to assassinate Yder, the PCs may learn that the Sand Kings' plan risks expanding the Ordulin Maelstrom, a portion of the Shadowfell that has been forced into Toril, beyond the ruins' borders. Yder Tanthul directly prevents this catastrophe (after all, if the Maelstrom consumes all of Sembia, the Empire of

Netheril will lose power). However, the Sand Kings (being somewhat questionable characters themselves) consider the eventual destruction of Sembia to be an acceptable loss in the battle against the Netherese. Yder recognizes the danger of the Shadowstorm for all creatures, including himself, and therefore has been focusing his attention on rituals and actions to keep it under control.

The players must make a difficult choice in this adventure. If the PCs decide to complete the task given them by the Sand Kings, they are likely to see repercussions throughout Faerun as the Maelstrom spreads out of control. Should the PCs choose not to complete their original mission, they will leave alive a powerful agent of Netheril. As to which of these would be the lesser evil, perhaps there is no right answer, but these kinds of decisions must be made by those who would change the world in the Paragon tier.

## DM's INTRODUCTION

Before you start the game, find out if any of the PCs have any of the following Story Awards and/or organizational affiliations that may affect the progression of the adventure:

- Membership in the Harpers meta-organization.
- 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 indicating Concordance with the artifact *Last Grasp of Shadowbane*, including **NETH04 Shadowbane's Concordance** from *NETH3-1* and **NETH08 Shadowbane's Concordance** from *NETH3-2*.

Ashurta, the leader of the Sand Kings, has approached the PCs for assistance in penetrating Shade Enclave. She believes the time is now to take the fight to Shade Enclave, striking a critical blow in the fight against the Netherese - assassinating one of the twelve Shade Princes. Ashurta lets the PCs know that their target, Yder Tanthul, is one of the most vocal Shade Princes said to be soliciting support for invasion of Loudwater (also for wiping out the Sand Kings, but Ashurta believes

the Loudwater explanation to be more inspiring to adventurers). Ashurta hires the PCs to infiltrate Shade Enclave (using a portal that the Sand Kings gained access to during NETH3-2), find Yder, and destroy him in a manner that prevents the Netherese from raising him, bringing proof back to the Sand Kings of this accomplishment. Ashurta is not able to provide much information on Shade Enclave or Yder, as none in her group have directly encountered the city or the prince, but she is able to provide the PCs with *Last Grasp of Shadowbane*.

The adventure begins with the PCs' arrival in Shade Enclave via portal. They must get their bearings and locate the estate of Yder Tanthul while not drawing attention to themselves. During this time, they may obtain additional information about their target and his current activities. Upon locating and reaching the prince's estate, PCs must negotiate past his guards and wards to confront the Shade Prince himself. Given a chance, Yder advises PCs of some reasons they should leave him in peace. PCs must then decide whether to attempt to eliminate the Shade Prince or leave the enclave. If they do not eliminate Yder Tanthul, they meet with some agents of a rival prince who was hoping the PCs would eliminate Yder and has sent this group to punish them for their failure.

### 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

*Whether through personal experience or the recommendations of mutual contacts, your names have come to the attention of Ashurta, the leader of the Sand Kings. She contacted you with a promise of a mission that would strike at the heart of the shadowy Empire of Netheril - and that she would pay you well for carrying this mission out. Perhaps her offers intrigued you, or perhaps you had your own motivations, because now you find yourself in Urmlaspyr listening to her plan.*

Ashurta reveals the following information to the PCs:

- Through the work of adventurers (potentially the PCs, if they played NETH3-2) the Sand Kings have gained the portal sequence to the teleportation circle in Shade Enclave, the capital city of the Empire of Netheril.
- Through espionage, Ashurta has been able to determine that one of the Shade Princes, Yder

Tanthul, has been spending much of his time in his private workshop, where he may be vulnerable to attack.

- Through the efforts of Dernan Moonbrow and with the assistance of adventurers (again, potentially the PCs if they played NETH3-1) Ashurta has been able to secure the services of a powerful anti-shadow artifact, *Last Grasp of Shadowbane*.
- Ashurta wants the PCs to go into Shade Enclave, find Yder, and slay him.
- If asked why the Sand Kings are trying to assassinate a Shade Prince, Ashurta appears genuinely confused by the question. She explains that the Netherese are oppressive conquerors, and that any effort to strike against them, especially their well-guarded leadership, is good for the free peoples of the world.
- Ashurta refuses to provide any payment in advance - to do so would be to fund the Netherese Empire should the PCs be slain during their mission. She does, however, offer the PCs the following monetary reward when they return, and is willing to show the PCs the money to prove that she has the promised funds:
  - AL 12: 800 gp
  - AL 14: 1375 gp
  - AL 16: 2750 gp
  - AL 18: 5500 gp
  - AL 20: 8250 gp

The following information is known about the Empire of Netheril, Shade Enclave, and Yder Tanthul:

- The current Netherese Empire is a shadow (literally and figuratively) of ancient Netheril. Those who now rule Netheril avoided the destruction of their empire by escaping into the Shadowfell.
- The Netherese returned from the Shadowfell in 1372 DR, their empire reduced to a single city (Shade Enclave). They have conquered the lands of Anauroch, to the point that the Bedine nomads who live there now consider themselves Netherese. The lands of Sembia (including Featherdale, Scardale, and Tasseldale) live under oppressive Netherese rule.
- Shade Enclave, the capital city of Netheril, is suspended by magic above the Scimitar Spires. Its people are descended from the ancient Netherese wizards who saved the city from Karsus's Folly two millennia ago. Most of the Netherese in the city are human, but a couple hundred shades live in the city of 35,000, and many shadar-kai live in the city, having begun to

appear spontaneously in the generation following Shade Enclave's exit from the Shadowfell.

- The worship of any deity other than Shar is strongly discouraged in Netherese-controlled territories. Most Bedine have converted to the worship of Shar. Savvy Sembians know that worshipping as the Netherese do gives them a trade advantage, and worship of any other deity is strictly forbidden in Shade Enclave.
- The Empire of Netheril and Shade Enclave are ruled by the Twelve Princes, ancient wizards infused with shadow energy who saved the city from the original empire's fall. These twelve wizards still live, their bodies and souls infused with shadowstuff.
- If there are internal politics among the Twelve Princes, such divisions do not extend beyond the borders of Netheril. The Twelve Princes present a unified front with regard to policy decisions and administration of the Empire.
- Yder Tanthul is one of the Twelve Princes, and serves as the chief templar of the Dome of the Night, a major worship site dedicated to Shar in the city of Shade Enclave.

Ashurta is not able to answer any questions about the challenges the PCs may face in Shade Enclave, nor is she able to pinpoint Yder's exact location in the city. As a heavily guarded flying city, Shade Enclave is very difficult to penetrate; the Sand Kings are lucky to have gotten as far as they have.

Once the PCs agree to take on the mission, Ahurta presents them with *Last Grasp of Shadowbane*, and the artifact selects its favored wielder based upon the information in the Appendix.

Ashurta is ready to open the portal to Shade Enclave whenever the PCs are prepared to depart. She gives the PCs a scroll of Linked Portal to use to return to Urmlaspyr when their quest is complete. She warns them that Yder's estate may be warded against teleportation, and that the only area she knows of in Shade Enclave where it is safe to teleport out is the merchant district.

The PCs may, if they wish, take an extended rest or make other preparations before leaving; time is not critical until the PCs arrive in the city, but once the mission starts, the PCs are on the clock. Proceed to Encounter 1 when everyone is ready.

## SHADOWBANE

Upon meeting (or becoming reacquainted with) its wielder, *Shadowbane* begins to communicate its desires telepathically. PCs who have wielded *Shadowbane* in previous adventures note that now the artifact seems to be less verbally aggressive and more focused; being near to the end of its quest to kill Yder Tanthul is giving it a renewed and more direct sense of purpose.



## ENCOUNTER 1: FINDING A PRINCE

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

### SETUP

Once the ritual is complete, the PCs find themselves in Shade Enclave. The city is not a welcoming place to outsiders, and it is critical that the PCs discover where Yder is hiding before they are themselves discovered.

**Note:** This skill challenge departs from the traditional skill challenge format in several important ways.

- Because modifications to the fight with Yder are based upon how many failures the PCs have in this challenge as well as whether or not they were successful as a whole, it is important that you track how many failures the PCs have in this skill challenge. Once they reach three failures, however, things can't get any worse (so you can stop counting).
- The PCs have the option to seek further information in Scene 2 after they have achieved the two primary skill successes needed to proceed to the next scene. Be sure that the PCs are aware that they can seek additional information, but that it takes more time and that they may give Yder time to prepare for their arrival if they do so.
- Because time is of the essence and groups of adventurers travelling together might be noticed by guards, it is unwise to have all PCs travelling together. As a result, barring specific reasonable plans on the part of the PCs, no more than one assist should be allowed on any skill check after Scene 1, unless otherwise noted.

### SKILL CHALLENGE: FINDING A PRINCE BEFORE HE FINDS YOU

**Goal:** The PCs attempt to locate Shade Prince Yder Tanthul's estate without drawing attention to themselves. Along the way, they may learn about his defenses and the consequences of the successful completion of their mission.

**Complexity:** 3 (8 successes before 3 failures)

**Primary Skills:** See individual scenes

**Secondary Skills:** See individual scenes

**Victory:** The PCs are able to locate Yder without drawing undue attention to themselves.

**Defeat:** The PCs still locate Yder, but he is aware of them, leading to increased difficulty in Encounter 3.

### SCENE 1: WELCOME [ONE CHECK REQUIRED, REGARDLESS OF SUCCESS OR FAILURE]

Immediately upon arriving in Shade Enclave, the PCs must explain who they are and why they have come. Depending on how well-known some or all of them are as friends or enemies of the Netherese Empire, this could be rather easy... or rather difficult.

*As the magic of Ashurta's Linked Portal ritual fades, you find yourselves in the center of a teleportation circle in a dark building with no windows. A pair of bored-looking guards ask you your reasons for visiting the city. For all the military efficiency of the Netherese as conquerors, the guards do not seem disturbed by your arrival; after all, the city has numerous failsafes, and it is unlikely that someone who is not supposed to be here would find their way in.*

**Bluff or Diplomacy [Moderate DC]** (1 success, unlimited assists)

Only one PC needs to explain to the guards who the members of the group are and why they have come to Shade Enclave. Each PC must be individually identified, even those who do not themselves intend to speak. The more notorious the various members of the party are among the Netherese, the harder this check becomes.

The PC making the check takes a -2 penalty for *each and every Story Award carried by each and every member of the party* marking that PC as an enemy of Netheril. For example, if two PCs have the same award, that award counts twice (imposing a -4 penalty). The penalty is cumulative (if one character has three such awards, that character alone is worth a -6 penalty). If the PCs with such Story Awards thought to disguise themselves before passing through the portal, you may choose to limit or waive the penalties, depending on the type and quality of the disguise adopted by each character.

The PC making the check takes a further -5 penalty if any PCs are a member of the Harpers meta-organization, even if disguised. Yder maintains a list of known Harpers and makes sure that the guards are actively watching for these individuals. This penalty is not cumulative if multiple PCs are members.

Any PC who possesses a Shade Coin may present it to the guards. Treat this as a +10 bonus, offsetting penalties caused by Story Awards or Harper membership. (Those carrying coins are allies; but even allies must explain themselves when they travel with enemies, so possession of a coin is not an auto-success for the entire group.)



Each other character in the party may attempt to assist the character making the primary skill check. These attempts can be made with either Bluff (acting nonchalant when questioned) or Diplomacy (assuring the guards that any past "misunderstandings" were exactly that).

If the PCs succeed on this check, they are able to move around the city more easily. Failure does not mean that the PCs are arrested or cannot proceed into the city; they would easily overpower these particular guards, and the guards know it. Instead, the guards alert the city watch after the PCs leave, putting the city into a heightened state of alert. All social skill checks made by all characters for the remainder of this encounter suffer a -2 penalty, and the PCs will need to score two additional successes to get into Yder's manor house in the final scene of this encounter.

## **SCENE 2: CITY OF SHADE [TWO SUCCESSES REQUIRED; FURTHER ATTEMPTS OPTIONAL]**

In this scene, the PCs determine the location of Yder's estate, and have the opportunity to learn more information about the goings-on of the Netherese capital city.

*Looking around the city, it appears that living in the capital of an oppressive empire has its benefits. The city's high spires and obsidian walls give it a haunting beauty that rivals even that of Myth Drannor. The streets are clean, and while the roads are crowded, the citizens of Shade Enclave seem to pass one another courteously and peaceably. Almost everyone on the streets is human. The non-human members of your group cause one or two double-takes, but nobody challenges your right to be here.*

The PCs are able to take any actions that one would normally be able to take as visitors to a heavily guarded capital city. If they want to take in the sights, allow them to for a small time, but remind them that they are trying to get to Yder's estate before he learns of their presence.

During their attempts to find Yder's estate, the PCs may attempt some checks multiple times in an effort to get more information about Yder's guards, abilities, and actions. Let the PCs know when they have reached two successes in this scene and inform them that they may look for further information using Intimidate or Streetwise as described below (although successes beyond the first two in this scene do not contribute to the overall success of the skill challenge, and a penalty still exists for failure).

## **History [Hard DC] (1 success; 1 maximum)**

The PC recalls that during the Fall of Karsus, the Shade Princes were already gathered together when they cast the ritual to shift Shade Enclave into the Shadowfell. This suggests that all the Shade Princes live in relatively close proximity to one another.

## **SHADOWBANE**

Once in Shade Enclave, *Shadowbane* directs its wielder to keep an eye out for shades and shadar-kai. While the PCs do not by default interact with any in this skill challenge (and it is unwise to try to find some to kill in the middle of a city while trying to maintain a low profile), the sword does use this opportunity to remind its wielder that any allies with the shadow origin have a conflict of interest between the party and their natural allies in Netheril. *Shadowbane* suggests that eliminating these party members now might save them being stabbed in the back later.

It is not expected that the wielder will actually turn on his or her allies, but ignoring the artifact's urgings does cause the wielder to incur the standard penalty to Concordance associated with willingly allowing a shadow creature to live. This interaction is intended to give the PC a very clear view of the sword's bloodthirsty nature.

## **Insight [Moderate DC] (not a success or failure; 1 time maximum in this scene)**

PCs may use an Insight check to negate a single failure during this scene. PCs who are in possession of a Shade Coin gain a +2 bonus on this check.

## **Intimidate or Streetwise [Moderate DC] (1 success; 2 maximum)**

A PC with a story award indicating disfavor with Netheril or the Church of Shar takes a -1 penalty to Streetwise for each award and gains a +1 bonus to Intimidate for each award.

On the first success, the PC is shown Yder's coat of arms, which helps to identify his home once the right area of the city is found.

The second success reveals that Yder's home is in the High District of the city, and that it is gated and guarded to prevent outsiders (like the PCs) from coming in.

**Intimidate or Streetwise [Moderate DC]** (not a success or failure; supplemental checks after obtaining two successes in this scene)

After obtaining two successes in this scene, the PCs have the option to continue attempting Intimidate and/or Streetwise checks to learn more information about Yder and his guards. These checks do not contribute successes toward the skill challenge, but failing these checks does accumulate failures as though the PC had failed at a check with a primary skill. Each check after the first takes a cumulative -2 penalty as the city's residents become increasingly suspicious of outsiders asking so many questions.

A PC who possesses a Shade Coin automatically succeeds at the first check in this series.

A PC with a story award indicating disfavor with Netheril or the Church of Shar takes a -1 penalty to Streetwise for each award and gains a +1 bonus to Intimidate for each award.

First success: An off-duty guard reports that Yder is constantly busy with a large-scale ritual of some kind that requires his regular attention.

Second success: PCs learn of an assault on a group of servants in a Sembian inn frequented by a servant who usually works at Yder's home in Selgaunt (which he has not been to in some time). The attackers are described as Bedine separatists, and their descriptions are consistent with those of the Sand Kings. During the attack all the customers (most of whom were not affiliated with Yder) except two were murdered and the establishment was trashed. The two not immediately killed went missing and were later found dead, their bodies showing evidence of torture.

Third success: Yder employs only those favored by shadow (shades and shadar-kai) as his personal guards. His estate is said to be guarded by Shadovar knights as well as their "pets".

Fourth success: Interaction with common folk reveals respect for Yder, who is known to be true to his word. A little questioning of the speaker's feelings about the Shade Princes in general reveals a greater fear of the Sand Kings, who are said to regularly attempt to incite the populace of Netheril (although not necessarily Shade Enclave) to riot in an effort to destabilize the region.

### **SCENE 3: ENTERING THE HIGH DISTRICT [ONE SUCCESS REQUIRED]**

Yder's manor is located in the High District of Shade Enclave, an area that is typically off-limits to those who are neither a Shade Prince nor in their employ. The PCs need to convince the gate guards to let them in, or find a way to sneak in.

A PC who has more than one Story Award that grants a Shade Coin automatically succeeds at this check; such honored individuals are let in without any hassle.

A PC with any Story Award indicating them as an enemy of Netheril or the Church of Shar may not attempt an individual check to complete this scene; if all PCs have such an award, the party must attempt the group Stealth/Thievery check as the guards will never permit them entry to the district.

### **Bluff [Moderate DC]** (1 success; 1 maximum)

Clearly, the PCs are interviewing for a mercenary job with a Shade Prince. If the gate guard hasn't heard of any interviews, that's obviously because the Prince is trying to keep that a secret. You wouldn't want to leak a Prince's secret mission to the commoners, would you?

### **Diplomacy [Hard DC]** (1 success; 1 maximum; also requires paying a bribe of AL x 500 gp)

The guards are not unfamiliar with Sembian merchants who want special access to the Shade Princes, and are willing to listen to the appropriate motivation (although it is by no means a guarantee).

### **Stealth or Thievery [Easy DC]** (1 group success; 1 maximum)

Every wall has a hole if you know where to find it... or how to make your own. The PCs may attempt a group skill check to sneak into the district. Each character must attempt the check, but may use either skill to contribute to the group effort. The group check succeeds if at least half the PCs succeed.

### **SCENE 4: FINDING THE RIGHT HOUSE [TWO SUCCESSES REQUIRED]**

Once the PCs are in the High District, they must determine which of the twelve manor homes belongs to Yder.

### **Arcana [Hard DC]** (2 successes; unlimited assists; available only if the PCs acquired the first success on the supplemental checks in Scene 2)

Recalling that Yder was working on sustaining a large-scale ritual, the PCs are able to identify which manor house has an ambient arcane aura that matches the guard's description of the ritual. Since all of the Shade Princes are powerful arcanists, every house has a strong aura; thus it requires two successful skill checks to complete this scene using only Arcana.

**History [Moderate DC]** (1 success; 1 maximum; no assists)

The PC recalls some details of Yder's coat of arms, which they learned about in Scene 2, helping to narrow down the possible choices.

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

The PC overhears a guard mentioning Yder as his employer, and is able to follow the guard a brief distance in the direction of Yder's home.

Optional follow-up: **Stealth [Moderate DC]** (1 success; 1 maximum; no assists): The PC is able to follow the guard all the way to Yder's manor.

**Streetwise [Moderate DC]** (1 success; no maximum)

Asking around will get you information about which servant you've talked to works where, which helps you narrow things down.

#### **SCENE 5: INFILTRATING YDER'S ESTATE [EITHER ONE SUCCESS OR THREE SUCCESSES REQUIRED]**

The PCs have located and reached the neighborhood of the Shade Prince's estate and now must get onto the grounds unnoticed. There is a guarded outer perimeter (this scene) plus a walled courtyard around the house (which is where Encounter 2 begins).

This scene is much harder if the PCs were unsuccessful in Scene 1, because the guards have been warned to watch out for enemies of the state trying to infiltrate the city. The PCs must make three successful skill checks in this scene if they failed at Scene 1. If they succeeded at Scene 1 and haven't done anything else to draw undue attention to themselves while moving about the city, then they only need one success to complete this scene and complete the skill challenge.

If the PCs need three successes in this scene, then try to improvise a sequence of events where each success gets them a little bit closer to the manor, but then one more obstacle presents itself. The PCs not only have to get through the gate, they also have to make their way across the estate toward the house itself without being detected or suspected.

**Bluff [Easy DC]** (group check; 1 success; no maximum)

The PCs attempt to fake or prove their legitimacy to the guards. PCs with a Story Award granting a Shade Coin grant the group a +2 bonus to this check for each such award. The bonus is cumulative.

**Insight [Moderate DC]** (not a success or failure; 1 maximum in this scene)

PCs may use an Insight check to negate a single failure during this scene. PCs who are in possession of a Shade Coin gain a +2 bonus on this check.

**Stealth or Thievery [Easy DC]** (group check; 1 success; no maximum)

Each character must attempt the check, but may use either skill to contribute to the group effort. The group check succeeds if at least half the PCs succeed.

The PCs are able to sneak past the outer guards without attracting notice.

## **ENDING THE ENCOUNTER**

Whether or not the PCs succeed at the skill challenge, they eventually find their way to Yder's estate. If the PCs succeed at the skill challenge, they are able to make it to the estate with limited information about their interest coming to Yder's ears.

### **MILESTONE**

This encounter counts toward a milestone. Finding and entering Yder's estate completes a Minor Objective worth 210 / 300 / 420 / 600 / 840 XP per PC.

### **TREASURE**

The PCs do not find any treasure in this encounter.

## ENCOUNTER 2: SERVANT

ENCOUNTER LEVEL 14/16/18/20/22  
(5000/7400/10000/14800/20150 XP)

### SETUP

This encounter includes the following creatures:

**Naramus** (N)

**Netherese defiler** (S)

**2 dark abductors** (D)

**shadow watcher** (W)

Unless the PCs have done something completely insane, they are now inside the outer gates of the manor. In order to reach the house itself, they must first pass through a walled and guarded courtyard.

Despite the PCs' best efforts, Yder has divined that the Sand Kings were sending a group to assassinate him (although he did not know exactly when), and has tasked one of his more powerful servants to delay them.

If the PCs try to scout the area, note that the area surrounding the gate is shrouded in darkness, and any light source would almost certainly give them away. PCs with darkvision who want to scout are more than welcome to. However, the walls are protected by a ritual that silently alerts Naramus to the intrusion. This ritual was created by an Epic-tier caster. It can be disabled only with a DC 45 Arcana or Thievery check and can be avoided only with a DC 45 Stealth check (it was cast by a Chosen of Shar and designed to protect Yder from intrusion by his brothers). If the PCs trip the alarm by attempting to enter the courtyard by a means other than the gate, modify the read-aloud text below to adjust for the candle being unlit. If the PCs have active light sources, don't read the bracketed text at the end of the last sentence.

When the PCs pass through the gate, read or paraphrase the following:

*Although you have breached the estate's perimeter guards, a large walled courtyard surrounds the main house itself. The entrance is through a pair of gates flanked by watch towers, but these gates are open ... as if your arrival was expected. The only furniture is a small table, atop which rests a lone candle providing meager illumination.*

*In the shadows you see a man dressed in servant's attire. In the gloom beyond are obvious signs of other creatures stirring. The servant cracks a slow, small smile. He waves his hand, and the candle is*

*extinguished [plunging the courtyard into complete darkness].*

If the PCs do not have their own active light sources, the area is plunged into complete darkness when the candle goes out. While Naramus is standing in the center of the courtyard, the other monsters have taken up more defensible positions. The shadowphage is atop the watch tower, the dark abductors are in the doorways to the servant's quarters, and the shadow watcher is using one of the corners of the courtyard to mask its natural ability to darken his surroundings. These creatures move to attack as soon as the candle is extinguished.

### SHADOWBANE

*Shadowbane* is extremely eager to attack Naramus and the other guards; it feels that it is nearing its goal. Throughout the combat, the blade encourages its wielder to pursue and punish any creature who tries to back away from him or her.

The artifact's fanaticism should appear to be growing during the combat, and this may have a mechanical effect on its wielder. If the artifact's the wielder is dominated by a shadow creature during this encounter and has attained a Concordance ranking of Satisfied or Pleased, *Last Grasp of Shadowbane* allows its wielder to make saves against the effect at the beginning of his or her turn instead of at the end of his or her turn.

## FEATURES OF THE AREA

**Illumination:** There are no natural sources of light; those provided by the PCs may be negatively impacted by the auras and abilities of Naramus and the dark watcher(s).

**Main Building:** The walls of the main great hall are 45 feet tall (9 squares) and are rough and slippery, requiring a DC 25 Athletics check to climb.

**Walls:** The walls are 35 feet tall (7 squares), made of a smooth, slippery obsidian that seems to absorb light. These can be climbed with a DC 30 Athletics check.

**Servant Quarters:** The servant quarters are 25 feet tall (5 squares), made of the same fine obsidian as the rest of the home. The Quarters are connected to both the main building and the Watch Towers by interior hallways.

**Watch Towers:** The watch towers at each corner of the walls are 40 feet tall, finely polished (DC 30 Athletics to scale). Due to the crenellations on the edge of the towers, Medium or smaller creatures standing on the towers have cover from creatures at ground level

(prone creatures have superior cover). The entrance to each can be found at the interior base of the tower, or by accessing the hallways found in the Servant Quarters. The door to each tower is barred from the inside and requires a DC 20 Strength check to break.

**Pools of Water:** The pools of water on the street tiles are difficult terrain. A creature may attempt to ignore the movement penalty for difficult terrain (moving through these squares at normal speed) with a DC 20 Acrobatics check; failing this check causes the creature to fall prone.

## TACTICS

NOTE: This encounter features overlapping auras and abilities that reduce the light in the area. These auras and abilities stack; the PCs may find themselves with multiple areas of total darkness during the battle.

Naramus's goal is to slow down the PCs to allow his lord time to prepare. Naramus uses *benighted presence* in combination with the abilities of the shadow watcher to keep the PCs in the dark as much as possible.

The shadow watcher targets PCs that appear to be doing a large amount of damage. It uses the darkness provided by the overlapping effects of its aura and Naramus's to avoid opportunity attacks as it enters its prey's square. It dominates PCs as frequently as possible.

The Netherese defiler remains atop the watch towers and uses his height advantage and the crenellations to maximize cover, attacking from relative safety. If it appears he will be overrun, he uses *dimension door* to teleport someplace safe.

The dark abductors gang up on any PC who looks vulnerable (particularly one who seems unable to see the abductors due to darkness). They always strive to attack with combat advantage.

## SCALING THE ENCOUNTER

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

**Four PCs:** Remove one dark abductor.

**Six PCs:** Add another shadow watcher.

## ENDING THE ENCOUNTER

Once the PCs have defeated Naramus, any remaining enemies make their escape, ending the encounter. The PCs are free to continue to their destination. If the PCs take one or more short rests at this point, keep track of the number of short rests taken; this affects the monsters and traps in Encounter 3.

## SHADOWBANE

While the artifact would prefer that the PCs pursue and kill every fleeing foe, refraining from pursuing fleeing enemies does *\*not\** count as willingly allowing a shadow creature to live for the purposes of determining *Last Grasp of Shadowbane's* Concordance score.

## MILESTONE

Defeating Yder's guards completes a Minor Objective worth 210 / 300 / 420 / 600 / 840 XP per PC. This encounter completes a milestone (combined with the skill challenge of Encounter 1, regardless of success or failure).

## TREASURE

Naramus wears *imposter's plate* +3 (+4 at Adventure Level 14 and above) and carries the following coin:

AL 12: 800 gp

AL 14: 1375 gp

AL 16: 2750 gp

AL 18: 5500 gp

AL 20: 8250 gp

## ENCOUNTER 2: "SERVANT" STATISTICS (AL 12)

Naramus (Level 13) Level 13 Elite Skirmisher (Leader)	
Medium shadow humanoid	XP 1600
HP 260; Bloodied 130	Initiative +12
AC 27, Fortitude 25, Reflex 25, Will 26	Perception +13
Speed 5	Darkvision
Saving Throws +2, Action Points 1	
TRAITS	
<b>Benighted Presence • Aura 10</b>	
Light-producing effects within the aura whose level is lower than Naramus's level can create only dim illumination.	
<b>Coalescing Darkness</b>	
If Naramus moves 3 or more squares by any means, he is cloaked with supernatural darkness, gaining total concealment until the end of his next turn.	
<b>Regeneration 10</b>	
Naramus regains 10 hit points whenever he starts his turn and has at least 1 hit point. If Naramus takes radiant damage, his regeneration doesn't function on his next turn.	
STANDARD ACTIONS	
<b>m Bastard Sword (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d6 + 11 damage.	
<b>r Gloom Chakram (force) • At-Will</b>	
Attack: Ranged 5 (one creature); +15 vs. AC	
Hit: 3d6 + 11 force damage.	
<b>M Arcing Swings (weapon) • At-Will</b>	
Effect: Naramus makes two melee basic attacks and shifts 1 square after the first attack.	
<b>M Disrupting Strike (force, weapon) • Recharge 6</b>	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d8 + 11 damage plus ongoing 10 force damage (save ends).	
MOVE ACTIONS	
<b>Shadow Stride (teleportation) • Recharge 5 6</b>	
Effect: Naramus can teleport up to 20 squares, but must end this movement in dim light or darkness.	
MINOR ACTIONS	
<b>A Create Gloom (zone) • At-Will</b>	
Effect: Area burst 1 within 10. The burst creates a zone of gloom. Bright light within the zone becomes dim light, and dim light within the zone becomes darkness. The zone lasts until Naramus uses this power again or until the end of the encounter.	
TRIGGERED ACTIONS	
<b>Triumphant Cry • At-Will</b>	
Trigger: Naramus scores a critical hit or reduces an enemy to 0 hit points.	
Effect (Free Action): Naramus or an ally within 20 squares can make a basic attack.	
Skills Diplomacy +16, Insight +13, Intimidate +16, Stealth +13	
Str 23 (+12)	Dex 18 (+10) Wis 14 (+8)
Con 18 (+10)	Int 12 (+7) Cha 21 (+11)
Alignment evil Languages Common, Netherese	
Equipment: bastard sword, heavy shield, imposter's plate	

Netherese Defiler Level 14 Artillery	
Medium shadow humanoid (shade)	XP 1000
HP 108; Bloodied 54	Initiative +9
AC 26, Fortitude 25, Reflex 27, Will 26	Perception +7
Speed 6	Darkvision
TRAITS	
<b>Shadow Siphon (necrotic)</b>	
Whenever the defiler uses an implement power, each enemy within 3 squares of it takes 5 necrotic damage.	
STANDARD ACTIONS	
<b>m Staff (necrotic, weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 2d8 + 5 damage plus 2d8 necrotic damage.	
<b>r Force Lance (implement, force) • At-Will</b>	
Attack: Ranged 20 (one creature); +19 vs. Fortitude	
Hit: 4d8 + 7 force damage.	
<b>R Shadow Serpent (implement, necrotic, poison) • Encounter</b>	
Attack: Ranged 20 (one creature); +19 vs. Reflex	
Hit: 2d8 + 9 necrotic damage, and the target is slowed and takes ongoing 10 poison damage (save ends both).	
Miss: Half damage, and the target is slowed until the end of its next turn.	
MOVE ACTIONS	
<b>Dimension Door (teleportation) • Encounter</b>	
Effect: The defiler teleports up to 10 squares.	
TRIGGERED ACTIONS	
<b>Rejuvenating Serpent (healing) • Recharge</b> when first bloodied	
Trigger: An enemy within 10 squares of the defiler spends a healing surge.	
Effect (Free Action): The defiler regains a number of hit points equal to half the value of the triggering healing surge, and shadow serpent recharges.	
Skills Arcana +19, Bluff +17, Stealth +14	
Str 13 (+8)	Dex 15 (+9) Wis 10 (+7)
Con 18 (+11)	Int 24 (+14) Cha 20 (+12)
Alignment evil Languages Common, Netherese	
Equipment staff implement, spellbook	

Shadow Watcher (Level 13)	Level 13 Lurker
Tiny shadow animate (undead)	XP 800
<b>HP</b> 98; <b>Bloodied</b> 49	<b>Initiative</b> +16
<b>AC</b> 28, <b>Fortitude</b> 22, <b>Reflex</b> 26, <b>Will</b> 24	<b>Perception</b> +15
<b>Resist</b> 15 necrotic	Darkvision
<b>Vulnerable</b> 10 radiant	
<b>Speed</b> 4, fly 6 (hover), overland flight 8	
TRAITS	
<b>Combat Advantage • Necrotic</b>	
The shadow watcher's <i>shadow talons</i> attack deals 2d6 extra necrotic damage to targets it has combat advantage against.	
<b>Gloaming • Aura 2</b>	
Bright light in the aura is instead dim light, and dim light in the aura becomes darkness.	
STANDARD ACTIONS	
<b>m Shadow Talons (necrotic) • At-Will</b>	
<i>Attack:</i> Melee 0 (one creature); +16 vs. Reflex	
<i>Hit:</i> 3d6 + 11 necrotic damage, and the target gains vulnerable 10 necrotic (save ends).	
<b>M Shadow Plunge (necrotic) • Recharge</b> when the shadow watcher hits with <i>shadow talons</i>	
<i>Effect:</i> The shadow watcher flies 6 squares and makes an attack at any point during that movement.	
<i>Attack:</i> Melee 1 (one creature with vulnerable necrotic); +16 vs. Fortitude	
<i>Hit:</i> The shadow watcher enters the target's space without provoking an opportunity attack and perches on the target's shoulder. The target is dominated and takes ongoing 15 necrotic damage (save ends both). While the target is dominated, the shadow watcher gains insubstantial, but cannot take standard, move, or minor actions (see also <i>invisible at rest</i> ).	
<i>Aftereffect:</i> The shadow watcher exits the creature's space into any unoccupied adjacent space.	
TRIGGERED ACTIONS	
<b>Invisible at Rest • Illusion</b>	
<i>Trigger:</i> The shadow watcher does not move on its turn.	
<i>Effect (Free Action):</i> The shadow watcher becomes invisible until the start of its next turn.	
<b>Skills</b> Stealth +17	
<b>Str</b> 9 (+5)	<b>Dex</b> 23 (+12) <b>Wis</b> 19 (+10)
<b>Con</b> 14 (+8)	<b>Int</b> 8 (+5) <b>Cha</b> 14 (+8)
<b>Alignment</b> Evil	<b>Languages</b> understands Netherese

Dark Abductor (Level 13)	Level 13 Skirmisher
Small shadow humanoid	XP 800
<b>HP</b> 128; <b>Bloodied</b> 64	<b>Initiative</b> +13
<b>AC</b> 28, <b>Fortitude</b> 24, <b>Reflex</b> 26, <b>Will</b> 25	<b>Perception</b> +9
<b>Speed</b> 6	Darkvision
TRAITS	
<b>Combat Advantage</b>	
The dark abductor deals an extra 2d6 damage to a target it has combat advantage against.	
STANDARD ACTIONS	
<b>m Short Sword • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +18 vs. AC	
<i>Hit:</i> 3d6 + 11 damage, and the target takes ongoing 5 poison damage and is slowed (save at -2 ends both).	
<i>First Failed Saving Throw:</i> The target is immobilized instead of slowed (save at -2 ends).	
<i>Second Failed Saving Throw:</i> The target is stunned instead of immobilized (save at -2 ends).	
MOVE ACTIONS	
<b>Dark Step • At-Will</b>	
<i>Effect:</i> The dark abductor moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks during this move, and gains combat advantage against any target that it ends its move adjacent to.	
TRIGGERED ACTIONS	
<b>C Killing Dark</b>	
<i>Trigger:</i> The dark abductor is reduced to 0 hit points.	
<i>Effect:</i> Close burst 1 (targets enemies); the target is blinded (save ends).	
<b>Skills</b> Athletics +12, Stealth +16, Thievery +16	
<b>Str</b> 13 (+7)	<b>Dex</b> 20 (+11) <b>Wis</b> 18 (+10)
<b>Con</b> 16 (+9)	<b>Int</b> 15 (+8) <b>Cha</b> 15 (+8)
<b>Alignment</b> Evil	<b>Languages</b> Common, Netherese
<b>Equipment</b> black garments, short sword	



## ENCOUNTER 2: "SERVANT" STATISTICS (AL 14)

Naramus (Level 15)		Level 15 Elite Skirmisher (Leader)	
Medium shadow humanoid		XP 2400	
HP 292; Bloodied 146		Initiative +13	
AC 29, Fortitude 27, Reflex 27, Will 28		Perception +14	
Speed 5		Darkvision	
Saving Throws +2, Action Points 1			
TRAITS			
Benighted Presence • Aura 10			
Light-producing effects within the aura whose level is lower than Naramus's level can create only dim illumination.			
Coalescing Darkness			
If Naramus moves 3 or more squares by any means, he is cloaked with supernatural darkness, gaining total concealment until the end of his next turn.			
Regeneration 10			
Naramus regains 10 hit points whenever he starts his turn and has at least 1 hit point. If Naramus takes radiant damage, his regeneration doesn't function on his next turn.			
STANDARD ACTIONS			
m Bastard Sword (weapon) • At-Will			
Attack: Melee 1 (one creature); +19 vs. AC			
Hit: 3d6 + 13 damage.			
r Gloom Chakram (force) • At-Will			
Attack: Ranged 5 (one creature); +17 vs. AC			
Hit: 3d6 + 13 force damage.			
M Arcing Swings (weapon) • At-Will			
Effect: Naramus makes two basic melee attacks and shifts 1 square after the first attack.			
M Disrupting Strike (force, weapon) • Recharge 6			
Attack: Melee 1 (one creature); +19 vs. AC			
Hit: 4d8 + 14 damage plus ongoing 10 force damage (save ends).			
MOVE ACTIONS			
Shadow Stride • Recharge 5 6			
Effect: Naramus can teleport up to 20 squares, but must end this movement in dim light or darkness.			
MINOR ACTIONS			
A Create Gloom • At-Will			
Effect: Area burst 1 within 10. The burst creates a zone of gloom. Bright light within the zone becomes dim light, and dim light within the zone becomes darkness. The zone lasts until Naramus uses this power again or until the end of the encounter.			
TRIGGERED ACTIONS			
Triumphant Cry • At-Will			
Trigger: Naramus scores a critical hit or reduces an enemy to 0 hit points.			
Effect (Free Action): Naramus or an ally within 20 squares can make a basic attack.			
Skills Diplomacy +17, Insight +14, Intimidate +17, Stealth +14			
Str 23 (+13)	Dex 18 (+11)	Wis 14 (+9)	
Con 18 (+11)	Int 12 (+8)	Cha 21 (+12)	
Alignment evil			
Languages Common, Netherese			
Equipment: bastard sword, heavy shield, imposter's plate			

Netherese Defiler (Level 16)		Level 16 Artillery
Medium shadow humanoid (shade)		XP 1400
HP 120; Bloodied 60		Initiative +10
AC 28, Fortitude 27, Reflex 29, Will 28		Perception +8
Speed 6		Darkvision
TRAITS		
Shadow Siphon (necrotic)		
Whenever the defiler uses an implement power, each enemy within 3 squares of it takes 5 necrotic damage.		
STANDARD ACTIONS		
m Staff (necrotic, weapon) • At-Will		
Attack: Melee 1 (one creature); +21 vs. AC		
Hit: 2d10 + 4 damage plus 2d8 necrotic damage.		
r Force Lance (implement, force) • At-Will		
Attack: Ranged 20 (one creature); +21 vs. Fortitude		
Hit: 4d10 + 6 force damage.		
R Shadow Serpent (implement, necrotic, poison) • Encounter		
Attack: Ranged 20 (one creature); +21 vs. Reflex		
Hit: 2d10 + 8 necrotic damage, and the target is slowed and takes ongoing 10 poison damage (save ends both).		
Miss: Half damage, and the target is slowed until the end of its next turn.		
MOVE ACTIONS		
Dimension Door (teleportation) • Encounter		
Effect: The defiler teleports up to 10 squares.		
TRIGGERED ACTIONS		
Rejuvenating Serpent (healing) • Recharge when first bloodied		
Trigger: An enemy within 10 squares of the defiler spends a healing surge.		
Effect (Free Action): The defiler regains a number of hit points equal to half the value of the triggering healing surge, and shadow serpent recharges.		
Skills Arcana +20, Bluff +18, Stealth +15		
Str 13 (+9)	Dex 15 (+10)	Wis 10 (+8)
Con 18 (+12)	Int 24 (+15)	Cha 20 (+13)
Alignment evil		
Languages Common, Netherese		
Equipment staff implement, spellbook		

Shadow Watcher (Level 15)	Level 15 Lurker
Tiny shadow animate (undead)	XP 1000
HP 110; Bloodied 55	Initiative +17
AC 30, Fortitude 24, Reflex 28, Will 26	Perception +16
Resist 15 necrotic	Darkvision
Vulnerable 10 radiant	
Speed 4, fly 6 (hover), overland flight 8	
TRAITS	
<b>Combat Advantage • Necrotic</b>	
The shadow watcher's <i>shadow talons</i> attack deals 2d6 extra necrotic damage to targets it has combat advantage against.	
<b>Gloaming • Aura 2</b>	
Bright light in the aura is instead dim light, and dim light in the aura becomes darkness.	
STANDARD ACTIONS	
<b>m Shadow Talons (necrotic) • At-Will</b>	
Attack: Melee 0 (one creature); +18 vs. Reflex	
Hit: 3d6 + 13 necrotic damage, and the target gains vulnerable 10 necrotic (save ends).	
<b>M Shadow Plunge (necrotic) • Recharge</b> when the shadow watcher hits with <i>shadow talons</i>	
Effect: The shadow watcher flies 6 squares and makes an attack at any point during that movement.	
Attack: Melee 1 (one creature with vulnerable necrotic); +18 vs. Fortitude	
Hit: The shadow watcher enters the target's space without provoking an opportunity attack and perches on the target's shoulder. The target is dominated and takes ongoing 15 necrotic damage (save ends both). While the target is dominated, the shadow watcher gains insubstantial, but cannot take standard, move, or minor actions (see also <i>invisible at rest</i> ).	
Aftereffect: The shadow watcher exits the creature's space into any unoccupied adjacent space.	
TRIGGERED ACTIONS	
<b>Invisible at Rest • Illusion</b>	
Trigger: The shadow watcher does not move on its turn.	
Effect ( <i>Free Action</i> ): The shadow watcher becomes invisible until the start of its next turn.	
<b>Skills</b> Stealth +18	
<b>Str</b> 9 (+6)	<b>Dex</b> 23 (+13) <b>Wis</b> 19 (+11)
<b>Con</b> 14 (+9)	<b>Int</b> 8 (+6) <b>Cha</b> 14 (+9)
<b>Alignment</b> Evil	<b>Languages</b> understands Netherese

Dark Abductor (Level 15)	Level 15 Skirmisher
Small shadow humanoid	XP 1000
HP 144; Bloodied 72	Initiative +14
AC 30, Fortitude 26, Reflex 28, Will 27	Perception +10
Speed 6	Darkvision
TRAITS	
<b>Combat Advantage</b>	
The dark abductor deals an extra 2d6 damage to a target it has combat advantage against.	
STANDARD ACTIONS	
<b>m Short Sword • At-Will</b>	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d6 + 13 damage, and the target takes ongoing 5 poison damage and is slowed (save at -2 ends both).	
First Failed Saving Throw: The target is immobilized instead of slowed (save at -2 ends).	
Second Failed Saving Throw: The target is stunned instead of immobilized (save at -2 ends).	
MOVE ACTIONS	
<b>Dark Step • At-Will</b>	
Effect: The dark abductor moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks during this move, and gains combat advantage against any target that it ends its move adjacent to.	
TRIGGERED ACTIONS	
<b>C Killing Dark</b>	
Trigger: The dark abductor is reduced to 0 hit points.	
Effect: Close burst 1 (targets enemies); the target is blinded (save ends).	
<b>Skills</b> Athletics +13, Stealth +17, Thievery +17	
<b>Str</b> 13 (+8)	<b>Dex</b> 20 (+12) <b>Wis</b> 18 (+11)
<b>Con</b> 16 (+10)	<b>Int</b> 15 (+9) <b>Cha</b> 15 (+9)
<b>Alignment</b> Evil	<b>Languages</b> Common, Netherese
<b>Equipment</b> black garments, short sword	

## ENCOUNTER 2: "SERVANT" STATISTICS (AL 16)

Naramus (Level 17) Level 17 Elite Skirmisher (Leader)	
Medium shadow humanoid	XP 3200
HP 324; Bloodied 162	Initiative +14
AC 31, Fortitude 29, Reflex 29, Will 30	Perception +15
Speed 5	Darkvision
Saving Throws +2, Action Points 1	
TRAITS	
<b>Benighted Presence • Aura 10</b>	
Light-producing effects within the aura whose level is lower than Naramus's level can create only dim illumination.	
<b>Coalescing Darkness</b>	
If Naramus moves 3 or more squares by any means, he is cloaked with supernatural darkness, gaining total concealment until the end of his next turn.	
<b>Regeneration 10</b>	
Naramus regains 10 hit points whenever he starts his turn and has at least 1 hit point. If Naramus takes radiant damage, his regeneration doesn't function on his next turn.	
STANDARD ACTIONS	
<b>m Bastard Sword (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d8 + 12 damage.	
<b>r Gloom Chakram (force) • At-Will</b>	
Attack: Ranged 5 (one creature); +19 vs. AC	
Hit: 3d8 + 12 force damage.	
<b>M Arcing Swings (weapon) • At-Will</b>	
Effect: Naramus makes two basic melee attacks and shifts 1 square after the first attack.	
<b>M Disrupting Strike (force, weapon) • Recharge 6</b>	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 4d10 + 13 damage plus ongoing 10 force damage (save ends).	
MOVE ACTIONS	
<b>Shadow Stride • Recharge 5 6</b>	
Effect: Naramus can teleport up to 20 squares, but must end this movement in dim light or darkness.	
MINOR ACTIONS	
<b>A Create Gloom • At-Will</b>	
Effect: Area burst 1 within 10. The burst creates a zone of gloom. Bright light within the zone becomes dim light, and dim light within the zone becomes darkness. The zone lasts until Naramus uses this power again or until the end of the encounter.	
TRIGGERED ACTIONS	
<b>Triumphant Cry • At-Will</b>	
Trigger: Naramus scores a critical hit or reduces an enemy to 0 hit points.	
Effect (Free Action): Naramus or an ally within 20 squares can make a basic attack.	
Skills Diplomacy +18, Insight +15, Intimidate +18, Stealth +15	
Str 23 (+14)	Dex 18 (+12) Wis 14 (+10)
Con 18 (+12)	Int 12 (+9) Cha 21 (+13)
Alignment evil Languages Common, Netherese	
Equipment: bastard sword, heavy shield, imposter's plate	

Netherese Defiler (Level 18) Level 18 Artillery	
Medium shadow humanoid (shade)	XP 2000
HP 132; Bloodied 66	Initiative +11
AC 30, Fortitude 29, Reflex 31, Will 30	Perception +9
Speed 6	darkvision
TRAITS	
<b>Shadow Siphon (necrotic)</b>	
Whenever the defiler uses an implement power, each enemy within 3 squares of it takes 5 necrotic damage.	
STANDARD ACTIONS	
<b>m Staff (necrotic, weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 2d10 + 6 damage plus 2d8 necrotic damage.	
<b>r Force Lance (implement, force) • At-Will</b>	
Attack: Ranged 20 (one creature); +23 vs. Fortitude	
Hit: 4d10 + 8 force damage.	
<b>R Shadow Serpent (implement, necrotic, poison) • Encounter</b>	
Attack: Ranged 20 (one creature); +23 vs. Reflex	
Hit: 2d10 + 10 necrotic damage, and the target is slowed and takes ongoing 10 poison damage (save ends both).	
Miss: Half damage, and the target is slowed until the end of its next turn.	
MOVE ACTIONS	
<b>Dimension Door (teleportation) • Encounter</b>	
Effect: The defiler teleports up to 10 squares.	
TRIGGERED ACTIONS	
<b>Rejuvenating Serpent (healing) • Recharge when first bloodied</b>	
Trigger: An enemy within 10 squares of the defiler spends a healing surge.	
Effect (Free Action): The defiler regains a number of hit points equal to half the value of the triggering healing surge, and <i>shadow serpent</i> recharges.	
Skills Arcana +21, Bluff +19, Stealth +16	
Str 13 (+10)	Dex 15 (+11) Wis 10 (+9)
Con 18 (+13)	Int 24 (+16) Cha 20 (+14)
Alignment evil Languages Common, Netherese	
Equipment staff implement, spellbook	

Shadow Watcher (Level 17)	Level 17 Lurker
Tiny shadow animate (undead)	XP 1600
HP 122; Bloodied 61	Initiative +18
AC 32, Fortitude 26, Reflex 30, Will 28	Perception +17
Resist 15 necrotic	darkvision
Vulnerable 10 radiant	
Speed 4, fly 6 (hover), overland flight 8	
TRAITS	
<b>Combat Advantage • Necrotic</b>	
The shadow watcher's <i>shadow talons</i> attack deals 2d6 extra necrotic damage to targets it has combat advantage against.	
<b>Gloaming • Aura 2</b>	
Bright light in the aura is instead dim light, and dim light in the aura becomes darkness.	
STANDARD ACTIONS	
<b>m Shadow Talons (necrotic) • At-Will</b>	
Attack: Melee 0 (one creature); +20 vs. Reflex	
Hit: 3d8 + 12 necrotic damage, and the target gains vulnerable 10 necrotic (save ends).	
<b>M Shadow Plunge (necrotic) • Recharge</b> when the shadow watcher hits with <i>shadow talons</i>	
Effect: The shadow watcher flies 6 squares and makes an attack at any point during that movement.	
Attack: Melee 1 (one creature with vulnerable necrotic); +20 vs. Fortitude	
Hit: The shadow watcher enters the target's space without provoking an opportunity attack and perches on the target's shoulder. The target is dominated and takes ongoing 15 necrotic damage (save ends both). While the target is dominated, the shadow watcher gains insubstantial, but cannot take standard, move, or minor actions (see also <i>invisible at rest</i> ).	
Aftereffect: The shadow watcher exits the creature's space into any unoccupied adjacent space.	
TRIGGERED ACTIONS	
<b>Invisible at Rest • Illusion</b>	
Trigger: The shadow watcher does not move on its turn.	
Effect (Free Action): The shadow watcher becomes invisible until the start of its next turn.	
<b>Skills</b> Stealth +19	
Str 9 (+7)	Dex 23 (+14) Wis 19 (+12)
Con 14 (+10)	Int 8 (+7) Cha 14 (+10)
Alignment Evil	Languages understands Netherese

Dark Abductor (Level 17)	Level 17 Skirmisher
Small shadow humanoid	XP 1600
HP 160; Bloodied 80	Initiative +15
AC 32, Fortitude 28, Reflex 30, Will 29	Perception +11
Speed 6	darkvision
TRAITS	
<b>Combat Advantage</b>	
The dark abductor deals an extra 2d6 damage to a target it has combat advantage against.	
STANDARD ACTIONS	
<b>m Short Sword • At-Will</b>	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d8 + 12 damage, and the target takes ongoing 5 poison damage and is slowed (save at -2 ends both).	
First Failed Saving Throw: The target is immobilized instead of slowed (save at -2 ends).	
Second Failed Saving Throw: The target is stunned instead of immobilized (save at -2 ends).	
MOVE ACTIONS	
<b>Dark Step • At-Will</b>	
Effect: The dark abductor moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks during this move, and gains combat advantage against any target that it ends its move adjacent to.	
TRIGGERED ACTIONS	
<b>C Killing Dark</b>	
Trigger: The dark abductor is reduced to 0 hit points.	
Effect: Close burst 1 (targets enemies); the target is blinded (save ends).	
<b>Skills</b> Athletics +14, Stealth +18, Thievery +18	
Str 13 (+9)	Dex 20 (+13) Wis 18 (+12)
Con 16 (+11)	Int 15 (+10) Cha 15 (+10)
Alignment Evil	Languages Common, Netherese
Equipment black garments, short sword	

## ENCOUNTER 2: "SERVANT" STATISTICS (AL 18)

Naramus (Level 19) Level 19 Elite Skirmisher (Leader)	
Medium shadow humanoid	XP 4800
HP 356; Bloodied 178	Initiative +15
AC 33, Fortitude 31, Reflex 31, Will 32	Perception +16
Speed 5	darkvision
Saving Throws +2, Action Points 1	
TRAITS	
<b>Benighted Presence • Aura 10</b>	
Light-producing effects within the aura whose level is lower than Naramus's level can create only dim illumination.	
<b>Coalescing Darkness</b>	
If Naramus moves 3 or more squares by any means, he is cloaked with supernatural darkness, gaining total concealment until the end of his next turn.	
<b>Regeneration 10</b>	
Naramus regains 10 hit points whenever he starts his turn and has at least 1 hit point. If Naramus takes radiant damage, his regeneration doesn't function on his next turn.	
STANDARD ACTIONS	
<b>m Bastard Sword (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d8 + 14 damage.	
<b>r Gloom Chakram (force) • At-Will</b>	
Attack: Ranged 5 (one creature); +21 vs. AC	
Hit: 3d8 + 14 force damage.	
<b>M Arcing Swings (weapon) • At-Will</b>	
Effect: Naramus makes two basic melee attacks and shifts 1 square after the first attack.	
<b>M Disrupting Strike (force, weapon) • Recharge 6</b>	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 4d10 + 15 damage plus ongoing 10 force damage (save ends).	
MOVE ACTIONS	
<b>Shadow Stride • Recharge 5 6</b>	
Effect: Naramus can teleport up to 20 squares, but must end this movement in dim light or darkness.	
MINOR ACTIONS	
<b>A Create Gloom • At-Will</b>	
Effect: Area burst 1 within 10. The burst creates a zone of gloom. Bright light within the zone becomes dim light, and dim light within the zone becomes darkness. The zone lasts until Naramus uses this power again or until the end of the encounter.	
TRIGGERED ACTIONS	
<b>Triumphant Cry • At-Will</b>	
Trigger: Naramus scores a critical hit or reduces an enemy to 0 hit points.	
Effect (Free Action): Naramus or an ally within 20 squares can make a basic attack.	
Skills Diplomacy +19, Insight +16, Intimidate +19, Stealth +16	
Str 23 (+15)	Dex 18 (+13) Wis 14 (+11)
Con 18 (+13)	Int 12 (+10) Cha 21 (+14)
Alignment evil Languages Common, Netherese	
Equipment: bastard sword, heavy shield, imposter's plate	

Netherese Defiler (Level 20) Level 20 Artillery	
Medium shadow humanoid (shade)	XP 2800
HP 144; Bloodied 72	Initiative +12
AC 32, Fortitude 31, Reflex 33, Will 32	Perception +10
Speed 6	darkvision
TRAITS	
<b>Shadow Siphon (necrotic)</b>	
Whenever the defiler uses an implement power, each enemy within 3 squares of it takes 5 necrotic damage.	
STANDARD ACTIONS	
<b>m Staff (necrotic, weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 2d10 + 8 damage plus 2d8 necrotic damage.	
<b>r Force Lance (implement, force) • At-Will</b>	
Attack: Ranged 20 (one creature); +25 vs. Fortitude	
Hit: 4d10 + 10 force damage.	
<b>R Shadow Serpent (implement, necrotic, poison) • Encounter</b>	
Attack: Ranged 20 (one creature); +25 vs. Reflex	
Hit: 2d10 + 12 necrotic damage, and the target is slowed and takes ongoing 10 poison damage (save ends both).	
Miss: Half damage, and the target is slowed until the end of its next turn.	
MOVE ACTIONS	
<b>Dimension Door (teleportation) • Encounter</b>	
Effect: The defiler teleports up to 10 squares.	
TRIGGERED ACTIONS	
<b>Rejuvenating Serpent (healing) • Recharge</b> when first bloodied	
Trigger: An enemy within 10 squares of the defiler spends a healing surge.	
Effect (Free Action): The defiler regains a number of hit points equal to half the value of the triggering healing surge, and <i>shadow serpent</i> recharges.	
Skills Arcana +22, Bluff +20, Stealth +17	
Str 13 (+11)	Dex 15 (+12) Wis 10 (+10)
Con 18 (+14)	Int 24 (+15) Cha 20 (+15)
Alignment evil Languages Common, Netherese	
Equipment staff implement, spellbook	

Shadow Watcher (Level 19)	Level 19 Lurker
Tiny shadow animate (undead)	XP 2400
HP 134; Bloodied 67	Initiative +19
AC 34, Fortitude 28, Reflex 32, Will 30	Perception +18
Resist 15 necrotic	Darkvision
Vulnerable 10 radiant	
Speed 4, fly 6 (hover), overland flight 8	
TRAITS	
<b>Combat Advantage • Necrotic</b>	
The shadow watcher's <i>shadow talons</i> attack deals 2d6 extra necrotic damage to targets it has combat advantage against.	
<b>Gloaming • Aura 2</b>	
Bright light in the aura is instead dim light, and dim light in the aura becomes darkness.	
STANDARD ACTIONS	
<b>m Shadow Talons (necrotic) • At-Will</b>	
Attack: Melee 0 (one creature); +22 vs. Reflex	
Hit: 3d8 + 14 necrotic damage, and the target gains vulnerable 10 necrotic (save ends).	
<b>M Shadow Plunge (necrotic) • Recharge</b> when the shadow watcher hits with <i>shadow talons</i>	
Effect: The shadow watcher flies 6 squares and makes an attack at any point during that movement.	
Attack: Melee 1 (one creature with vulnerable necrotic); +22 vs. Fortitude	
Hit: The shadow watcher enters the target's space without provoking an opportunity attack and perches on the target's shoulder. The target is dominated and takes ongoing 15 necrotic damage (save ends both). While the target is dominated, the shadow watcher gains insubstantial, but cannot take standard, move, or minor actions (see also <i>invisible at rest</i> ).	
Aftereffect: The shadow watcher exits the creature's space into any unoccupied adjacent space.	
TRIGGERED ACTIONS	
<b>Invisible at Rest • Illusion</b>	
Trigger: The shadow watcher does not move on its turn.	
Effect (Free Action): The shadow watcher becomes invisible until the start of its next turn.	
<b>Skills</b> Stealth +20	
Str 9 (+8)	Dex 23 (+15) Wis 19 (+13)
Con 14 (+11)	Int 8 (+8) Cha 14 (+11)
Alignment Evil	Languages understands Netherese

Dark Abductor (Level 19)	Level 19 Skirmisher
Small shadow humanoid	XP 2400
HP 176; Bloodied 88	Initiative +16
AC 34, Fortitude 30, Reflex 32, Will 31	Perception +12
Speed 6	Darkvision
TRAITS	
<b>Combat Advantage</b>	
The dark abductor deals an extra 2d6 damage to a target it has combat advantage against.	
STANDARD ACTIONS	
<b>m Short Sword • At-Will</b>	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 3d8 + 14 damage, and the target takes ongoing 5 poison damage and is slowed (save at -2 ends both).	
First Failed Saving Throw: The target is immobilized instead of slowed (save at -2 ends).	
Second Failed Saving Throw: The target is stunned instead of immobilized (save at -2 ends).	
MOVE ACTIONS	
<b>Dark Step • At-Will</b>	
Effect: The dark abductor moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks during this move, and gains combat advantage against any target that it ends its move adjacent to.	
TRIGGERED ACTIONS	
<b>C Killing Dark</b>	
Trigger: The dark abductor is reduced to 0 hit points.	
Effect: Close burst 1 (targets enemies); the target is blinded (save ends).	
<b>Skills</b> Athletics +15, Stealth +19, Thievery +19	
Str 13 (+10)	Dex 20 (+14) Wis 18 (+13)
Con 16 (+12)	Int 15 (+11) Cha 15 (+11)
Alignment Evil	Languages Common, Netherese
Equipment black garments, short sword	



## ENCOUNTER 2: "SERVANT" STATISTICS (AL 20)

Naramus (Level 21) Level 21 Elite Skirmisher (Leader)	
Medium shadow humanoid	XP 6400
HP 388; Bloodied 194	Initiative +16
AC 35, Fortitude 33, Reflex 33, Will 34	Perception +17
Speed 5	darkvision
Saving Throws +2, Action Points 1	
TRAITS	
<b>Benighted Presence • Aura 10</b>	
Light-producing effects within the aura whose level is lower than Naramus's level can create only dim illumination.	
<b>Coalescing Darkness</b>	
If Naramus moves 3 or more squares by any means, he is cloaked with supernatural darkness, gaining total concealment until the end of his next turn.	
<b>Regeneration 15</b>	
Naramus regains 15 hit points whenever he starts his turn and has at least 1 hit point. If Naramus takes radiant damage, his regeneration doesn't function on his next turn.	
STANDARD ACTIONS	
<b>m Bastard Sword (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 4d6 + 15 damage.	
<b>r Gloom Chakram (force) • At-Will</b>	
Attack: Ranged 5 (one creature); +23 vs. AC	
Hit: 4d6 + 15 force damage.	
<b>M Arcing Swings (weapon) • At-Will</b>	
Effect: Naramus makes two basic melee attacks and shifts 1 square after the first attack.	
<b>M Disrupting Strike (force, weapon) • Recharge 6</b>	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 5d8 + 16 damage plus ongoing 15 force damage (save ends).	
MOVE ACTIONS	
<b>Shadow Stride • Recharge 5 6</b>	
Effect: Naramus can teleport up to 20 squares, but must end this movement in dim light or darkness.	
MINOR ACTIONS	
<b>A Create Gloom • At-Will</b>	
Effect: Area burst 1 within 10. The burst creates a zone of gloom. Bright light within the zone becomes dim light, and dim light within the zone becomes darkness. The zone lasts until Naramus uses this power again or until the end of the encounter.	
TRIGGERED ACTIONS	
<b>Triumphant Cry • At-Will</b>	
Trigger: Naramus scores a critical hit or reduces an enemy to 0 hit points.	
Effect (Free Action): Naramus or an ally within 20 squares can make a basic attack.	
Skills Diplomacy +20, Insight +17, Intimidate +20, Stealth +17	
Str 23 (+16)	Dex 18 (+14) Wis 14 (+12)
Con 18 (+14)	Int 12 (+11) Cha 21 (+15)
Alignment evil Languages Common, Netherese	
Equipment: bastard sword, heavy shield, imposter's plate	

Netherese Defiler (Level 22) Level 22 Artillery	
Medium shadow humanoid (shade)	XP 4150
HP 156; Bloodied 78	Initiative +13
AC 34, Fortitude 33, Reflex 35, Will 34	Perception +11
Speed 6	darkvision
TRAITS	
<b>Shadow Siphon (necrotic)</b>	
Whenever the defiler uses an implement power, each enemy within 3 squares of it takes 10 necrotic damage.	
STANDARD ACTIONS	
<b>m Staff (necrotic, weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 3d8 + 5 damage plus 2d8 necrotic damage.	
<b>r Force Lance (implement, force) • At-Will</b>	
Attack: Ranged 20 (one creature); +27 vs. Fortitude	
Hit: 5d8 + 11 force damage.	
<b>R Shadow Serpent (implement, necrotic, poison) • Encounter</b>	
Attack: Ranged 20 (one creature); +27 vs. Reflex	
Hit: 3d8 + 13 necrotic damage, and the target is slowed and takes ongoing 15 poison damage (save ends both).	
Miss: Half damage, and the target is slowed until the end of its next turn.	
MOVE ACTIONS	
<b>Dimension Door (teleportation) • Encounter</b>	
Effect: The defiler teleports up to 10 squares.	
TRIGGERED ACTIONS	
<b>Rejuvenating Serpent (healing) • Recharge</b> when first bloodied	
Trigger: An enemy within 10 squares of the defiler spends a healing surge.	
Effect (Free Action): The defiler regains a number of hit points equal to half the value of the triggering healing surge, and <i>shadow serpent</i> recharges.	
Skills Arcana +23, Bluff +21, Stealth +18	
Str 13 (+12)	Dex 15 (+13) Wis 10 (+11)
Con 18 (+15)	Int 24 (+16) Cha 20 (+16)
Alignment evil Languages Common, Netherese	
Equipment staff implement, spellbook	



Shadow Watcher (Level 21)	Level 21 Lurker
Tiny shadow animate (undead)	XP 3200
HP 146; Bloodied 73	Initiative +20
AC 36, Fortitude 30, Reflex 34, Will 32	Perception +19
Resist 20 necrotic	Darkvision
Vulnerable 10 radiant	
Speed 4, fly 6 (hover), overland flight 8	
TRAITS	
<b>Combat Advantage • Necrotic</b>	
The shadow watcher's <i>shadow talons</i> attack deals 3d6 extra necrotic damage to targets it has combat advantage against.	
<b>Gloaming • Aura 2</b>	
Bright light in the aura is instead dim light, and dim light in the aura becomes darkness.	
STANDARD ACTIONS	
<b>m Shadow Talons (necrotic) • At-Will</b>	
Attack: Melee 0 (one creature); +24 vs. Reflex	
Hit: 4d6 + 15 necrotic damage, and the target gains vulnerable 15 necrotic (save ends).	
<b>M Shadow Plunge (necrotic) • Recharge</b> when the shadow watcher hits with <i>shadow talons</i>	
Effect: The shadow watcher flies 6 squares and makes an attack at any point during that movement.	
Attack: Melee 1 (one creature with vulnerable necrotic); +24 vs. Fortitude	
Hit: The shadow watcher enters the target's space without provoking an opportunity attack and perches on the target's shoulder. The target is dominated and takes ongoing 20 necrotic damage (save ends both). While the target is dominated, the shadow watcher gains insubstantial, but cannot take standard, move, or minor actions (see also <i>invisible at rest</i> ).	
Aftereffect: The shadow watcher exits the creature's space into any unoccupied adjacent space.	
TRIGGERED ACTIONS	
<b>Invisible at Rest • Illusion</b>	
Trigger: The shadow watcher does not move on its turn.	
Effect (Free Action): The shadow watcher becomes invisible until the start of its next turn.	
<b>Skills</b> Stealth +21	
Str 9 (+9)	Dex 23 (+16) Wis 19 (+14)
Con 14 (+12)	Int 8 (+9) Cha 14 (+12)
Alignment Evil	Languages understands Netherese

Dark Abductor (Level 21)	Level 21 Skirmisher
Small shadow humanoid	XP 3200
HP 192; Bloodied 96	Initiative +17
AC 36, Fortitude 32, Reflex 34, Will 33	Perception +13
Speed 6	Darkvision
TRAITS	
<b>Combat Advantage</b>	
The dark abductor deals an extra 3d6 damage to a target it has combat advantage against.	
STANDARD ACTIONS	
<b>m Short Sword • At-Will</b>	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 4d6 + 15 damage, and the target takes ongoing 10 poison damage and is slowed (save at -2 ends both).	
First Failed Saving Throw: The target is immobilized instead of slowed (save at -2 ends).	
Second Failed Saving Throw: The target is stunned instead of immobilized (save at -2 ends).	
MOVE ACTIONS	
<b>Dark Step • At-Will</b>	
Effect: The dark abductor moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks during this move, and gains combat advantage against any target that it ends its move adjacent to.	
TRIGGERED ACTIONS	
<b>C Killing Dark</b>	
Trigger: The dark abductor is reduced to 0 hit points.	
Effect: Close burst 1 (targets enemies); the target is blinded (save ends).	
<b>Skills</b> Athletics +16, Stealth +20, Thievery +20	
Str 13 (+11)	Dex 20 (+15) Wis 18 (+14)
Con 16 (+13)	Int 15 (+12) Cha 15 (+12)
Alignment Evil	Languages Common, Netherese
Equipment black garments, short sword	

## ENCOUNTER 2: “SERVANT” (BATTLE MAP)

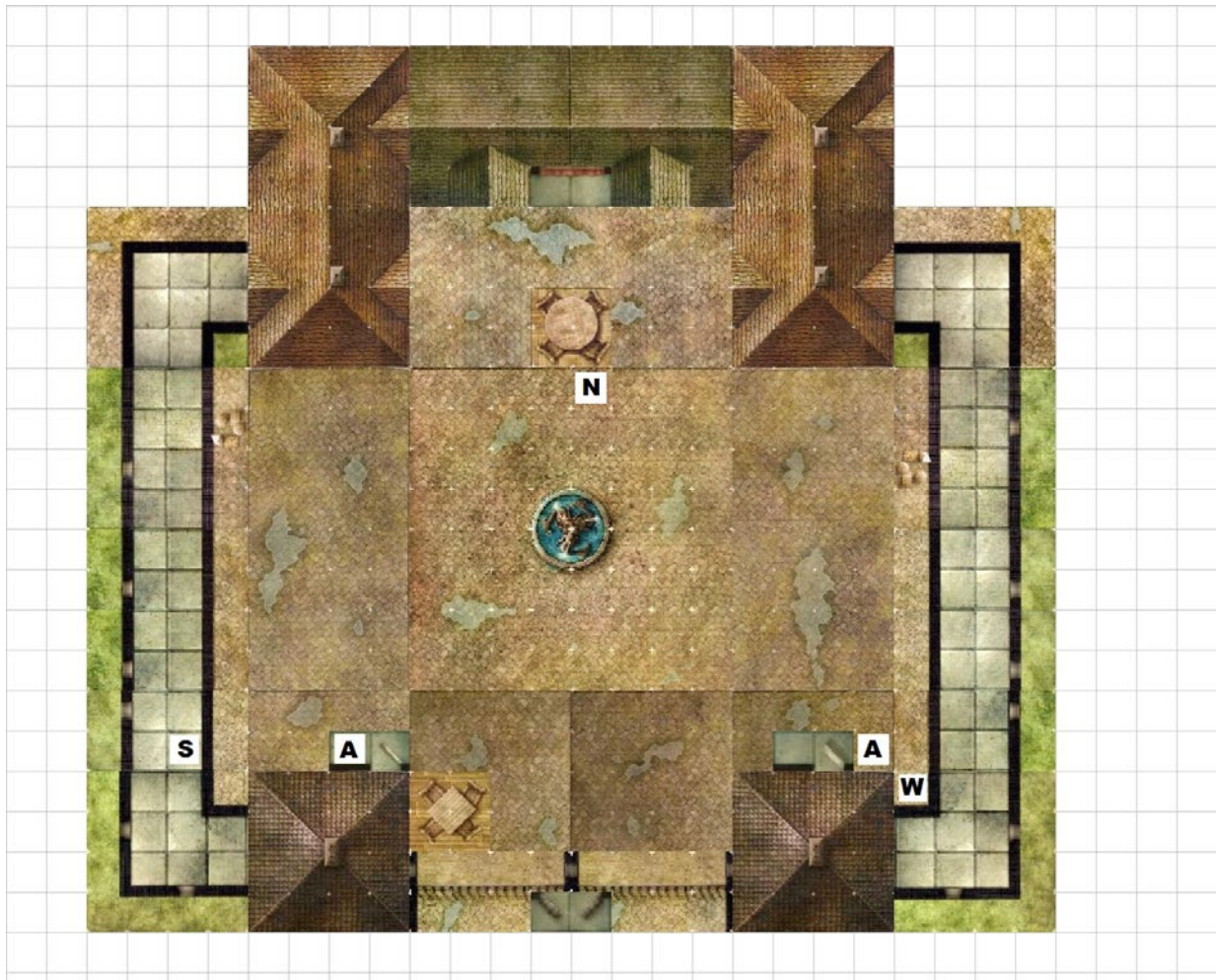
### TILE SETS NEEDED

*Fane of the Forgotten Gods* x1

*Streets of Shadow* x2

*Dungeon Tiles Master Set - The City* x2

The PCs enter via the gate at the bottom of the map.



## ENCOUNTER 3: MASTER

ENCOUNTER LEVEL 14/16/18/20/22  
(5000/7000/10000/14000/20750 XP)

### SETUP

This encounter includes the following creatures and traps:

**Yder Tanthul**

**Shadovar shadow captain**

**2 shadow giants**

**necrotized floor trap (see below)**

In addition to the listed creatures, Yder has the following support based on PC failures and/or short rests in Encounters 1 and 2. Add the number of Encounter 1 failures to the number of short rests taken after Encounter 2, and reference below for the added effects:

0-1 failures and/or rests: The listed monsters are present, but the necrotized floor trap is NOT active.

2 failures and/or rests: The listed monsters are present, and the necrotized floor trap is active.

3 failures and/or rests: As 2 failures, and add a Shadovar shadow captain to the listed monsters.

4 failures and/or rests: As 3 failures, and also add a shadow giant to the listed monsters.

5 or more failures and/or rests: As 4 failures, plus Yder receives a +2 power bonus to attack rolls, saving throws, and defenses for a number of rounds equal to the total number of failures and/or rests.

Because Yder's household staff all possess darkvision, there is no ambient light in the home; the PCs will either need darkvision or their own light sources if they want to avoid stumbling around in the dark. The PCs do not encounter any resistance as they navigate the manor house. Most of the furnishings are mundane, in the style of ancient Netheril; some items look as though they may have once had a magical function, but a DC 20 Arcana check reveals that these functions ceased either during the estate's lengthy stay in the Shadowfell or (more likely) during the Spellplague. With no need for replacement magical items, Yder chose to keep the relics he already had rather than seek new ones.

The PCs do encounter some servants, but they bolt at the sight of the PCs. If the PCs pursue them, they can be easily dispatched.

As the PCs search the estate, they are able to find a secret passage under a carpet that leads beneath the manor home. The passage leads down a narrow carved

stone stairway, and after about a minute of travel, the PCs arrive at a set of stone double doors marked with Yder's coat of arms. A Moderate DC Perception check reveals the sound of movement behind the doors. Once the PCs open the doors, read the following:

*Upon opening the double doors, you find yourself looking into the maw of a huge blue dragon, mounted opposite the doors at the far end of the room. To your left is the muted blue glow of an opaque blue energy curtain blocking off another area. This room is a spacious study, with a small table and chairs holding minor refreshments, three worktables, three bookcases, three rune-scribed circles bounded with unlit candles, and two cages in which you observe movement. You also see movement in the shadows.*

The PCs encounter Yder Tanthul in his workroom, which is in an internal lower level in his residence. The PCs approach from the initial doorway into his primary workroom. There is a curtain within the workroom to another room where he performs the ritual to constrain the Shadowstorm.

### SHADOWBANE

*Last Grasp of Shadowbane* is practically giddy, as it is about to eliminate a powerful force of shadow in the world. As such, it directs its wielder to attack Yder with maximum force. If the wielder refrains from attacking (for instance, if he or she is negotiating with Yder as described below), the artifact attempts to exert control over the wielder with the following attack: PC's level vs. Will (*Last Grasp of Shadowbane* gains a bonus to this attack equal to the PC's current Concordance score); *Hit*: The target is dominated (save ends). While dominated by *Last Grasp of Shadowbane*, the target must attack Yder with the most powerful available attacks and may use encounter and daily powers granted by the artifact.

## FEATURES OF THE AREA

**Illumination:** There is no ambient illumination in this area. Light sources provided by the PCs have their illumination adjusted as appropriate, such as by the Shadovar captain's *benighted presence* aura. The PCs can also light the ritual candles if they think of doing so. The candles are shown on the tactical map as glowing yellow dots at the corners of the ritual circles in the main room. They are unlit when the PCs enter the room. If lit, each candle sheds dim light in a 2-square radius.

**Energy Curtain:** To the left of the entry doorway, is a curtain of energy. It does not emit visible light. The curtain blocks line of sight and line of effect. Movement through the curtain in either direction deals 10 necrotic and thunder damage. Passing through the curtain leads the PCs into the Ritual Room (see below).

**Bookcases:** The bookcases are 10 feet high and carved into the stone. Climbing a bookcase requires a DC 20 Athletics check. The bookcases cannot be knocked over.

**Ceiling:** The ceiling of the workshop is 20 feet high.

**Circles of Protection:** There are 3 circles of protection with active runes, and PCs observe intense heat and the smell of sulfur when investigating near them, although there is nothing to cause discomfort or harm to them. A creature who passes through or steps on the circle formed by the runes causes a brief flash of lightning, which deals lightning damage equal to the Adventure Level to the creature and generates enough light for all creatures who are not blinded to pinpoint every creature who is hidden as a result of darkness or concealment.

**Cages:** The two cages in the area hold two minor devils and two minor demons, who gaze upon the PCs with malevolent looks. The devils and demons each have defenses equal to the Adventure Level + 10 and 1 hit point. A creature who moves (willingly or unwillingly) adjacent to a cage is subject to an attack: Adventure Level + 5 vs. AC; Hit: damage equal to the Adventure Level. A PC may take a standard action to attempt a DC 20 Strength check to break a cage; if successful, the trapped creatures teleport away, promising to repay the PCs at a future date. An Easy DC Insight check determines that they are lying.

**Ritual Room:** If the PCs pass through the energy curtain, they find a room with a shrine to Shar on the right and a workroom bordered with arcane runes to the left.

The shrine to Shar is sparsely decorated and unremarkable compared to other shrines of its kind and seems ill-furnished for the personal shrine of a Shade Prince.

The workroom contains one particular item of interest - an ancient tome within which a note and list of names are contained. The note states simply, *“Remember, shade - you are bound to return the Asterwun’kaseel by the next turn of the moon.”* Members of the Harpers, PCs who played *LURU2-3 Forgotten Crypts Hidden Dangers*, and PCs with the story award **PREQ03 Knowledge is Power** who asked a question on behalf of the Harpers recall that the Asterwun’kaseel is a tome stolen from the Vault of Sages by the drow.

If the PCs review the list of names, members of the Harpers find their own names, as well as names of some of their associates, on the list. PCs who have a favor of the Harpers but are not members recognize the names of their contacts within the organization (examples include Sister Cherra from *ADAP1-2 Scepter Tower of Spellgard*, Blaynden Darhunson from *LURU2-3 Forgotten Crypts Hidden Dangers* and *PREQ3-1 Shrouded Visions*, or Muriel from *NETH3-2 Flirting With Disaster*) on the list.

While the PCs can remove the handwritten list of names and the note easily, the tome itself is warded such that it cannot be removed from Yder’s workroom without either gaining his permission or causing his death, so the PCs either need to kill him or negotiate for the book. If they make a deal with him, he is willing to include the book so that they can “make it look good” when they return to report the failure of their mission to the Sand Kings and/or the Harpers. The book is impervious to all forms of translation, memorization, and copying - there is no ritual or trick the PCs can pull to get the contents of the book without physically taking the book itself, and they will not be able to keep the tome after the end of the adventure. It either stays with Yder or it goes back to Luruar, depending on what the PCs decide to do in this encounter. (If they hand it over to someone other than Luruar or the Harpers, those groups eventually negotiate for it or steal it, as needed.)

## TACTICS

Yder is impressed that the PCs were able to breach his inner sanctum. As a result, his primary goal is not to defeat the PCs, but to strike a deal. Each round he uses a free action to attempt to convince the PCs that killing him would be disadvantageous to them. He truthfully relates the following information:

- He is engaged in a ritual to prevent the devastation of the Ordulin Maelstrom from spreading throughout Sembia.
- He knows that the Sand Kings have sent a group to try and kill him, and he assumes that the PCs are this group.
- The Sand Kings apply indiscriminate force to hurt or kill anyone who they feel to be associated with Netheril - even farmers whose only contribution is selling their goods to Sembian merchants.
- The Sand Kings have no interest in peace or negotiation but instead wish to outright destroy the historical ruling authority in the area (i.e. Netheril) and replace it with their own rule.
- He is using his political authority both to restrain Netherese expansion and to limit the Church of Shar’s influence outside the borders of the Netherese Empire.

- He offers the PCs (especially PCs who already possess a Shade Coin) a personal boon if they cease their attacks and withdraw.
- If he thinks it will help sway the PCs' decision, he offers to let them return the Asterwun'kaseel to Luruar, even though it will cost him, as he will have to deal with the person he "borrowed" it from (he will not say who this person is).

Yder's end goal of this negotiation is to at least obtain an information-sharing relationship with these powerful adventurers, even if he is not able to turn them against their employers.

If the PCs pursue conflict, Yder continues to attempt to parley while he fights. He refrains from attacking any PCs who are engaged in negotiation, and coordinates his attacks against aggressive PCs with his inner guards. Initially his goal is to subdue the PCs, but once half of his forces are incapacitated, he orders all remaining allies to kill the PCs (even those that were attempting to negotiate).

Yder begins combat by using *phantom image*, then uses his control abilities to mire as many PCs as possible in the necrotic floor tiles if they are active (using *hollow stare* or *thundering shadowblade* in concert with *shadow storm* is particularly effective). Yder particularly focuses on individuals using radiant attacks and leaders to reduce the PCs' ability to stay in the fight.

Yder is unafraid to walk through trapped squares; he is immune to the trap's effect.

**Other Monsters:** The other monsters are not immune to the traps, so they attempt to stay out of their area of effect. All monsters are aware of which squares contain active traps.

The shadow captain uses his ranged attacks, focusing on PC leaders first, then controllers or ranged strikers. He attempts to move to activate his concealment each round. If Yder becomes dazed or stunned, he closes to melee combat in support of Yder, beginning with *shadow strike*.

The shadow giant attempts to engage and eliminate the party strikers. He attempts to keep as many PCs as possible subject to his mark, switching targets as needed to tie up multiple PCs. The giant uses *death touch* on targets who are not taking ongoing necrotic damage or are resistant to necrotic damage. Otherwise, he uses *necrotic touch*. He prioritizes targets that seem unable to resist his necrotic damage and/or are using healing powers.

**Trap:** The trap does not require an initiative count, as it only attacks when triggered. Yder does not trigger the necrotic floor trap, but the other monsters in the encounter do.

## SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present. (These adjustments are in addition to the additional support Yder gains based on the number of skill challenge failures / short rests, as detailed in the Setup section.)

**Four PCs:** Remove a shadow giant.

**Six PCs:** Add a shadow giant.

## ENDING THE ENCOUNTER

The PCs can end this encounter in two ways.

If the PCs resolve this encounter diplomatically, Yder allows them to rest and recover in his parlor. He informs the PCs that using rituals to teleport out of this area of the city is not possible due to wards blocking such actions; the PCs need to go to the town's merchant district to be able to escape. He encourages them to continue to use discretion during their escape, as their safe egress from his manor may result in unwelcome attention to both the PCs and Yder. The PCs may take as many short rests as they wish, after which they proceed to Encounter 4.

### SHADOWBANE

*Last Grasp of Shadowbane* is vehemently opposed to any plan that involves not killing Yder. If the PCs agree to Yder's terms and leave without killing him, *Last Grasp of Shadowbane's* Concordance is immediately reduced to 0, shifting its attitude to Angered. It leaves the party seeking a more worthy wielder. The PCs do not have the artifact available for Encounter 4.

If the PCs succeed in eliminating Yder, they hear loud bells; Yder's death has triggered an alarm. The PCs can flee the complex and get to the merchant district without being challenged if they move quickly and escape before the Shadovar arrive (since they have already defeated Yder's personal guard), although lingering to further investigate or collect loot outside of the lab would be unwise. See Concluding the Adventure below.

### MILESTONE

This encounter counts toward a milestone.

Defeating Yder accomplishes a Major Quest objective worth 350 / 500 / 700 / 1000 / 1400 XP per PC. If the PCs allow Yder to live, they do not receive experience for this encounter (see Encounter 4).

## TREASURE

Yder has a *steadfast amulet* +3 (+4 at Adventure Level 16 and above) and a ritual book (varies by AL). He wears a pair of *boots of stealth* (level 13 Common).

If the PCs kill Yder, *Last Grasp of Shadowbane* is content and leaves the party to pursue other missions. If the wielder has reached a Concordance of Pleased (score of 16 or higher), *Last Grasp of Shadowbane* leaves behind a lesser copy of itself as a reward for that PC (see the Conclusion and New Rules Items for details).

If the PCs reach an accord with Yder, he provides them with a selection of wondrous items from his supply, as well as a copy of a ritual book in his possession, as good faith gestures. If it is necessary to cement an alliance with the PCs, Yder will allow them to "rescue" the Asterwun'kaseel, but he does not mention the tome unless asked (unlikely unless one of the PCs went into his ritual room during combat).

## DEVELOPMENT

If the PCs resolved this encounter without killing Yder, they still have to get out of the city; proceed to Encounter 4.

If Yder is dead, then the PCs can make their escape without further incident. See Concluding the Adventure.

## CONCLUDING THE ADVENTURE

Assuming the PCs return to Ashurta after killing Yder, she pays them their promised retainer and offers them access to a selection of wondrous items from the Sand Kings' stock. Those PCs who helped complete the other parts of the quest (as indicated by Story Awards NETH01 and NETH05) receive additional rewards.

Ashurta also hosts a celebration in their honor. However, halfway through the party, scouts report that the Ordulin Maelstrom is expanding. Is this a result of the party's actions, or just an unfortunate coincidence? Continue to Encounter 5.



## ENCOUNTER 3: "MASTER" (AL 12)

Yder Tanthul	Level 14 Elite Controller
Medium shadow humanoid (shade)	XP 2000
HP280; Bloodied 140	Initiative +14
AC 29, Fortitude 28, Reflex 31, Will 30	Perception +12
Speed 6	Darkvision
Immune to the necrotized floor trap	
Resist 10 necrotic, 10 thunder; Vulnerable 10 radiant	
Saving Throws +2; Action Points 1	
TRAITS	
<b>One with Shadow</b>	
Yder can use cover from his allies to become hidden or to remain hidden.	
STANDARD ACTIONS	
<b>m Shadowblade</b> (necrotic, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d6 + 12 necrotic damage, and the target is weakened until the end of Yder's next turn.	
<b>C Thundering Blast</b> (thunder, weapon) • <b>At-Will</b>	
Attack: Close blast 3 (enemies in blast); +17 vs. Fortitude	
Hit: 2d8 + 7 thunder damage, and the target falls prone.	
<b>Thundering Shadowblade</b> • <b>At-Will</b>	
Yder makes a <i>shadowblade</i> attack followed by a <i>thundering blast</i> attack. If both attacks hit the same target, the target is pushed 3 squares and cannot stand up until the end of Yder's next turn.	
<b>C Shadow Storm</b> (necrotic, teleportation) • <b>Encounter</b>	
Attack: Close blast 10 (enemies in blast); +17 vs. Reflex	
Hit: 3d8 + 11 necrotic damage, and the target is immobilized (save ends).	
Effect: Yder can teleport to any square in the blast.	
Miss: Half damage, and the target is not immobilized.	
<b>C Shade Prince's Query</b> (psychic) • <b>Encounter</b>	
Attack: Close blast 5 (enemies in blast); +17 vs. Will	
Hit: 3d8 + 11 psychic damage, and the target is dazed and takes ongoing 10 psychic damage (save ends both).	
Miss: Half damage, and the target is neither dazed nor immobilized.	
MOVE ACTIONS	
<b>Shadowdance</b> (teleportation) • <b>Recharge</b> 4 5 6	
Effect: Yder teleports up to his speed, but he must begin or end this movement adjacent to a creature.	
MINOR ACTIONS	
<b>R Hollow Stare</b> (fear) • <b>Recharge</b> 5 6	
Attack: Ranged 5 (one creature); +17 vs. Will	
Hit: Yder pushes the target up to 5 squares, and the target takes a -2 penalty to attack rolls (save ends).	
<b>Phantom Image</b> (illusion) • <b>Recharge</b> 5 6	
Effect: Until the end of Yder's next turn, any creature that attacks him with a melee or ranged attack must roll twice and use the lower attack roll result. If either result is a critical hit, use that result instead.	

TRIGGERED ACTIONS
<b>Enfeebling Defense</b> • <b>Encounter</b>
Trigger: Yder is hit by a melee attack.
Effect (Immediate Interrupt): Yder takes half damage from the triggering attack, and the triggering creature is then weakened until the end of Yder's next turn.
<b>Implacable Prince</b> • <b>At-Will</b> (1/round)
Trigger: Yder becomes slowed, immobilized, dazed, or stunned.
Effect (No Action): Yder makes a saving throw to end the triggering effect, even if the effect would not normally end on a save.
<b>Unnatural Life</b> (healing) • <b>Encounter</b>
Trigger: Yder drops to 0 hit points.
Effect (No Action): Yder does not die. Instead, he falls unconscious until the start of his next turn, when he gains 70 hit points. When he gains these hit points, all effects on him end and he becomes insubstantial until the end of his next turn.
Skills Arcana +21, Diplomacy +17, Religion +19, Stealth +21
Str 13 (+8) Dex 16 (+10) Wis 23 (+13)
Con 20 (+12) Int 24 (+14) Cha 20 (+12)
Alignment evil Languages Common, Netherese, Thayan
Equipment holy symbol of Shar (acts as a <i>steadfast amulet</i> ), boots of stealth, leather armor, longsword

Steadfast Amulet (Item Power)
Power (Daily): Immediate Interrupt. Use this power when you are dazed or stunned by an attack. Make a saving throw against the condition. On a failure, you don't expend the use of this power.

Necrotized Floor (Level 14)	Level 14 Obstacle
Trap	XP 1000
Detect Perception (DC 15)	Initiative -
Detect Arcana (DC 21)	
TRIGGERED ACTIONS	
<b>Attack</b> • <b>At-Will</b>	
Trigger: A creature enters or begins its turn in a trapped square.	
Attack (Opportunity Action): Melee 0 (the triggering creature); +17 vs. Fortitude	
Hit: 3d6 + 12 necrotic damage. On a critical hit, the target also loses one healing surge (or takes additional damage equal to its surge value if it has no healing surges remaining).	
COUNTERMEASURES	
<b>Disable:</b> A creature adjacent to a trapped square can disable that square with a Moderate DC Thievery check as a standard action or a Hard DC Thievery check as a minor action. On a failed check, the square is not disabled, and the trap immediately makes its attack against the creature that failed the skill check.	



Shadovar Shadow Captain (Level 14)	Level 14 Skirmisher
Medium shadow humanoid (shade)	XP 1000
<b>HP 138; Bloodied 69</b>	<b>Initiative +13</b>
<b>AC 28, Fortitude 27, Reflex 25, Will 26</b>	<b>Perception +14</b>
<b>Speed 5</b>	<b>Darkvision</b>
TRAITS	
<b>Benighted Presence • Aura 10</b>	
Light-producing effects within the aura whose level is lower than the shadow captain's level can create only dim light.	
<b>Coalescing Darkness</b>	
When the Shadovar shadow captain moves 3 or more squares by any means, he gains total concealment until the end of his next turn.	
STANDARD ACTIONS	
<b>m Greatsword (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d6 + 12 damage.	
<b>r Shortbow (weapon) • At-Will</b>	
Attack: Ranged 5 (one creature); +19 vs. AC	
Hit: 3d6 + 12 damage.	
<b>M Shadow Strike (necrotic, weapon) • Recharge 6</b>	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d8 + 15 damage plus ongoing 10 necrotic damage (save ends).	
MOVE ACTIONS	
<b>Shadow Stride (teleportation) • Recharge 5 6</b>	
Effect: The shadow captain can teleport 20 squares but must end this movement in dim light or darkness.	
<b>Skills</b> Acrobatics +16, Diplomacy +17, Intimidate +17, Stealth +16	
<b>Str</b> 23 (+13)	<b>Dex</b> 18 (+11) <b>Wis</b> 14 (+9)
<b>Con</b> 18 (+11)	<b>Int</b> 12 (+8) <b>Cha</b> 21 (+12)
<b>Alignment</b> unaligned <b>Languages</b> Common, Netherese	
<b>Equipment</b> chainmail, light shield, greatsword, shortbow, 20 arrows	

Shadow Giant (Level 14)	Level 14 Soldier
Large shadow humanoid (giant, undead)	XP 1000
<b>HP 153; Bloodied 76</b>	<b>Initiative +12</b>
<b>AC 27, Fortitude 27, Reflex 26, Will 27</b>	<b>Perception +13</b>
<b>Speed 7, fly 3 (hover)</b>	<b>Darkvision</b>
<b>Immune</b> disease, poison; <b>Resist 20</b> necrotic, insubstantial	
TRAITS	
<b>Shadow Malaise (fear) • Aura 5</b>	
Enemies within the aura regain half the normal hit points from healing powers.	
<b>Revealed by Radiance</b>	
Whenever the shadow giant takes radiant damage, it loses insubstantial until the end of its next turn.	
STANDARD ACTIONS	
<b>m Necrotic Touch (necrotic) • At-Will</b>	
Attack: Melee 2 (one creature); +17 vs. Reflex	
Hit: 3d6 + 12 necrotic damage, and the target is marked (save ends).	
<b>M Death Touch (necrotic) • At-Will</b>	
Attack: Melee 2 (one creature); +17 vs. Reflex	
Hit: 3d6 + 12 damage, and the target is marked and takes ongoing 10 necrotic damage (save ends both).	
TRIGGERED ACTIONS	
<b>Cast into Shadow • At-Will</b>	
Trigger: An enemy marked by the shadow giant makes an attack that does not include the giant as a target.	
Attack (Immediate Reaction): Melee 2 (the triggering enemy); +17 vs. Reflex	
Hit: The target is removed from play and is stunned until the end of its next turn. It then appears in its last location or in the nearest unoccupied space.	
<b>Str</b> 22 (+13)	<b>Dex</b> 21 (+12) <b>Wis</b> 16 (+10)
<b>Con</b> 23 (+13)	<b>Int</b> 10 (+7) <b>Cha</b> 23 (+13)
<b>Alignment</b> evil <b>Languages</b> Common, Giant	

## ENCOUNTER 3: "MASTER" (AL 14)

Yder Tanthul (Level 16) Level 16 Elite Controller	
Medium shadow humanoid (shade)	XP 2800
HP312; Bloodied 156	Initiative +15
AC 31, Fortitude 30, Reflex 33, Will 32	Perception +13
Speed 6	Darkvision
Immune to the necrotized floor trap	
Resist 10 necrotic, 10 thunder; Vulnerable 10 radiant	
Saving Throws +2; Action Points 1	
TRAITS	
<b>One with Shadow</b>	
Yder can use cover from his allies to become hidden or to remain hidden.	
STANDARD ACTIONS	
<b>m Shadowblade</b> (necrotic, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d8 + 11 necrotic damage, and the target is weakened until the end of Yder's next turn.	
<b>C Thundering Blast</b> (thunder, weapon) • <b>At-Will</b>	
Attack: Close blast 3 (enemies in blast); +19 vs. Fortitude	
Hit: 3d6 + 8 thunder damage, and the target falls prone.	
<b>Thundering Shadowblade</b> • <b>At-Will</b>	
Yder makes a <i>shadowblade</i> attack followed by a <i>thundering blast</i> attack. If both attacks hit the same target, the target is pushed 3 squares and cannot stand up until the end of Yder's next turn.	
<b>C Shadow Storm</b> (necrotic, teleportation) • <b>Encounter</b>	
Attack: Close blast 10 (enemies in blast); +19 vs. Reflex	
Hit: 4d6 + 11 necrotic damage, and the target is immobilized (save ends).	
Effect: Yder can teleport to any square in the blast.	
Miss: Half damage, and the target is not immobilized.	
<b>C Shade Prince's Query</b> (psychic) • <b>Encounter</b>	
Attack: Close blast 5 (enemies in blast); +19 vs. Will	
Hit: 4d6 + 11 psychic damage, and the target is dazed and takes ongoing 10 psychic damage (save ends both).	
Miss: Half damage, and the target is neither dazed nor immobilized.	
MOVE ACTIONS	
<b>Shadowdance</b> (teleportation) • <b>Recharge 4 5 6</b>	
Effect: Yder teleports up to his speed, but he must begin or end this movement adjacent to a creature.	
MINOR ACTIONS	
<b>R Hollow Stare</b> (fear) • <b>Recharge 5 6</b>	
Attack: Ranged 5 (one creature); +19 vs. Will	
Hit: Yder pushes the target up to 5 squares, and the target takes a -2 penalty to attack rolls (save ends).	
<b>Phantom Image</b> (illusion) • <b>Recharge 5 6</b>	
Effect: Until the end of Yder's next turn, any creature that attacks him with a melee or ranged attack must roll twice and use the lower attack roll result. If either result is a critical hit, use that result instead.	

TRIGGERED ACTIONS	
<b>Enfeebling Defense</b> • <b>Encounter</b>	
Trigger: Yder is hit by a melee attack.	
Effect (Immediate Interrupt): Yder takes half damage from the triggering attack, and the triggering creature is then weakened until the end of Yder's next turn.	
<b>Implacable Prince</b> • <b>At-Will</b> (1/round)	
Trigger: Yder becomes slowed, immobilized, dazed, or stunned.	
Effect (No Action): Yder makes a saving throw to end the triggering effect, even if the effect would not normally end on a save.	
<b>Unnatural Life</b> (healing) • <b>Encounter</b>	
Trigger: Yder drops to 0 hit points.	
Effect (No Action): Yder does not die. Instead, he falls unconscious until the start of his next turn, when he gains 78 hit points. When he gains these hit points, all effects on him end and he becomes insubstantial until the end of his next turn.	
Skills Arcana +22, Diplomacy +18, Religion +20, Stealth +22	
Str 13 (+9)	Dex 16 (+11) Wis 23 (+14)
Con 20 (+13)	Int 24 (+15) Cha 20 (+13)
Alignment evil Languages Common, Netherese, Thayan	
Equipment holy symbol of Shar (acts as a <i>steadfast amulet</i> ), boots of stealth, leather armor, longsword	

Steadfast Amulet (Item Power)	
Power (Daily): Immediate Interrupt. Use this power when you are dazed or stunned by an attack. Make a saving throw against the condition. On a failure, you don't expend the use of this power.	

Necrotized Floor (Level 16) Level 16 Obstacle	
Trap	XP 1400
Detect Perception (DC 16)	Initiative +0
Detect Arcana (DC 22)	
TRIGGERED ACTIONS	
<b>Attack</b> • <b>At-Will</b>	
Trigger: A creature enters or begins its turn in a trapped square.	
Attack (Opportunity Action): Melee 0 (the triggering creature); +19 vs. Fortitude	
Hit: 3d8 + 11 necrotic damage. On a critical hit, the target also loses one healing surge (or takes additional damage equal to its surge value if it has no healing surges remaining).	
COUNTERMEASURES	
<b>Disable:</b> A creature adjacent to a trapped square can disable that square with a Moderate DC Thievery check as a standard action or a Hard DC Thievery check as a minor action. On a failed check, the square is not disabled, and the trap immediately makes its attack against the creature that failed the skill check.	

Shadovar Shadow Captain	Level 16 Skirmisher
Medium shadow humanoid (shade)	XP 1400
HP 154; Bloodied 77	Initiative +14
AC 30, Fortitude 29, Reflex 27, Will 28	Perception +15
Speed 5	darkvision
TRAITS	
<b>Benighted Presence • Aura 10</b>	
Light-producing effects within the aura whose level is lower than the shadow captain's level can create only dim light.	
<b>Coalescing Darkness</b>	
When the Shadovar shadow captain moves 3 or more squares by any means, he gains total concealment until the end of his next turn.	
STANDARD ACTIONS	
<b>m Greatsword (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d8 + 11 damage.	
<b>r Shortbow (weapon) • At-Will</b>	
Attack: Ranged 5 (one creature); +21 vs. AC	
Hit: 3d8 + 11 damage.	
<b>M Shadow Strike (necrotic, weapon) • Recharge 6</b>	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 4d6 + 17 damage plus ongoing 10 necrotic damage (save ends).	
MOVE ACTIONS	
<b>Shadow Stride (teleportation) • Recharge 5 6</b>	
Effect: The shadow captain can teleport 20 squares but must end this movement in dim light or darkness.	
<b>Skills</b> Acrobatics +17, Diplomacy +18, Intimidate +18, Stealth +17	
<b>Str</b> 23 (+14)	<b>Dex</b> 18 (+12) <b>Wis</b> 14 (+10)
<b>Con</b> 18 (+12)	<b>Int</b> 12 (+9) <b>Cha</b> 21 (+13)
<b>Alignment</b> unaligned <b>Languages</b> Common, Netherese	
<b>Equipment</b> chainmail, light shield, greatsword, shortbow, 20 arrows	

Shadow Giant (Level 16)	Level 16 Soldier
Large shadow humanoid (giant, undead)	XP 1400
HP 169; Bloodied 84	Initiative +13
AC 29, Fortitude 29, Reflex 28, Will 29	Perception +14
Speed 7, fly 3 (hover)	darkvision
<b>Immune</b> disease, poison; <b>Resist</b> 20 necrotic, insubstantial	
TRAITS	
<b>Shadow Malaise (fear) • Aura 5</b>	
Enemies within the aura regain half the normal hit points from healing powers.	
<b>Revealed by Radiance</b>	
Whenever the shadow giant takes radiant damage, it loses insubstantial until the end of its next turn.	
STANDARD ACTIONS	
<b>m Necrotic Touch (necrotic) • At-Will</b>	
Attack: Melee 2 (one creature); +19 vs. Reflex	
Hit: 3d8 + 11 necrotic damage, and the target is marked (save ends).	
<b>M Death Touch (necrotic) • At-Will</b>	
Attack: Melee 2 (one creature); +19 vs. Reflex	
Hit: 3d8 + 11 damage, and the target is marked and takes ongoing 10 necrotic damage (save ends both).	
TRIGGERED ACTIONS	
<b>Cast into Shadow • At-Will</b>	
Trigger: An enemy marked by the shadow giant makes an attack that does not include the giant as a target.	
Attack (Immediate Reaction): Melee 2 (the triggering enemy); +19 vs. Reflex	
Hit: The target is removed from play and is stunned until the end of its next turn. It then appears in its last location or in the nearest unoccupied space.	
<b>Str</b> 22 (+14)	<b>Dex</b> 21 (+13) <b>Wis</b> 16 (+11)
<b>Con</b> 23 (+12)	<b>Int</b> 10 (+8) <b>Cha</b> 23 (+14)
<b>Alignment</b> evil <b>Languages</b> Common, Giant	

## ENCOUNTER 3: "MASTER" (AL 16)

Yder Tanthul (Level 18)		Level 18 Elite Controller	
Medium shadow humanoid (shade)		XP 4000	
HP344; Bloodied 172		Initiative +16	
AC 33, Fortitude 32, Reflex 35, Will 34		Perception +14	
Speed 6		Darkvision	
Immune to the necrotized floor trap			
Resist 10 necrotic, 10 thunder; Vulnerable 10 radiant			
Saving Throws +2; Action Points 1			
TRAITS			
One with Shadow			
Yder can use cover from his allies to become hidden or to remain hidden.			
STANDARD ACTIONS			
m Shadowblade (necrotic, weapon) • At-Will			
Attack: Melee 1 (one creature); +23 vs. AC			
Hit: 3d8 + 13 necrotic damage, and the target is weakened until the end of Yder's next turn.			
C Thundering Blast (thunder, weapon) • At-Will			
Attack: Close blast 3 (enemies in blast); +21 vs. Fortitude			
Hit: 3d6 + 9 thunder damage, and the target falls prone.			
Thundering Shadowblade • At-Will			
Yder makes a shadowblade attack followed by a thundering blast attack. If both attacks hit the same target, the target is pushed 3 squares and cannot stand up until the end of Yder's next turn.			
C Shadow Storm (necrotic, teleportation) • Encounter			
Attack: Close blast 10 (enemies in blast); +21 vs. Reflex			
Hit: 4d6 + 13 necrotic damage, and the target is immobilized (save ends).			
Effect: Yder can teleport to any square in the blast.			
Miss: Half damage, and the target is not immobilized.			
C Shade Prince's Query (psychic) • Encounter			
Attack: Close blast 5 (enemies in blast); +21 vs. Will			
Hit: 4d6 + 13 psychic damage, and the target is dazed and takes ongoing 10 psychic damage (save ends both).			
Miss: Half damage, and the target is neither dazed nor immobilized.			
MOVE ACTIONS			
Shadowdance (teleportation) • Recharge 4 5 6			
Effect: Yder teleports up to his speed, but he must begin or end this movement adjacent to a creature.			
MINOR ACTIONS			
R Hollow Stare (fear) • Recharge 5 6			
Attack: Ranged 5 (one creature); +21 vs. Will			
Hit: Yder pushes the target up to 5 squares, and the target takes a -2 penalty to attack rolls (save ends).			
Phantom Image (illusion) • Recharge 5 6			
Effect: Until the end of Yder's next turn, any creature that attacks him with a melee or ranged attack must roll twice and use the lower attack roll result. If either result is a critical hit, use that result instead.			

TRIGGERED ACTIONS		
<b>Enfeebling Defense</b> • <b>Encounter</b>		
Trigger: Yder is hit by a melee attack.		
Effect (Immediate Interrupt): Yder takes half damage from the triggering attack, and the triggering creature is then weakened until the end of Yder's next turn.		
<b>Implacable Prince</b> • <b>At-Will</b> (1/round)		
Trigger: Yder becomes slowed, immobilized, dazed, or stunned.		
Effect (No Action): Yder makes a saving throw to end the triggering effect, even if the effect would not normally end on a save.		
<b>Unnatural Life</b> (healing) • <b>Encounter</b>		
Trigger: Yder drops to 0 hit points.		
Effect (No Action): Yder does not die. Instead, he falls unconscious until the start of his next turn, when he gains 86 hit points. When he gains these hit points, all effects on him end and he becomes insubstantial until the end of his next turn.		
Skills Arcana +23, Diplomacy +19, Religion +21, Stealth +23		
Str 13 (+10)	Dex 16 (+12)	Wis 23 (+15)
Con 20 (+14)	Int 24 (+16)	Cha 20 (+14)
Alignment evil Languages Common, Netherese, Thayan		
Equipment holy symbol of Shar (acts as a <i>steadfast amulet</i> ), boots of stealth, leather armor, longsword		

Steadfast Amulet (Item Power)
Power (Daily): Immediate Interrupt. Use this power when you are dazed or stunned by an attack. Make a saving throw against the condition. On a failure, you don't expend the use of this power.

Necrotized Floor (Level 18)		Level 18 Obstacle	
Trap		XP 2000	
Detect Perception (DC 17)		Initiative +0	
Detect Arcana (DC 23)			
TRIGGERED ACTIONS			
Attack • At-Will			
<i>Trigger:</i> A creature enters or begins its turn in a trapped square.			
<i>Attack (Opportunity Action):</i> Melee 0 (the triggering creature); +21 vs. Fortitude			
<i>Hit:</i> 3d8 + 13 necrotic damage. On a critical hit, the target also loses one healing surge (or takes additional damage equal to its surge value if it has no healing surges remaining).			
COUNTERMEASURES			
<b>Disable:</b> A creature adjacent to a trapped square can disable that square with a Moderate DC Thievery check as a standard action or a Hard DC Thievery check as a minor action. On a failed check, the square is not disabled, and the trap immediately makes its attack against the creature that failed the skill check.			

Shadovar Shadow Captain (Level 18)	Level 18 Skirmisher
Medium shadow humanoid (shade)	XP 2000
HP 170; Bloodied 85	Initiative +15
AC 32, Fortitude 31, Reflex 29, Will 30	Perception +16
Speed 5	darkvision
TRAITS	
<b>Benighted Presence • Aura 10</b>	
Light-producing effects within the aura whose level is lower than the shadow captain's level can create only dim light.	
<b>Coalescing Darkness</b>	
When the Shadovar shadow captain moves 3 or more squares by any means, he gains total concealment until the end of his next turn.	
STANDARD ACTIONS	
<b>m Greatsword (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d8 + 13 damage.	
<b>r Shortbow (weapon) • At-Will</b>	
Attack: Ranged 5 (one creature); +23 vs. AC	
Hit: 3d8 + 13 damage.	
<b>M Shadow Strike (necrotic, weapon) • Recharge 6</b>	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 4d6 + 19 damage plus ongoing 10 necrotic damage (save ends).	
MOVE ACTIONS	
<b>Shadow Stride (teleportation) • Recharge 5 6</b>	
Effect: The shadow captain can teleport 20 squares but must end this movement in dim light or darkness.	
<b>Skills</b> Acrobatics +18, Diplomacy +19, Intimidate +19, Stealth +18	
<b>Str</b> 23 (+15)	<b>Dex</b> 18 (+13) <b>Wis</b> 14 (+11)
<b>Con</b> 18 (+13)	<b>Int</b> 12 (+10) <b>Cha</b> 21 (+14)
<b>Alignment</b> unaligned <b>Languages</b> Common, Netherese	
<b>Equipment</b> chainmail, light shield, greatsword, shortbow, 20 arrows	

Shadow Giant	Level 18 Soldier
Large shadow humanoid (giant, undead)	XP 2000
HP 185; Bloodied 92	Initiative +14
AC 31, Fortitude 31, Reflex 30, Will 31	Perception +15
Speed 7, fly 3 (hover)	darkvision
<b>Immune</b> disease, poison; <b>Resist</b> 20 necrotic, insubstantial	
TRAITS	
<b>Shadow Malaise (fear) • Aura 5</b>	
Enemies within the aura regain half the normal hit points from healing powers.	
<b>Revealed by Radiance</b>	
Whenever the shadow giant takes radiant damage, it loses insubstantial until the end of its next turn.	
STANDARD ACTIONS	
<b>m Necrotic Touch (necrotic) • At-Will</b>	
Attack: Melee 2 (one creature); +21 vs. Reflex	
Hit: 3d8 + 13 necrotic damage, and the target is marked (save ends).	
<b>M Death Touch (necrotic) • At-Will</b>	
Attack: Melee 2 (one creature); +21 vs. Reflex	
Hit: 3d8 + 13 damage, and the target is marked and takes ongoing 10 necrotic damage (save ends both).	
TRIGGERED ACTIONS	
<b>Cast into Shadow • At-Will</b>	
Trigger: An enemy marked by the shadow giant makes an attack that does not include the giant as a target.	
Attack (Immediate Reaction): Melee 2 (the triggering enemy); +21 vs. Reflex	
Hit: The target is removed from play and is stunned until the end of its next turn. It then appears in its last location or in the nearest unoccupied space.	
<b>Str</b> 22 (+15)	<b>Dex</b> 21 (+14) <b>Wis</b> 16 (+12)
<b>Con</b> 23 (+13)	<b>Int</b> 10 (+9) <b>Cha</b> 23 (+15)
<b>Alignment</b> evil <b>Languages</b> Common, Giant	

## ENCOUNTER 3: "MASTER" (AL 18)

Yder Tanthul (Level 20) Level 20 Elite Controller	
Medium shadow humanoid (shade)	XP 5600
HP376; Bloodied 188	Initiative +17
AC 35, Fortitude 34, Reflex 37, Will 36	Perception +15
Speed 6	Darkvision
Immune to the necrotized floor trap	
Resist 10 necrotic, 10 thunder; Vulnerable 10 radiant	
Saving Throws +2; Action Points 1	
TRAITS	
<b>One with Shadow</b>	
Yder can use cover from his allies to become hidden or to remain hidden.	
STANDARD ACTIONS	
<b>m Shadowblade</b> (necrotic, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d8 + 15 necrotic damage, and the target is weakened until the end of Yder's next turn.	
<b>C Thundering Blast</b> (thunder, weapon) • <b>At-Will</b>	
Attack: Close blast 3 (enemies in blast); +23 vs. Fortitude	
Hit: 3d6 + 11 thunder damage, and the target falls prone.	
<b>Thundering Shadowblade</b> • <b>At-Will</b>	
Yder makes a <i>shadowblade</i> attack followed by a <i>thundering blast</i> attack. If both attacks hit the same target, the target is pushed 3 squares and cannot stand up until the end of Yder's next turn.	
<b>C Shadow Storm</b> (necrotic, teleportation) • <b>Encounter</b>	
Attack: Close blast 10 (enemies in blast); +23 vs. Reflex	
Hit: 4d6 + 15 necrotic damage, and the target is immobilized (save ends).	
Effect: Yder can teleport to any square in the blast.	
Miss: Half damage, and the target is not immobilized.	
<b>C Shade Prince's Query</b> (psychic) • <b>Encounter</b>	
Attack: Close blast 5 (enemies in blast); +23 vs. Will	
Hit: 4d6 + 15 psychic damage, and the target is dazed and takes ongoing 10 psychic damage (save ends both).	
Miss: Half damage, and the target is neither dazed nor immobilized.	
MOVE ACTIONS	
<b>Shadowdance</b> (teleportation) • <b>Recharge 4 5 6</b>	
Effect: Yder teleports up to his speed, but he must begin or end this movement adjacent to a creature.	
MINOR ACTIONS	
<b>R Hollow Stare</b> (fear) • <b>Recharge 5 6</b>	
Attack: Ranged 5 (one creature); +23 vs. Will	
Hit: Yder pushes the target up to 5 squares, and the target takes a -2 penalty to attack rolls (save ends).	
<b>Phantom Image</b> (illusion) • <b>Recharge 5 6</b>	
Effect: Until the end of Yder's next turn, any creature that attacks him with a melee or ranged attack must roll twice and use the lower attack roll result. If either result is a critical hit, use that result instead.	

TRIGGERED ACTIONS	
<b>Enfeebling Defense</b> • <b>Encounter</b>	
Trigger: Yder is hit by a melee attack.	
Effect (Immediate Interrupt): Yder takes half damage from the triggering attack, and the triggering creature is then weakened until the end of Yder's next turn.	
<b>Implacable Prince</b> • <b>At-Will</b> (1/round)	
Trigger: Yder becomes slowed, immobilized, dazed, or stunned.	
Effect (No Action): Yder makes a saving throw to end the triggering effect, even if the effect would not normally end on a save.	
<b>Unnatural Life</b> (healing) • <b>Encounter</b>	
Trigger: Yder drops to 0 hit points.	
Effect (No Action): Yder does not die. Instead, he falls unconscious until the start of his next turn, when he gains 94 hit points. When he gains these hit points, all effects on him end and he becomes insubstantial until the end of his next turn.	
Skills Arcana +24, Diplomacy +20, Religion +22, Stealth +24	
Str 13 (+11)	Dex 16 (+13) Wis 23 (+16)
Con 20 (+15)	Int 24 (+17) Cha 20 (+15)
Alignment evil Languages Common, Netherese, Thayan	
Equipment holy symbol of Shar (acts as a <i>steadfast amulet</i> ), boots of stealth, leather armor, longsword	

Steadfast Amulet (Item Power)
Power (Daily): Immediate Interrupt. Use this power when you are dazed or stunned by an attack. Make a saving throw against the condition. On a failure, you don't expend the use of this power.

Necrotized Floor (Level 20) Level 20 Obstacle	
Trap	XP 2800
Detect Perception (DC 18)	Initiative +0
Detect Arcana (DC 25)	
TRIGGERED ACTIONS	
<b>Attack</b> • <b>At-Will</b>	
Trigger: A creature enters or begins its turn in a trapped square.	
Attack (Opportunity Action): Melee 0 (the triggering creature); +23 vs. Fortitude	
Hit: 3d8 + 15 necrotic damage. On a critical hit, the target also loses one healing surge (or takes additional damage equal to its surge value if it has no healing surges remaining).	
COUNTERMEASURES	
<b>Disable:</b> A creature adjacent to a trapped square can disable that square with a Moderate DC Thievery check as a standard action or a Hard DC Thievery check as a minor action. On a failed check, the square is not disabled, and the trap immediately makes its attack against the creature that failed the skill check.	



Shadovar Shadow Captain (Level 20)	Level 20 Skirmisher
Medium shadow humanoid (shade)	XP 2800
HP 186; Bloodied 93	Initiative +16
AC 34, Fortitude 33, Reflex 31, Will 32	Perception +17
Speed 5	darkvision
TRAITS	
<b>Benighted Presence • Aura 10</b>	
Light-producing effects within the aura whose level is lower than the shadow captain's level can create only dim light.	
<b>Coalescing Darkness</b>	
When the Shadovar shadow captain moves 3 or more squares by any means, he gains total concealment until the end of his next turn.	
STANDARD ACTIONS	
<b>m Greatsword (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d8 + 15 damage.	
<b>r Shortbow (weapon) • At-Will</b>	
Attack: Ranged 5 (one creature); +25 vs. AC	
Hit: 3d8 + 15 damage.	
<b>M Shadow Strike (necrotic, weapon) • Recharge 6</b>	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 4d8 + 17 damage plus ongoing 10 necrotic damage (save ends).	
MOVE ACTIONS	
<b>Shadow Stride (teleportation) • Recharge 5 6</b>	
Effect: The shadow captain can teleport 20 squares but must end this movement in dim light or darkness.	
<b>Skills</b> Acrobatics +19, Diplomacy +20, Intimidate +20, Stealth +19	
<b>Str</b> 23 (+16)	<b>Dex</b> 18 (+14) <b>Wis</b> 14 (+12)
<b>Con</b> 18 (+14)	<b>Int</b> 12 (+11) <b>Cha</b> 21 (+15)
<b>Alignment</b> unaligned <b>Languages</b> Common, Netherese	
<b>Equipment</b> chainmail, light shield, greatsword, shortbow, 20 arrows	

Shadow Giant (Level 20)	Level 20 Soldier
Large shadow humanoid (giant, undead)	XP 2800
HP 201; Bloodied 100	Initiative +15
AC 33, Fortitude 33, Reflex 32, Will 33	Perception +16
Speed 7, fly 3 (hover)	darkvision
<b>Immune</b> disease, poison; <b>Resist</b> 20 necrotic, insubstantial	
TRAITS	
<b>Shadow Malaise (fear) • Aura 5</b>	
Enemies within the aura regain half the normal hit points from healing powers.	
<b>Revealed by Radiance</b>	
Whenever the shadow giant takes radiant damage, it loses insubstantial until the end of its next turn.	
STANDARD ACTIONS	
<b>m Necrotic Touch (necrotic) • At-Will</b>	
Attack: Melee 2 (one creature); +23 vs. Reflex	
Hit: 3d8 + 15 necrotic damage, and the target is marked (save ends).	
<b>M Death Touch (necrotic) • At-Will</b>	
Attack: Melee 2 (one creature); +23 vs. Reflex	
Hit: 3d8 + 15 damage, and the target is marked and takes ongoing 10 necrotic damage (save ends both).	
TRIGGERED ACTIONS	
<b>Cast into Shadow • At-Will</b>	
Trigger: An enemy marked by the shadow giant makes an attack that does not include the giant as a target.	
Attack (Immediate Reaction): Melee 2 (the triggering enemy); +23 vs. Reflex	
Hit: The target is removed from play and is stunned until the end of its next turn. It then appears in its last location or in the nearest unoccupied space.	
<b>Str</b> 22 (+16)	<b>Dex</b> 21 (+15) <b>Wis</b> 16 (+13)
<b>Con</b> 23 (+14)	<b>Int</b> 10 (+10) <b>Cha</b> 23 (+16)
<b>Alignment</b> evil <b>Languages</b> Common, Giant	



## ENCOUNTER 3: "MASTER" (AL 20)

Yder Tanthul (Level 22)	Level 22 Elite Controller
Medium shadow humanoid (shade)	XP 8300
HP408; Bloodied 204	Initiative +17
AC 37, Fortitude 36, Reflex 39, Will 38	Perception +15
Speed 6	Darkvision
Immune to the necrotized floor trap	
Resist 15 necrotic, 15 thunder; Vulnerable 10 radiant	
Saving Throws +2; Action Points 1	
TRAITS	
<b>One with Shadow</b>	
Yder can use cover from his allies to become hidden or to remain hidden.	
STANDARD ACTIONS	
<b>m Shadowblade</b> (necrotic, weapon) • <b>At-Will</b>	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 4d6 + 16 necrotic damage, and the target is weakened until the end of Yder's next turn.	
<b>C Thundering Blast</b> (thunder, weapon) • <b>At-Will</b>	
Attack: Close blast 3 (enemies in blast); +25 vs. Fortitude	
Hit: 3d8 + 9 thunder damage, and the target falls prone.	
<b>Thundering Shadowblade</b> • <b>At-Will</b>	
Yder makes a <i>shadowblade</i> attack followed by a <i>thundering blast</i> attack. If both attacks hit the same target, the target is pushed 3 squares and cannot stand up until the end of Yder's next turn.	
<b>C Shadow Storm</b> (necrotic, teleportation) • <b>Encounter</b>	
Attack: Close blast 10 (enemies in blast); +25 vs. Reflex	
Hit: 4d8 + 13 necrotic damage, and the target is immobilized (save ends).	
Effect: Yder can teleport to any square in the blast.	
Miss: Half damage, and the target is not immobilized.	
<b>C Shade Prince's Query</b> (psychic) • <b>Encounter</b>	
Attack: Close blast 5 (enemies in blast); +25 vs. Will	
Hit: 4d8 + 13 psychic damage, and the target is dazed and takes ongoing 15 psychic damage (save ends both).	
Miss: Half damage, and the target is neither dazed nor immobilized.	
MOVE ACTIONS	
<b>Shadowdance</b> (teleportation) • <b>Recharge</b> 4 5 6	
Effect: Yder teleports up to his speed, but he must begin or end this movement adjacent to a creature.	
MINOR ACTIONS	
<b>R Hollow Stare</b> (fear) • <b>Recharge</b> 5 6	
Attack: Ranged 5 (one creature); +25 vs. Will	
Hit: Yder pushes the target up to 5 squares, and the target takes a -2 penalty to attack rolls (save ends).	
<b>Phantom Image</b> (illusion) • <b>Recharge</b> 5 6	
Effect: Until the end of Yder's next turn, any creature that attacks him with a melee or ranged attack must roll twice and use the lower attack roll result. If either result is a critical hit, use that result instead.	

TRIGGERED ACTIONS
<b>Enfeebling Defense</b> • <b>Encounter</b>
Trigger: Yder is hit by a melee attack.
Effect (Immediate Interrupt): Yder takes half damage from the triggering attack, and the triggering creature is then weakened until the end of Yder's next turn.
<b>Implacable Prince</b> • <b>At-Will</b> (1/round)
Trigger: Yder becomes slowed, immobilized, dazed, or stunned.
Effect (No Action): Yder makes a saving throw to end the triggering effect, even if the effect would not normally end on a save.
<b>Unnatural Life</b> (healing) • <b>Encounter</b>
Trigger: Yder drops to 0 hit points.
Effect (No Action): Yder does not die. Instead, he falls unconscious until the start of his next turn, when he gains 102 hit points. When he gains these hit points, all effects on him end and he becomes insubstantial until the end of his next turn.
Skills Arcana +25, Diplomacy +21, Religion +23, Stealth +25
Str 13 (+12) Dex 16 (+14) Wis 23 (+17)
Con 20 (+16) Int 24 (+18) Cha 20 (+16)
Alignment evil Languages Common, Netherese, Thayan
Equipment holy symbol of Shar (acts as a <i>steadfast amulet</i> ), boots of stealth, leather armor, longsword

Steadfast Amulet (Item Power)
Power (Daily): Immediate Interrupt. Use this power when you are dazed or stunned by an attack. Make a saving throw against the condition. On a failure, you don't expend the use of this power.

Necrotized Floor (Level 22)	Level 22 Obstacle
Trap	XP 4150
Detect Perception (DC 20)	Initiative +0
Detect Arcana (DC 27)	
TRIGGERED ACTIONS	
<b>Attack</b> • <b>At-Will</b>	
Trigger: A creature enters or begins its turn in a trapped square.	
Attack (Opportunity Action): Melee 0 (the triggering creature); +23 vs. Fortitude	
Hit: 4d6 + 16 necrotic damage. On a critical hit, the target also loses one healing surge (or takes additional damage equal to its surge value if it has no healing surges remaining).	
COUNTERMEASURES	
<b>Disable</b> : A creature adjacent to a trapped square can disable that square with a Moderate DC Thievery check as a standard action or a Hard DC Thievery check as a minor action. On a failed check, the square is not disabled, and the trap immediately makes its attack against the creature that failed the skill check.	

Shadovar Shadow Captain (Level 22)	Level 22 Skirmisher
Medium shadow humanoid (shade)	XP 4150
HP 202; Bloodied 101	Initiative +17
AC 36, Fortitude 35, Reflex 33, Will 34	Perception +18
Speed 5	darkvision
TRAITS	
<b>Benighted Presence • Aura 10</b>	
Light-producing effects within the aura whose level is lower than the shadow captain's level can create only dim light.	
<b>Coalescing Darkness</b>	
When the Shadovar shadow captain moves 3 or more squares by any means, he gains total concealment until the end of his next turn.	
STANDARD ACTIONS	
<b>m Greatsword (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 4d6 + 16 damage.	
<b>r Shortbow (weapon) • At-Will</b>	
Attack: Ranged 5 (one creature); +27 vs. AC	
Hit: 4d6 + 16 damage.	
<b>M Shadow Strike (necrotic, weapon) • Recharge 6</b>	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 4d8 + 20 damage plus ongoing 15 necrotic damage (save ends).	
MOVE ACTIONS	
<b>Shadow Stride (teleportation) • Recharge 5 6</b>	
Effect: The shadow captain can teleport 20 squares but must end this movement in dim light or darkness.	
<b>Skills</b> Acrobatics +20, Diplomacy +21, Intimidate +21, Stealth +20	
<b>Str</b> 23 (+17)	<b>Dex</b> 18 (+15) <b>Wis</b> 14 (+13)
<b>Con</b> 18 (+15)	<b>Int</b> 12 (+12) <b>Cha</b> 21 (+16)
<b>Alignment</b> unaligned <b>Languages</b> Common, Netherese	
<b>Equipment</b> chainmail, light shield, greatsword, shortbow, 20 arrows	

Shadow Giant (Level 22)	Level 22 Soldier
Large shadow humanoid (giant, undead)	XP 4150
HP 217; Bloodied 108	Initiative +16
AC 35, Fortitude 35, Reflex 34, Will 35	Perception +17
Speed 7, fly 3 (hover)	darkvision
<b>Immune</b> disease, poison; <b>Resist</b> 20 necrotic, insubstantial	
TRAITS	
<b>Shadow Malaise (fear) • Aura 5</b>	
Enemies within the aura regain half the normal hit points from healing powers.	
<b>Revealed by Radiance</b>	
Whenever the shadow giant takes radiant damage, it loses insubstantial until the end of its next turn.	
STANDARD ACTIONS	
<b>m Necrotic Touch (necrotic) • At-Will</b>	
Attack: Melee 2 (one creature); +25 vs. Reflex	
Hit: 4d6 + 16 necrotic damage, and the target is marked (save ends).	
<b>M Death Touch (necrotic) • At-Will</b>	
Attack: Melee 2 (one creature); +25 vs. Reflex	
Hit: 4d6 + 16 damage, and the target is marked and takes ongoing 15 necrotic damage (save ends both).	
TRIGGERED ACTIONS	
<b>Cast into Shadow • At-Will</b>	
Trigger: An enemy marked by the shadow giant makes an attack that does not include the giant as a target.	
Attack (Immediate Reaction): Melee 2 (the triggering enemy); +25 vs. Reflex	
Hit: The target is removed from play and is stunned until the end of its next turn. It then appears in its last location or in the nearest unoccupied space.	
<b>Str</b> 22 (+17)	<b>Dex</b> 21 (+16) <b>Wis</b> 16 (+14)
<b>Con</b> 23 (+15)	<b>Int</b> 10 (+11) <b>Cha</b> 23 (+17)
<b>Alignment</b> evil <b>Languages</b> Common, Giant	

## ENCOUNTER 3: "MASTER" (BATTLE MAP)

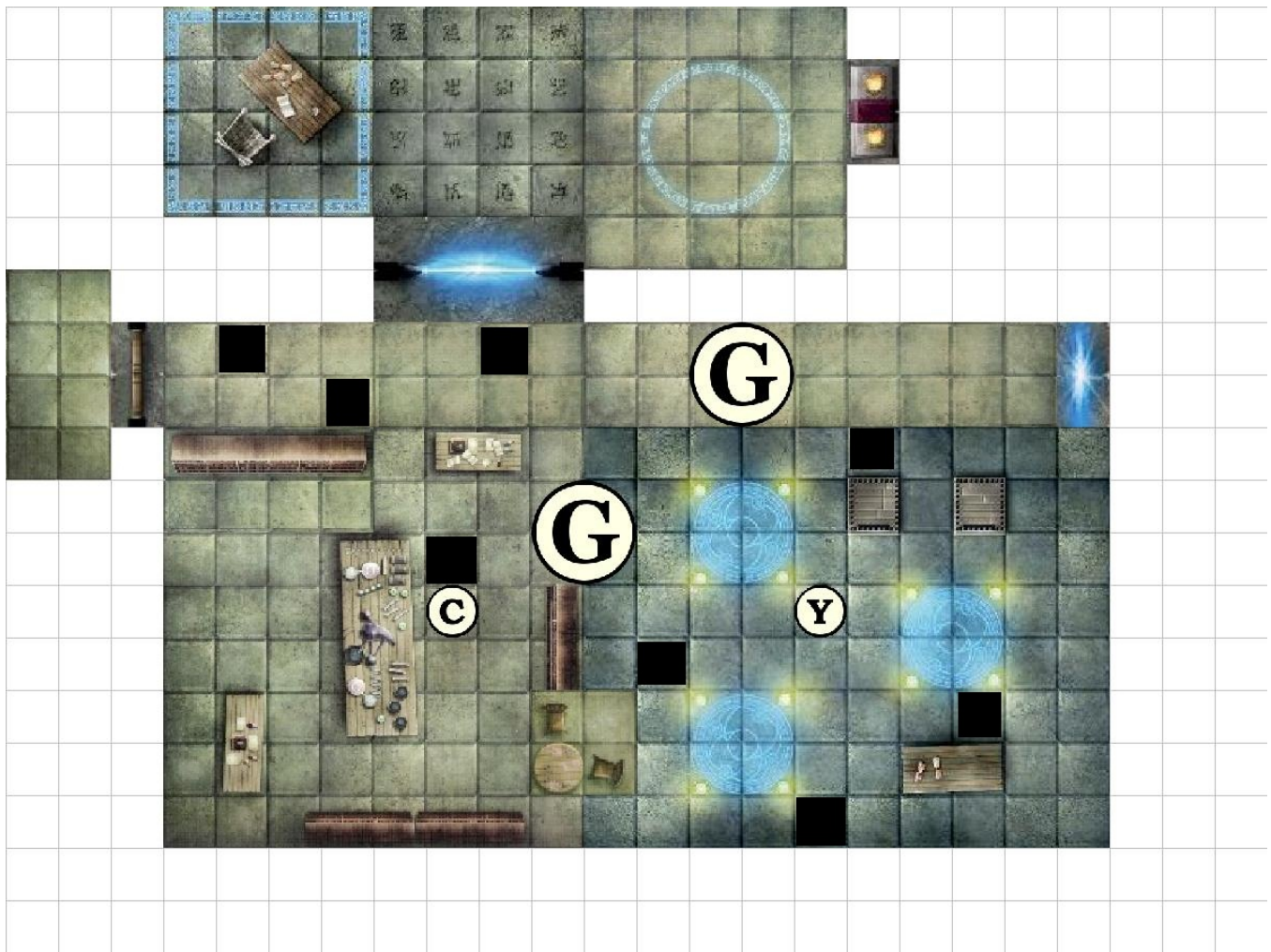
### TILE SETS NEEDED

*Dungeon Tiles Master Set - The Dungeon x2*

*Arcane Corridors x1*

Black Squares = Necrotized Floor Trap

The PCs enter via the double doors at the left edge of the map.



## ENCOUNTER 4: DEATHLESS

ENCOUNTER LEVEL 14/16/18/20/22  
(5000/7000/10000/14000/20750 XP)

### SETUP

This encounter includes the following creatures:

**Deathless Blademaster**  
**2 Deathless Berserkers**  
**2 Deathless Mages**

Unbeknownst to him, Yder is being spied upon by one of his fellow Shade Princes. His apparent peaceful interaction with the PCs and their departure from his sanctum unscathed has displeased this Prince, who takes the opportunity to strike.

Because of the wards preventing teleportation out of Yder's estate, and Yder's need to maintain discretion, the PCs must make their way to the merchant district to escape Shade Enclave. After leaving Yder's estate, the PCs find themselves on an isolated, quiet street close to their planned escape rally point. There, they are confronted by the servants of another Shade Prince, who has no interest in peaceful interaction with adventurers.

As the adventurers enter the area, read:

*Moving quickly through the quiet streets of Shade Enclave, you were able to put a little ground between you and the Shade Prince's estate. As you make your way toward the merchant district, from which you can escape the flying city, you get some curious looks. The locals appear surprised to see outsiders moving about the city at this time of day.*

Let the players know that moving around this time of day in the town isn't a good idea. They'll need to make Stealth checks as a group to avoid patrols that might be on the lookout for them. The characters are well-enough acquainted at this point with the Shade Enclave to not get terribly lost, if they wish to pursue a more convoluted route, in order to avoid some patrols.

As the PCs approach the merchant district, which lies on the other side of an aqueduct, one particular patrol has taken a defensive position to lie in wait for the PCs. The monsters are hiding in the building at the top right corner of the map as the PCs approach from the left. They attempt to hide behind a door that is only cracked open, and as a result of the cover provided, the PCs must make a Hard DC Perception check to avoid surprise; unless the PCs specifically indicate that they

are searching for patrols, use the PCs' passive Perception checks to determine surprise. Once the PCs reach the bridge in the center of the map, the monsters initiate their assault.

### FEATURES OF THE AREA

**Illumination:** Ambient light provides dim illumination.

**Aqueduct:** Any square that contains water is part of the land-based aqueduct. The water is 10 feet (2 squares) deep, with a smooth bottom and a current of 2 squares per round flowing toward the bottom of the map.

**Buildings:** The buildings are 2 squares tall. At this time of day, most residents in the buildings are asleep and do not interfere with the battle.

**Bridge:** The bridge has a light railing on both sides which gives creatures a +2 bonus to their saving throws to prevent forced movement off the bridge.

**Dam:** A creature that reaches the dam risks being swept away. If forced movement (whether from the aqueduct or a power) would force a creature past the dam, that creature may attempt a saving throw; success allows the creature to maintain its position at the top of the dam. A creature attempting to deliberately cross the dam must make a Moderate DC Athletics or Acrobatics check as a move action.

A creature that crosses below the dam may, on its next turn, attempt to cross back over the dam to rejoin the combat by attempting a Moderate DC Acrobatics or Athletics check as a move action. If this check fails, the creature is swept away. Monsters swept away in this manner are considered defeated.

PCs swept away by the dam lose two healing surges, and no ally has line of sight or line of effect to that PC until the PC crosses back over the dam (and vice versa). If the loss of healing surges causes the PC to become unconscious, he or she is considered dying. A conscious PC who has been swept away may fight the current with a Hard DC Acrobatics or Athletics check as a move action; success allows the PC to attempt a second move action to climb the dam as described above. Alternately, a PC may choose to allow the current to further sweep him or her away; this causes the PC to leave the combat permanently, but allows an effective (if ignoble) method of escaping pursuit.

**Wagons and Carts:** These are blocking terrain and provide cover to standing creatures and superior cover to prone creatures.

## TACTICS

The patrol works as a group to isolate and subdue the PCs in the most efficient manner possible. They first target PCs using healing effects, then PCs using area or control effects, then PCs dealing large amounts of melee or ranged damage.

The deathless mages' safety is key to the patrol, as they has the ability to transfer temporary hit points to their allies via *life transfer*. As a result, the patrol tries to keep enemies slowed and in the mages' aura as long as possible while not allowing the PCs to reach the mages directly.

## SCALING THE ENCOUNTER

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

**Four PCs:** Remove one of the deathless mages.

**Six PCs:** Add another deathless blademaker.

## ENDING THE ENCOUNTER

Once the PCs defeat the patrol, they can find a suitable location within the merchant district to make their exit from the Shade Enclave. Most parties will presumably avail themselves of the Linked Portal scroll they were provided, but those who have forged an alliance with Yder may not be eager to revisit the Sand Kings and so might choose to depart for another location. Those who can produce overland flight might choose to make a particularly dramatic exit from the city. This results in a high-speed mid-air chase, but ultimately the PCs escape. Shade Enclave is well-guarded against flying invaders, but the guards aren't expecting a flying departure from within the city proper.

## MILESTONE

This encounter counts toward a milestone. Defeating the patrol completes a Major Objective worth 700 / 1000 / 1400 / 2000 / 2800 XP. This XP replaces the XP that the PCs did not earn in Encounter 3. They cannot earn XP from both encounters.

## TREASURE

The patrol members have individual purses of money; see the Rewards Summary for details. The mage has a *steadfast amulet* +3 (+4 at Adventure Level 16 or above).

## CONCLUDING THE ADVENTURE

After defeating the patrol, the PCs are free to leave Shade Enclave without further interference. At this point, it is probably unwise to return to Ashurta, since the PCs did not complete their mission. However, they

have been amply rewarded by Yder, and have made a powerful if insidious ally. Proceed to Encounter 5.

## ENCOUNTER 4: "DEATHLESS" (AL 12)

Deathless Blademaster (Level 14)	Level 14 Soldier
Medium shadow humanoid (human)	XP 1000
HP 127; Bloodied 63	Initiative +12
AC 30, Fortitude 28, Reflex 25, Will 26	Perception +11
Speed 5	Low-light vision
STANDARD ACTIONS	
<b>m Bastard Sword (weapon) • At-Will</b>	
Attack: Melee 1 (one creatures); +19 vs. AC	
Hit: 3d6 + 12 damage.	
Effect: The target is marked until the end of the blademaster's next turn.	
<b>C Shadow Spiral • Recharge 5 6</b>	
Attack: Close burst 2 (enemies in the burst); +17 vs. Fortitude	
Hit: 3d6 + 12 damage, and the target is marked until the end of the blademaster's next turn. If the target is already marked by the blademaster, the target is also slowed (save ends).	
Effect: The blademaster can slide each target 1 square.	
TRIGGERED ACTIONS	
<b>C Life Mark (necrotic) • At-Will</b>	
Trigger: An enemy within 5 squares of the blademaster and marked by it makes an attack that doesn't include the blademaster as a target.	
Effect (Immediate Reaction): Close burst 5 (triggering enemy in the burst). The target takes 10 necrotic damage and the blademaster gains 10 temporary hit points.	
<b>Life Transfer • At-Will</b>	
Trigger: The blademaster gains temporary hit points.	
Effect (Free Action): Close burst 10 (one ally in the burst). The blademaster transfers 5 or 10 of the triggering hit points to the target.	
Skills Athletics +18; Intimidate +12	
Str 22 (+13)	Dex 16 (+10) Wis 19 (+11)
Con 17 (+10)	Int 11 (+7) Cha 11 (+7)
Alignment unaligned Languages Common	
Equipment: scale armor, broadsword	

Deathless Berserker (Level 14)	Level 14 Brute
Medium shadow humanoid (dwarf)	XP 1000
HP 140; Bloodied 70	Initiative +11
AC 26, Fortitude 28, Reflex 26, Will 25	Perception +10
Speed 6	Low-light vision
TRAITS	
<b>Vital Rage</b>	
While the berserker has temporary hit points, it can score a critical hit on a roll of 18-20.	
STANDARD ACTIONS	
<b>m War Pick (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d8 + 15 damage.	
<b>C Life Cut (weapon) • Recharge if the power misses every target</b>	
Attack: Close burst 1 (enemies in the burst); +19 vs. AC	
Hit: 3d8 + 15 damage.	
Effect: If the berserker hits two or more targets, the berserker gains 20 temporary hit points.	
TRIGGERED ACTIONS	
<b>C Bloodied Feast • Encounter</b>	
Trigger: An enemy bloodies the berserker.	
Effect (Immediate Reaction): The berserker shifts up to its speed + 2 to a square adjacent to the triggering enemy. <i>Life cut</i> recharges and the berserker uses it with a +2 bonus to attack rolls.	
Skills Athletics +18; Intimidate +12	
Str 22 (+13)	Dex 19 (+11) Wis 16 (+10)
Con 20 (+12)	Int 10 (+7) Cha 11 (+7)
Alignment unaligned Languages Common	
Equipment: hide armor, 2 war picks	

<b>Deathless Mage (Level 14)</b>	<b>Level 14 Controller (Leader)</b>
Medium shadow humanoid (shadar-kai)	XP 1000
<b>HP 110; Bloodied 55</b>	<b>Initiative +9</b>
<b>AC 28, Fortitude 26, Reflex 25, Will 28</b>	<b>Perception +7</b>
<b>Speed 6</b>	<b>Low-light vision</b>
<b>TRAITS</b>	
<b>Sapping Shadows • Aura 3</b>	
When a slowed enemy ends its turn in the aura, it takes 5 damage and the mage gains 5 temporary hit points.	
<b>STANDARD ACTIONS</b>	
<b>m Sickle (fear, weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d6 + 12 damage, and the mage pushes the target up to 2 squares.	
<b>C Shadestorm • At-Will</b>	
Attack: Close blast 3 (creatures in the blast); +17 vs. Reflex	
Hit: 2d8 + 7 damage, and the target is slowed until the end of the mage's next turn.	
<b>R Life Siphon • Recharge if the power misses</b>	
Attack: Ranged 3 (one creature); +17 vs. Will	
Hit: 3d6 + 12 damage, and ongoing 10 damage (save ends). Until the target saves, whenever it takes this ongoing damage the mage gains an equal number of temporary hit points.	
<b>MINOR ACTIONS</b>	
<b>Life Transfer • At-Will</b>	
Effect: Close burst 5 (one ally in the burst). The mage transfers up to 10 temporary hit points from itself to the target.	
<b>Skills</b> Arcana +16; Intimidate +19	
<b>Str</b> 11 (+7)	<b>Dex</b> 14 (+9)
<b>Con</b> 20 (+12)	<b>Int</b> 18 (+11)
	<b>Cha</b> 24 (+14)
<b>Alignment</b> unaligned	<b>Languages</b> Common
<b>Equipment:</b> chainmail, sickle, <i>steadfast amulet</i> +3	

<b>Steadfast Amulet (Item Power)</b>
Power (Daily): Immediate Interrupt. Use this power when you are dazed or stunned by an attack. Make a saving throw against the condition. On a failure, you don't expend the use of this power.



## ENCOUNTER 4: "DEATHLESS" (AL 14)

Deathless Blademaster (Level 16)	Level 16 Soldier
Medium shadow humanoid (human)	XP 1400
<b>HP</b> 143; <b>Bloodied</b> 71	<b>Initiative</b> +13
<b>AC</b> 32, <b>Fortitude</b> 30, <b>Reflex</b> 27, <b>Will</b> 28	<b>Perception</b> +12
<b>Speed</b> 5	Low-light vision
STANDARD ACTIONS	
<b>m Bastard Sword (weapon) • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +21 vs. AC	
<i>Hit:</i> 3d8 + 11 damage.	
<i>Effect:</i> The target is marked until the end of the blademaster's next turn.	
<b>C Shadow Spiral • Recharge 5 6</b>	
<i>Attack:</i> Close burst 2 (enemies in the burst); +19 vs. Fortitude	
<i>Hit:</i> 3d8 + 11 damage, and the target is marked until the end of the blademaster's next turn. If the target is already marked by the blademaster, the target is also slowed (save ends).	
<i>Effect:</i> The blademaster can slide each target 1 square.	
TRIGGERED ACTIONS	
<b>R Life Mark (necrotic) • At-Will</b>	
<i>Trigger:</i> An enemy within 5 squares of the blademaster and marked by it makes an attack that doesn't include the blademaster as a target.	
<i>Effect (Immediate Reaction):</i> Close burst 5 (triggering enemy in the burst). The target takes 10 necrotic damage and the blademaster gains 10 temporary hit points.	
<b>Life Transfer • At-Will</b>	
<i>Trigger:</i> The blademaster gains temporary hit points.	
<i>Effect (Free Action):</i> Close burst 10 (one ally in the burst). The blademaster transfers 5 or 10 of the triggering hit points to the target.	
<b>Skills</b> Athletics +19; Intimidate +13	
<b>Str</b> 22 (+14)	<b>Dex</b> 16 (+11) <b>Wis</b> 19 (+12)
<b>Con</b> 17 (+11)	<b>Int</b> 11 (+8) <b>Cha</b> 11 (+8)
<b>Alignment</b> unaligned <b>Languages</b> Common	
<b>Equipment:</b> scale armor, broadsword	

Deathless Berserker (Level 16)	Level 16 Brute
Medium shadow humanoid (dwarf)	XP 1400
<b>HP</b> 160; <b>Bloodied</b> 80	<b>Initiative</b> +12
<b>AC</b> 28, <b>Fortitude</b> 30, <b>Reflex</b> 28, <b>Will</b> 27	<b>Perception</b> +11
<b>Speed</b> 6	Low-light vision
TRAITS	
<b>Vital Rage</b>	
While the berserker has temporary hit points, it can score a critical hit on a roll of 18-20.	
STANDARD ACTIONS	
<b>m War Pick (weapon) • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +21 vs. AC	
<i>Hit:</i> 4d6 + 17 damage.	
<b>C Life Cut (weapon) • Recharge</b> if the power misses every target	
<i>Attack:</i> Close burst 1 (enemies in the burst); +21 vs. AC	
<i>Hit:</i> 4d6 + 17 damage.	
<i>Effect:</i> If the berserker hits two or more targets, the berserker gains 20 temporary hit points.	
TRIGGERED ACTIONS	
<b>C Bloodied Feast • Encounter</b>	
<i>Trigger:</i> An enemy bloodies the berserker.	
<i>Effect (Immediate Reaction):</i> The berserker shifts up to its speed + 2 to a square adjacent to the triggering enemy. <i>Life cut</i> recharges and the berserker uses it with a +2 bonus to attack rolls.	
<b>Skills</b> Athletics +19; Intimidate +13	
<b>Str</b> 22 (+14)	<b>Dex</b> 19 (+12) <b>Wis</b> 16 (+11)
<b>Con</b> 20 (+13)	<b>Int</b> 10 (+8) <b>Cha</b> 11 (+8)
<b>Alignment</b> unaligned <b>Languages</b> Common	
<b>Equipment:</b> hide armor, 2 war picks	

<b>Deathless Mage</b>	<b>Level 16 Controller (Leader)</b>
Medium shadow humanoid (shadar-kai)	XP 1400
<b>HP 126; Bloodied 63</b>	<b>Initiative +10</b>
<b>AC 30, Fortitude 28, Reflex 27, Will 30</b>	<b>Perception +8</b>
<b>Speed 6</b>	<b>Low-light vision</b>
<b>TRAITS</b>	
<b>Sapping Shadows • Aura 3</b>	
When a slowed enemy ends its turn in the aura, it takes 5 damage and the mage gains 5 temporary hit points.	
<b>STANDARD ACTIONS</b>	
<b>m Sickle (fear, weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d8 + 11 damage, and the mage pushes the target up to 2 squares.	
<b>C Shadestorm • At-Will</b>	
Attack: Close blast 3 (creatures in the blast); +19 vs. Reflex	
Hit: 3d6 + 8 damage, and the target is slowed until the end of the mage's next turn.	
<b>R Life Siphon • Recharge if the power misses</b>	
Attack: Ranged 3 (one creature); +19 vs. Will	
Hit: 3d8 + 11 damage, and ongoing 10 damage (save ends). Until the target saves, whenever it takes this ongoing damage the mage gains an equal number of temporary hit points.	
<b>MINOR ACTIONS</b>	
<b>Life Transfer • At-Will</b>	
Effect: Close burst 5 (one ally in the burst). The mage transfers up to 10 temporary hit points from itself to the target.	
<b>Skills</b> Arcana +17; Intimidate +20	
<b>Str</b> 11 (+8)	<b>Dex</b> 14 (+10)
<b>Con</b> 20 (+13)	<b>Int</b> 18 (+12)
	<b>Cha</b> 24 (+15)
<b>Alignment</b> unaligned	<b>Languages</b> Common
<b>Equipment:</b> chainmail, sickle, <i>steadfast amulet</i> +3	

<b>Steadfast Amulet (Item Power)</b>
Power (Daily): Immediate Interrupt. Use this power when you are dazed or stunned by an attack. Make a saving throw against the condition. On a failure, you don't expend the use of this power.

## ENCOUNTER 4: "DEATHLESS" (AL 16)

Deathless Blademaster (Level 18)	Level 18 Soldier
Medium shadow humanoid (human)	XP 2000
<b>HP 159; Bloodied 79</b>	<b>Initiative +14</b>
<b>AC 34, Fortitude 32, Reflex 29, Will 30</b>	<b>Perception +13</b>
<b>Speed 5</b>	Low-light vision
STANDARD ACTIONS	
<b>m Bastard Sword (weapon) • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +23 vs. AC	
<i>Hit:</i> 3d8 + 13 damage.	
<i>Effect:</i> The target is marked until the end of the blademaster's next turn.	
<b>C Shadow Spiral • Recharge 5 6</b>	
<i>Attack:</i> Close burst 2 (enemies in the burst); +21 vs. Fortitude	
<i>Hit:</i> 3d8 + 13 damage, and the target is marked until the end of the blademaster's next turn. If the target is already marked by the blademaster, the target is also slowed (save ends).	
<i>Effect:</i> The blademaster can slide each target 1 square.	
TRIGGERED ACTIONS	
<b>R Life Mark (necrotic) • At-Will</b>	
<i>Trigger:</i> An enemy within 5 squares of the blademaster and marked by it makes an attack that doesn't include the blademaster as a target.	
<i>Effect (Immediate Reaction):</i> Close burst 5 (triggering enemy in the burst). The target takes 10 necrotic damage and the blademaster gains 10 temporary hit points.	
<b>Life Transfer • At-Will</b>	
<i>Trigger:</i> The blademaster gains temporary hit points.	
<i>Effect (Free Action):</i> Close burst 10 (one ally in the burst). The blademaster transfers 5 or 10 of the triggering hit points to the target.	
<b>Skills</b> Athletics +20; Intimidate +14	
<b>Str</b> 22 (+15)	<b>Dex</b> 16 (+12)
<b>Con</b> 17 (+12)	<b>Int</b> 11 (+9)
	<b>Wis</b> 19 (+13)
	<b>Cha</b> 11 (+9)
<b>Alignment</b> unaligned	
<b>Languages</b> Common	
<b>Equipment:</b> scale armor, broadsword	

Deathless Berserker (Level 18)	Level 18 Brute
Medium shadow humanoid (dwarf)	XP 2000
<b>HP 180; Bloodied 90</b>	<b>Initiative +13</b>
<b>AC 30, Fortitude 32, Reflex 30, Will 29</b>	<b>Perception +12</b>
<b>Speed 6</b>	Low-light vision
TRAITS	
<b>Vital Rage</b>	
While the berserker has temporary hit points, it can score a critical hit on a roll of 18-20.	
STANDARD ACTIONS	
<b>m War Pick (weapon) • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +23 vs. AC	
<i>Hit:</i> 4d6 + 19 damage.	
<b>C Life Cut (weapon) • Recharge</b> if the power misses every target	
<i>Attack:</i> Close burst 1 (enemies in the burst); +23 vs. AC	
<i>Hit:</i> 4d6 + 19 damage.	
<i>Effect:</i> If the berserker hits two or more targets, the berserker gains 20 temporary hit points.	
TRIGGERED ACTIONS	
<b>C Bloodied Feast • Encounter</b>	
<i>Trigger:</i> An enemy bloodies the berserker.	
<i>Effect (Immediate Reaction):</i> The berserker shifts up to its speed + 2 to a square adjacent to the triggering enemy. <i>Life cut</i> recharges and the berserker uses it with a +2 bonus to attack rolls.	
<b>Skills</b> Athletics +20; Intimidate +14	
<b>Str</b> 22 (+15)	<b>Dex</b> 19 (+13)
<b>Con</b> 20 (+14)	<b>Int</b> 10 (+9)
	<b>Wis</b> 16 (+12)
	<b>Cha</b> 11 (+9)
<b>Alignment</b> unaligned	
<b>Languages</b> Common	
<b>Equipment:</b> hide armor, 2 war picks	

Deathless Mage (Level 18)		Level 18 Controller (Leader)	
Medium shadow humanoid (shadar-kai)		XP 2000	
HP 142; Bloodied 71		Initiative +11	
AC 32, Fortitude 30, Reflex 29, Will 32		Perception +9	
Speed 6		Low-light vision	
TRAITS			
Sapping Shadows • Aura 3			
When a slowed enemy ends its turn in the aura, it takes 5 damage and the mage gains 5 temporary hit points.			
STANDARD ACTIONS			
m Sickle (fear, weapon) • At-Will			
Attack: Melee 1 (one creature); +23 vs. AC			
Hit: 3d8 + 13 damage, and the mage pushes the target up to 2 squares.			
C Shadestorm • At-Will			
Attack: Close blast 3 (creatures in the blast); +21 vs. Reflex			
Hit: 3d6 + 9 damage, and the target is slowed until the end of the mage's next turn.			
R Life Siphon • Recharge if the power misses			
Attack: Ranged 3 (one creature); +21 vs. Will			
Hit: 3d8 + 13 damage, and ongoing 10 damage (save ends). Until the target saves, whenever it takes this ongoing damage the mage gains an equal number of temporary hit points.			
MINOR ACTIONS			
Life Transfer • At-Will			
Effect: Close burst 5 (one ally in the burst). The mage transfers up to 10 temporary hit points from itself to the target.			
Skills Arcana +18; Intimidate +21			
Str 11 (+9)	Dex 14 (+11)	Wis 11 (+9)	
Con 20 (+14)	Int 18 (+13)	Cha 24 (+16)	
Alignment unaligned		Languages Common	
Equipment: chainmail, sickle, steadfast amulet +4			

Steadfast Amulet (Item Power)	
Power (Daily): Immediate Interrupt. Use this power when you are dazed or stunned by an attack. Make a saving throw against the condition. On a failure, you don't expend the use of this power.	

## ENCOUNTER 4: "DEATHLESS" (AL 18)

Deathless Blademaster (Level 20)	Level 20 Soldier
Medium shadow humanoid (human)	XP 2800
<b>HP 175; Bloodied 87</b>	<b>Initiative +15</b>
<b>AC 36, Fortitude 34, Reflex 31, Will 32</b>	<b>Perception +14</b>
<b>Speed 5</b>	Low-light vision
STANDARD ACTIONS	
<b>m Bastard Sword (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d8 + 15 damage.	
Effect: The target is marked until the end of the blademaster's next turn.	
<b>C Shadow Spiral • Recharge 5 6</b>	
Attack: Close burst 2 (enemies in the burst); +23 vs. Fortitude	
Hit: 3d8 + 15 damage, and the target is marked until the end of the blademaster's next turn. If the target is already marked by the blademaster, the target is also slowed (save ends).	
Effect: The blademaster can slide each target 1 square.	
TRIGGERED ACTIONS	
<b>R Life Mark (necrotic) • At-Will</b>	
Trigger: An enemy within 5 squares of the blademaster and marked by it makes an attack that doesn't include the blademaster as a target.	
Effect (Immediate Reaction): Close burst 5 (triggering enemy in the burst). The target takes 10 necrotic damage and the blademaster gains 10 temporary hit points.	
<b>Life Transfer • At-Will</b>	
Trigger: The blademaster gains temporary hit points.	
Effect (Free Action): Close burst 10 (one ally in the burst). The blademaster transfers 5 or 10 of the triggering hit points to the target.	
<b>Skills</b> Athletics +21; Intimidate +15	
<b>Str</b> 22 (+16)	<b>Dex</b> 16 (+13)
<b>Con</b> 17 (+13)	<b>Int</b> 11 (+10)
	<b>Cha</b> 11 (+10)
<b>Alignment</b> unaligned	<b>Languages</b> Common
<b>Equipment:</b> scale armor, broadsword	

Deathless Berserker (Level 20)	Level 20 Brute
Medium shadow humanoid (dwarf)	XP 2800
<b>HP 200; Bloodied 100</b>	<b>Initiative +14</b>
<b>AC 32, Fortitude 34, Reflex 32, Will 31</b>	<b>Perception +13</b>
<b>Speed 6</b>	Low-light vision
TRAITS	
<b>Vital Rage</b>	
While the berserker has temporary hit points, it can score a critical hit on a roll of 18-20.	
STANDARD ACTIONS	
<b>m War Pick (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 4d8 + 17 damage.	
<b>C Life Cut (weapon) • Recharge if the power misses every target</b>	
Attack: Close burst 1 (enemies in the burst); +25 vs. AC	
Hit: 4d8 + 17 damage.	
Effect: If the berserker hits two or more targets, the berserker gains 20 temporary hit points.	
TRIGGERED ACTIONS	
<b>C Bloodied Feast • Encounter</b>	
Trigger: An enemy bloodies the berserker.	
Effect (Immediate Reaction): The berserker shifts up to its speed + 2 to a square adjacent to the triggering enemy. <i>Life cut</i> recharges and the berserker uses it with a +2 bonus to attack rolls.	
<b>Skills</b> Athletics +21; Intimidate +15	
<b>Str</b> 22 (+16)	<b>Dex</b> 19 (+14)
<b>Con</b> 20 (+15)	<b>Int</b> 10 (+10)
	<b>Cha</b> 11 (+10)
<b>Alignment</b> unaligned	<b>Languages</b> Common
<b>Equipment:</b> hide armor, 2 war picks	

Deathless Mage (Level 20)		Level 20 Controller (Leader)	
Medium shadow humanoid (shadar-kai)		XP 2800	
HP 158; Bloodied 79		Initiative +12	
AC 34, Fortitude 32, Reflex 31, Will 34		Perception +10	
Speed 6		Low-light vision	
TRAITS			
Sapping Shadows • Aura 3			
When a slowed enemy ends its turn in the aura, it takes 5 damage and the mage gains 5 temporary hit points.			
STANDARD ACTIONS			
m Sickle (fear, weapon) • At-Will			
Attack: Melee 1 (one creature); +25 vs. AC			
Hit: 3d8 + 15 damage, and the mage pushes the target up to 2 squares.			
C Shadestorm • At-Will			
Attack: Close blast 3 (creatures in the blast); +23 vs. Reflex			
Hit: 3d6 + 11 damage, and the target is slowed until the end of the mage's next turn.			
R Life Siphon • Recharge if the power misses			
Attack: Ranged 3 (one creature); +23 vs. Will			
Hit: 3d8 + 15 damage, and ongoing 10 damage (save ends). Until the target saves, whenever it takes this ongoing damage the mage gains an equal number of temporary hit points.			
MINOR ACTIONS			
Life Transfer • At-Will			
Effect: Close burst 5 (one ally in the burst). The mage transfers up to 10 temporary hit points from itself to the target.			
Skills Arcana +19; Intimidate +22			
Str 11 (+10)	Dex 14 (+12)	Wis 11 (+10)	
Con 20 (+15)	Int 18 (+14)	Cha 24 (+17)	
Alignment unaligned		Languages Common	
Equipment: chainmail, sickle, steadfast amulet +4			

Steadfast Amulet (Item Power)	
Power (Daily): Immediate Interrupt. Use this power when you are dazed or stunned by an attack. Make a saving throw against the condition. On a failure, you don't expend the use of this power.	

## ENCOUNTER 4: "DEATHLESS" (AL 20)

Deathless Blademaster (Level 22)	Level 22 Soldier
Medium shadow humanoid (human)	XP 4150
<b>HP</b> 191; <b>Bloodied</b> 95	<b>Initiative</b> +16
<b>AC</b> 38, <b>Fortitude</b> 36, <b>Reflex</b> 33, <b>Will</b> 34	<b>Perception</b> +15
<b>Speed</b> 5	Low-light vision
STANDARD ACTIONS	
<b>m Bastard Sword (weapon) • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +27 vs. AC	
<i>Hit:</i> 4d6 + 16 damage.	
<i>Effect:</i> The target is marked until the end of the blademaster's next turn.	
<b>C Shadow Spiral • Recharge 5 6</b>	
<i>Attack:</i> Close burst 2 (enemies in the burst); +25 vs. Fortitude	
<i>Hit:</i> 4d6 + 16 damage, and the target is marked until the end of the blademaster's next turn. If the target is already marked by the blademaster, the target is also slowed (save ends).	
<i>Effect:</i> The blademaster can slide each target 1 square.	
TRIGGERED ACTIONS	
<b>R Life Mark (necrotic) • At-Will</b>	
<i>Trigger:</i> An enemy within 5 squares of the blademaster and marked by it makes an attack that doesn't include the blademaster as a target.	
<i>Effect (Immediate Reaction):</i> Close burst 5 (triggering enemy in the burst). The target takes 15 necrotic damage and the blademaster gains 15 temporary hit points.	
<b>Life Transfer • At-Will</b>	
<i>Trigger:</i> The blademaster gains temporary hit points.	
<i>Effect (Free Action):</i> Close burst 10 (one ally in the burst). The blademaster transfers 5 or 10 of the triggering hit points to the target.	
<b>Skills</b> Athletics +22; Intimidate +16	
<b>Str</b> 22 (+17)	<b>Dex</b> 16 (+14)
<b>Con</b> 17 (+14)	<b>Int</b> 11 (+11)
	<b>Cha</b> 11 (+11)
<b>Alignment</b> unaligned <b>Languages</b> Common	
<b>Equipment:</b> scale armor, broadsword	

Deathless Berserker (Level 22)	Level 22 Brute
Medium shadow humanoid (dwarf)	XP 4150
<b>HP</b> 220; <b>Bloodied</b> 110	<b>Initiative</b> +15
<b>AC</b> 34, <b>Fortitude</b> 36, <b>Reflex</b> 34, <b>Will</b> 33	<b>Perception</b> +14
<b>Speed</b> 6	Low-light vision
TRAITS	
<b>Vital Rage</b>	
While the berserker has temporary hit points, it can score a critical hit on a roll of 18-20.	
STANDARD ACTIONS	
<b>m War Pick (weapon) • At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +27 vs. AC	
<i>Hit:</i> 4d8 + 20 damage.	
<b>C Life Cut (weapon) • Recharge if the power misses every target</b>	
<i>Attack:</i> Close burst 1 (enemies in the burst); +27 vs. AC	
<i>Hit:</i> 4d8 + 20 damage.	
<i>Effect:</i> If the berserker hits two or more targets, the berserker gains 20 temporary hit points.	
TRIGGERED ACTIONS	
<b>C Bloodied Feast • Encounter</b>	
<i>Trigger:</i> An enemy bloodies the berserker.	
<i>Effect (Immediate Reaction):</i> The berserker shifts up to its speed + 2 to a square adjacent to the triggering enemy. <i>Life cut</i> recharges and the berserker uses it with a +2 bonus to attack rolls.	
<b>Skills</b> Athletics +22; Intimidate +16	
<b>Str</b> 22 (+17)	<b>Dex</b> 19 (+15)
<b>Con</b> 20 (+16)	<b>Int</b> 10 (+11)
	<b>Cha</b> 11 (+11)
<b>Alignment</b> unaligned <b>Languages</b> Common	
<b>Equipment:</b> hide armor, 2 war picks	



<b>Deathless Mage (Level 22)</b>	<b>Level 22 Controller (Leader)</b>
Medium shadow humanoid (shadar-kai)	XP 4150
<b>HP 174; Bloodied 87</b>	<b>Initiative +13</b>
<b>AC 36, Fortitude 34, Reflex 33, Will 36</b>	<b>Perception +11</b>
<b>Speed 6</b>	low-light vision
<b>TRAITS</b>	
<b>Sapping Shadows • Aura 3</b>	
When a slowed enemy ends its turn in the aura, it takes 10 damage and the mage gains 10 temporary hit points.	
<b>STANDARD ACTIONS</b>	
<b>m Sickle (fear, weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 4d6 + 16 damage, and the mage pushes the target up to 2 squares.	
<b>C Shadestorm • At-Will</b>	
Attack: Close blast 3 (creatures in the blast); +25 vs. Reflex	
Hit: 3d8 + 9 damage, and the target is slowed until the end of the mage's next turn.	
<b>R Life Siphon • Recharge if the power misses</b>	
Attack: Ranged 3 (one creature); +25 vs. Will	
Hit: 4d6 + 16 damage, and ongoing 15 damage (save ends). Until the target saves, whenever it takes this ongoing damage the mage gains an equal number of temporary hit points.	
<b>MINOR ACTIONS</b>	
<b>Life Transfer • At-Will</b>	
Effect: Close burst 5 (one ally in the burst). The mage transfers up to 15 temporary hit points from itself to the target.	
<b>Skills</b> Arcana +20; Intimidate +23	
<b>Str</b> 11 (+11)	<b>Dex</b> 14 (+13)
<b>Con</b> 20 (+16)	<b>Int</b> 18 (+15)
	<b>Cha</b> 24 (+18)
<b>Alignment</b> unaligned	<b>Languages</b> Common
<b>Equipment:</b> chainmail, sickle, <i>steadfast amulet</i> +4	

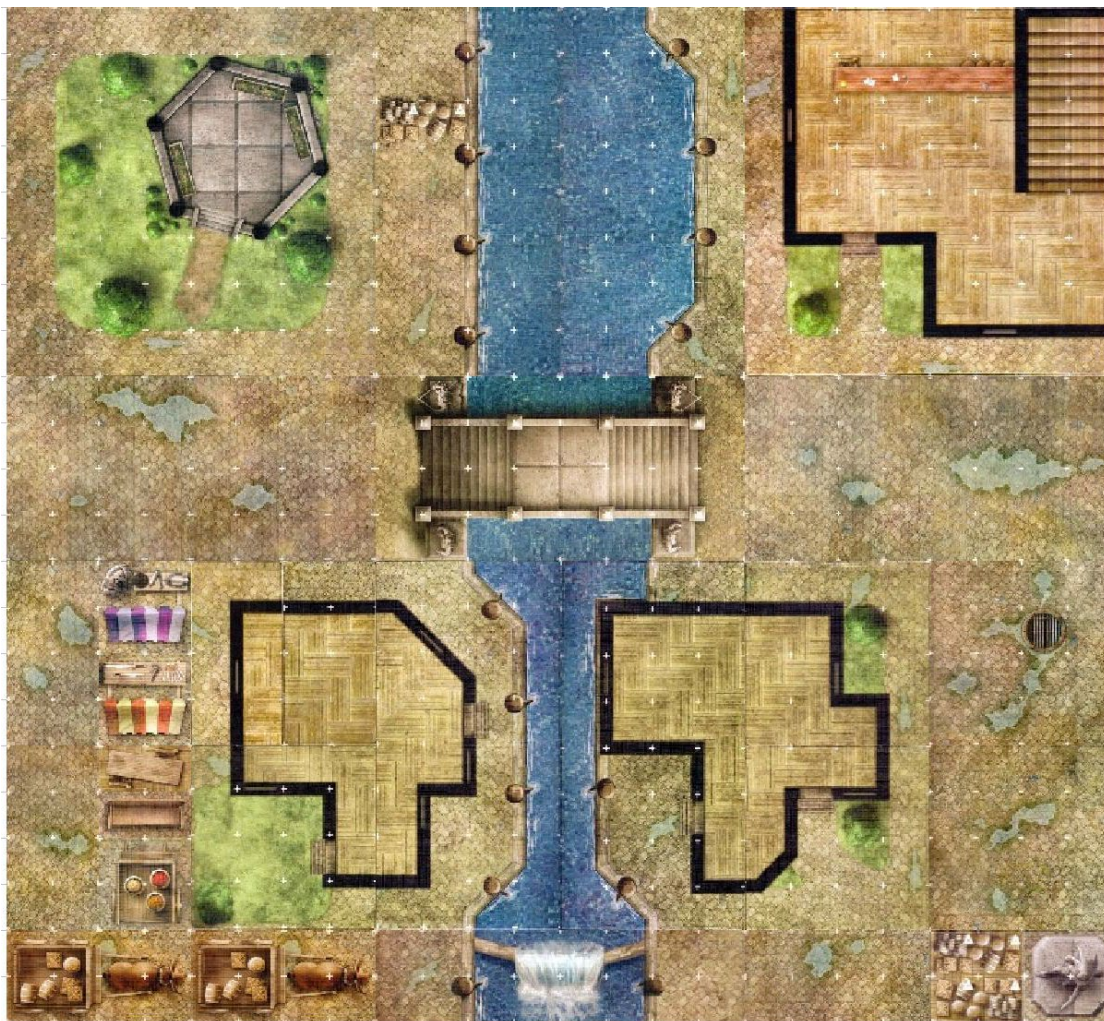
<b>Steadfast Amulet (Item Power)</b>
Power (Daily): Immediate Interrupt. Use this power when you are dazed or stunned by an attack. Make a saving throw against the condition. On a failure, you don't expend the use of this power.

## ENCOUNTER 4: "DEATHLESS" (BATTLE MAP)

### TILE SETS NEEDED

*Dungeon Tiles Master Set - The City x1*

The PCs enter at the left edge of the map, and need to cross to the right edge of the map to reach the merchant district. The deathless patrol is hiding in the building at the top right corner of the map. They attack when the first PC steps onto the bridge.



## ENCOUNTER 5: ESCAPE

Escaping safely from Shade Enclave (regardless of the method employed) completes a Major Objective worth 700 / 1000 / 1400 / 2000 / 2800 XP per PC.

The PCs earn Story Award **NETH11** as long as they at least dealt with the list of Harper agents that Yder possessed. If they also recovered the Asterwun'kaseel, they get the entire award; if they destroyed the list but did not retrieve the tome, strike through the second paragraph, but they still get the first paragraph.

## COMPLETING THE MAJOR QUEST

Regardless of whether they killed Yder or struck a deal with him, those PCs who have both story awards **NETH01 Gratitude of the Sand Kings** and **NETH05 Favored of the Sand Kings** have completed the quest as long as they achieved a resolution to the story. (If the PCs were defeated before reaching Yder, then they have failed to complete the Major Quest and do not receive any additional rewards.)

Those who have completed the Major Quest receive additional rewards (both XP and treasure). However, the source and nature of these rewards differs greatly depending on what decision the PCs made.

The bonus XP for those completing the Major Quest is equal to a Major Objective (700 / 1000 / 1400 / 2000 / 2800 XP) and the bonus treasure (regardless of who pays it) is 200 / 500 / 1600 / 2000 / 5000 gp. These amounts are also listed for each AL in the Rewards Summary.

### ASHURTA AND THE SAND KINGS

If the PCs fulfilled their original assignment and killed Yder, Ashurta is very pleased with them. They gain Story Award **NETH09 Gratitude of the Sand Kings**. A PC who achieved a Concordance level with *Last Grasp of Shadowbane* of Pleased or higher may also choose Treasure E, as the artifact leaves behind a replica of itself as a token of appreciation.

### YDER AND THE SHADE PRINCES

If the PCs reached an accord with Yder instead of killing him, they lose all existing favors and awards with the Sand Kings, and instead gain Story Award **NETH10 Prince's Shade Coin**. Each PC may also void one existing Story Award that represents a negative reputation with Netheril or the followers of Shar (player's choice but the award must refer specifically to the Netherese or Sharrans). Yder puts in a good word on the PCs' behalf to help mitigate the impact of their past actions.

## EPILOGUE

Regardless of how the adventure ends, read the following epilogue, which sets up future events that will follow from the *Sand and Shadows* Major Quest.

This narrative text is for the players' benefit, rather than the PCs'. Make it clear to the players that this is not a conversation that their characters are privy to.

*As night falls on Shade Enclave, one "person" (if indeed he can still be called that after everything he has done and everything he has become) is not at ease.*

*High Prince Telemont Tanthul carefully reflects upon everything that has happened during the last few weeks. First, another defeat for his patrols at the hands of adventurers. Then, a shadow caravan managed to discover its own route to Shade Enclave. Finally, a group of outsiders managed to defeat his son's elite guards in an apparent attempt on his life, using a portal -- from Ordulin, of all places! -- to reach the floating city. Certainly, some of the guards and mages share in the blame, and they will be punished appropriately, but this entire chain of events has entailed too many coincidences. Coincidences that cannot be allowed to pass unremarked.*

*The High Prince activates a sending stone specially created by his son Rivalen to obscure the stone's spoken replies to all but its owner.*

*"Hadrhune, report. How fares Yder?"*

*A pause, then: "And his notes?" Pause.*

*"The Asterwun'kaseel?" Pause.*

*"I see. We must make preparations to strike back." Pause.*

*"No, you fool, not against the Sand Kings. They are mere puppets. Gather our agents in Cormyr, Luruar, and the Dales. It is time to finish the dance we started with the puppet masters."*

*His orders given, the High Prince places the stone back on its shelf. He sinks into a silent reverie, his musings accompanied only by Shar's blessed darkness. Mulling what he has learned, a secret to be kept until a future date, the High Prince smiles. Now, he is at ease.*

## 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: 1280 XP per PC**

**Locate Yder's Mansion (Encounter 1): +210 XP**  
**Defeat Yder's Guards (Encounter 2): +210 XP**  
**Defeat Yder Tanthul (Encounter 3): +700 XP**  
-OR-  
**Defeat/Evade Patrol (Encounter 4): +700 XP**

**BONUS:** Major Quest Award (+700 XP if the PC also has NETH01 and NETH05)

**Maximum Possible XP: 2400 XP per PC (3100 XP with Major Quest)**

**Base Gold per PC: 1600 gp (1800 gp with Major Quest)**  
(Encounter 2: 800 gp, Encounter 3/4: 800 gp;  
**BONUS:** +200 gp with Major Quest)

### ADVENTURE LEVEL 14

**Minimum Possible XP: 1800 XP per PC**

**Locate Yder's Mansion (Encounter 1): +300 XP**  
**Defeat Yder's Guards (Encounter 2): +300 XP**  
**Defeat Yder Tanthul (Encounter 3): +1000 XP**  
-OR-  
**Defeat/Evade Patrol (Encounter 4): +1000 XP**

**BONUS:** Major Quest Award (+1000 XP if the PC also has NETH01 and NETH05)

**Maximum Possible XP: 3400 XP per PC (4400 XP with Major Quest)**

**Base Gold per PC: 2750 gp (3250 gp with Major Quest)**  
(Encounter 2: 1375 gp, Encounter 3/4: 1375 gp;  
**BONUS:** +500 gp with Major Quest)

### ADVENTURE LEVEL 16

**Minimum Possible XP: 2510 XP per PC**

**Locate Yder's Mansion (Encounter 1): +420 XP**  
**Defeat Yder's guards (Encounter 2): +420 XP**  
**Defeat Yder Thanthul (Encounter 3): +1400 XP**  
-OR-  
**Defeat/Evade Shade Patrol (Encounter 4): +1400 XP**

**BONUS:** Major Quest Award (+1400 additional XP if the PC has NETH01 and NETH05)

**Maximum Possible XP: 4750 XP per PC (6150 XP with Major Quest)**

**Base Gold per PC: 5500 gp (7100 gp with Major Quest)**  
(Encounter 2: 2750 gp, Encounter 3/4: 2750 gp;  
**BONUS:** +1600 gp with Major Quest)

### ADVENTURE LEVEL 18

**Minimum Possible XP: 3600 XP** per PC

**Locate Yder's Mansion (Encounter 1): +600 XP**

**Defeat Yder's Guards (Encounter 2): +600 XP**

**Defeat Yder Tanthul (Encounter 3): +2000 XP**

-OR-

**Defeat/Evade Shade Patrol (Encounter 4): +2000 XP**

**BONUS:** Major Quest Award (+2000 additional XP if the PC has NETH01 and NETH05)

**Maximum Possible XP: 6800 XP** per PC (8800 XP with Major Quest)

**Base Gold per PC: 11000 gp** (14200 gp with Major Quest)

(Encounter 2: 5500 gp, Encounter 3/4: 5500 gp;

BONUS: +3200 gp with Major Quest)

### ADVENTURE LEVEL 20

**Minimum Possible XP: 5020 XP** per PC

**Locate Yder's Mansion (Encounter 1): +840 XP**

**Defeat Yder's Guards (Encounter 2): +840 XP**

**Defeat Yder Tanthul (Encounter 3): +2800 XP**

-OR-

**Defeat/Evade Shade Patrol (Encounter 4): +2800 XP**

**BONUS:** Major Quest Award (+2800 additional XP if the PC has NETH01 and NETH05)

**Maximum Possible XP: 9500 XP** per PC (12,300 with Major Quest)

**Base Gold per PC: 16500 gp** (21500 gp with Major Quest)

(Encounter 2: 8250 gp, Encounter 3/4: 8250 gp;

BONUS: +5000 gp with Major Quest)

## 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 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. (The generic Treasures X, Y, and Z are always available at every Adventure Level.)

### EACH PC SELECTS ONE OF THE FOLLOWING:

**Treasure A:** Any Uncommon wondrous item of the character's level + 2 or less from a player resource Found in Encounter 3 (if the PCs ally with Yder) or the Conclusion (if the PCs kill Yder and report back to the Sand Kings)

**Treasure B:** *imposter's armor* +3 (level 11; AV)  
Found in Encounter 2



**Treasure C:** *steadfast amulet* +3 (level 13; AV)

Found in Encounter 3 or Encounter 4

**Treasure D:** ritual book of Seeming (level 12, *Eberron Player's Guide*)

Found in Encounter 5

**Treasure E:** *lesser Shadowbane* (unique, only available to PCs who defeated Yder and achieved a Concordance of Pleased with *Last Grasp of Shadowbane*; see New Rules)

Found in Encounter 3

**For AL 14+ add the following:**

**Treasure F:** ritual book containing Demicache (level 12, *Manual of the Planes*)

Found in Encounter 5

**Treasure G:** *imposter's armor* +4 (level 16; AV)

Found in Encounter 2

**For AL 16+ add the following:**

**Treasure H:** *steadfast amulet* +4 (level 18; AV)

Found in Encounter 3 or Encounter 4

**Treasure I:** ritual book containing Demicache (level 12, *Manual of the Planes*) and Whispers of the Edifice (level 14, *Arcane Power*)

Found in Encounter 3

**For AL 18+ add the following:**

**Treasure J:** ritual book containing Farsight (level 16, *Arcane Power*) and Far Sending (level 16, *Manual of the Planes*)

Found in Encounter 3

**For AL 20 add the following:**

**Treasure K:** ritual book containing Demicache (level 12, *Manual of the Planes*), Farsight (level 16, *Arcane Power*), Far Sending (level 16, *Manual of the Planes*), and Whispers of the Edifice (level 14, *Arcane Power*)

Found in Encounter 3

**The following generic Treasures are available at all Adventure Levels:**

**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 a *potion of vitality* plus additional gold. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found-item slots.

AL 12: *potion of vitality* plus 0 gp

AL 14: *potion of vitality* plus 1000 gp

AL 16: *potion of vitality* plus 1750 gp

AL 18: *potion of vitality* plus 3500 gp

AL 20: *potion of vitality* plus 7000 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: 1000 gp

AL 14: 1750 gp

AL 16: 3500 gp

AL 18: 7000 gp

AL 20: 11000 gp

## STORY AWARDS

NOTE: PCs cannot earn both NETH09 and NETH10.

### NETH09 Sand Buries the Shadow

Words cannot express the delight the Sand Kings feel in bringing low a Shade Prince. In recognition of your great deed, the Sand Kings have offered to pay for the creation of a magic item of your choosing. The level and type of item available to you is determined based on your other Story Awards from this Major Quest. The item you choose must come from a player resource.

NETH09 only: You may spend a found-item slot to receive any Common magic item equal to your character level + 2 or less at no gold cost.

NETH09 plus either NETH01 or NETH05: As above, or you may spend a found-item slot to receive any Uncommon item equal to your character level + 2 or less.

NETH09 plus both NETH01 and NETH05: As above, or you may spend a found-item slot to upgrade any permanent item you already own (that can legally be upgraded) by +4 levels.

You need not spend this favor right away; the maximum item level is based on your character level at

the time you redeem the favor. (To be clear, you get only one item even if you have all three Story Awards. Strike through this paragraph when you redeem this favor.)

### **NETH10 Prince's Shade Coin**

Yder Tanthul has provided you with a shade coin in recognition of your service to the Empire of Netheril. The coin bears his personal coat of arms, marking you as allies of one of the Shade Princes. If you already have a shade coin from another Story Award, this coin replaces your existing coin (Yder knows the appropriate rituals to make the transfer).

As long as you have the coin in your possession, you gain darkvision with a range of 10 squares. The magic is tied to the coin and your soul, so nobody else can use it. 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 (i.e. if it already counts as an Uncommon item), you may either decline the benefit in this Story Award or replace the previous benefit/power with this one (strike through this paragraph to decline it).

If you have either Story Award NETH02 or NETH07, you have truly demonstrated your willingness to aid the forces of Netheril. Yder offers to imbue you with the power of a shade. If you decline, you still gain the effects described above. If you accept, your Shade Coin now counts toward the total limit of Rare items you may possess (instead of the limit of Uncommon items) and gains the following additional properties: You gain a +2 racial bonus to Arcana and Stealth checks, you gain training in Stealth, you gain the shadow origin, you permanently lose one healing surge, and you are considered a member of the shade race (from *Heroes of Shadow*) in addition to your original race for the purposes of qualifying for rules items such as feats and powers. (You do not gain the shade at-will racial utility power *one with shadow*, however.)

### **NETH11 Favor of the Harpers**

The Harpers are not sure why Yder Tanthul had an ancient tome that was stolen from the Vault of Sages beneath the city of Luruar, but they are quite relieved that you've recovered it. You did not have the means to translate the text, and it cannot be copied or memorized, but the Harper sages assure you that the information it contains is valuable indeed.

You also discovered that the Shade Princes were in possession of a very detailed list of members of the Harpers. How they came by this information is not currently known, but if there is a mole inside the organization, all Harpers may be in grave danger.

**NETH12 Lesser Shadowbane** (separate Story Award. Given only to a PC who wielded Shadowbane, has reached a Concordance of 16 or higher at the end of the adventure, and chooses Lesser Shadowbane as his or her Treasure for this adventure)

In order to take this Story Award, you must have attained a Concordance with *Last Grasp of Shadowbane* of at least 16 and taken *Lesser Shadowbane* as your Treasure selection from *NETH3-3* (spending one of your found-item slots).

You have pleased the *Last Grasp of Shadowbane*. Though the artifact has moved on to seek another wielder and advance its own agenda, it has gifted you with a lesser version of itself as a mark of your mutually beneficial partnership.

This item counts as one of the Rare items you are allowed to possess. The item's level automatically adjusts itself to the highest version (up to +6) that is within 4 levels of your character level. You do not need to pay any gold or spend additional found-item slots in order for the item to level up.

This item is attuned to you; it cannot be used by other characters or sold.

<b>Lesser Shadowbane</b>	Level 14/19/24/29 Rare
Lvl 14 (+3) / Lvl 19 (+4) / Lvl 24 (+5) / Lvl 29 (+6)	
<b>Weapon:</b> Any melee	
<b>Enhancement:</b> Attack rolls and damage rolls	
<b>Critical:</b> +1d6 radiant damage per plus, or +1d12 radiant damage per plus against shadow creatures	
<b>Property:</b> You gain resist 10 necrotic (Lvl 24/29: Resist 20 necrotic).	
<b>Property:</b> You are immune to fear effects.	
<b>Power (Encounter):</b> Minor Action. The next attack you make with <i>Lesser Shadowbane</i> before the end of your next turn ignores all forms of cover and concealment.	
<b>Power (Daily · Radiant, Weapon):</b> Standard Action.	
<b>Attack:</b> Close burst 3 (creatures with the shadow origin in the burst): Your highest ability modifier vs. Reflex;	
<b>Hit:</b> 1d8 radiant damage per plus, and the target cannot benefit from concealment or total concealment (save ends).	
<b>Effect:</b> The target loses the insubstantial and/or phasing qualities until the end of your next turn.	



# EVENT SUMMARY

**The results of this adventure will 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/NETH0303LFR>

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

If played at a convention, what slot:

Table Number:

DM's Name:

**1. What happened when the PCs met Yder Tanthul, the Shade Prince?**

- a. The PCs killed Yder.
- b. The PCs reached an agreement with Yder, allowing him to live.
- c. Yder defeated the PCs.
- d. The PCs never made it to the encounter with Yder.

**2. Did the PCs free the demons and devils from their cages in Encounter 3?**

- a. No
- b. Yes

**3. Did the PCs discover the list of Harper names and/or the Asterwun'kaseel?**

- a. Yes to both - the PCs found both the list of names and the tome.
- b. The PCs found the list of names, but did not identify the Asterwun'kaseel.
- c. The PCs found the Asterwun'kaseel, but they did not identify the list of Harper names.
- d. No to both - the PCs did not find either the list of names or the tome.

**4. What was the final Concordance score for the character wielding *Shadowbane*?**

- a. Pleased (16-20)
- b. Satisfied (12-15)
- c. Normal (5-11)
- d. Unsatisfied (1-4)
- e. Angered (0)
- f. The artifact did not remain with the PCs (for example, if they abandoned the quest to kill Yder)

**5. 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)

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

## NEW RULES

### Demicache

Level 12

*You open a small portal into a personal demiplane that can store small objects.*

Level: 12                      Component Cost: 1000 gp  
Category: Warding            Market Price: 2,600 gp  
Time: 10 Minutes            Key Skill: Arcana  
Duration: Special

You create a small, personal demiplane that can store nonliving items of up to 250 pounds. The demiplane has a portal that is 6 inches in diameter and is always open. The portal floats near you or can be affixed to your clothing (like a pocket), and you can retrieve items from the portal as a minor action. The portal is visible to others, and it moves with you at your speed.

At the completion of the ritual, make an Arcana check. The result determines how long the portal stays open. If the portal closes before you retrieve the stowed objects, they appear at your feet.

Arcana Check Result	Duration
19 or lower	1 day
20-29	7 days
30-39	30 days
40 or higher	1 year

**Reference:** *Manual of the Planes*, page 150.

### Far Sending

Level 16

*You cast your senses beyond planar boundaries to deliver a message to a distant creature.*

Level: 16                      Component Cost: 800 gp  
Category: Exploration        Market Price: 4,200 gp  
Time: 10 Minutes            Key Skill: Arcana (no check)  
Duration: Instantaneous

Far Sending functions like Sending, except you do not make an Arcana check to determine its range. Far Sending can deliver messages anywhere, regardless of distance or location.

**Reference:** *Manual of the Planes*, page 150.

### Farsight

Level 16

*Your senses reach to the horizon when you will it.*

Level: 16                      Component Cost: 3,600 gp  
                                      plus a focus worth 2,500 gp  
Category: Scrying            Market Price: 9,000 gp  
Time: 10 Minutes            Key Skill: Arcana  
Duration: Special

Farsight functions as the Wizard's Sight ritual, but you can place your scrying sensor in any square you can see, no matter how far. You can see and hear as if you were standing there, and you have darkvision through the sensor. Use the Perception skill to determine whether you hear quiet sounds or notice unobtrusive things while observing an area through the sensor. You cannot place the scrying sensor in a location you can see only through a scrying sensor.

Your Arcana check result determines how long the sensor lasts.

Arcana Check Result	Duration
19 or lower	2 rounds
20-24	3 rounds
25-29	4 rounds
30-39	5 rounds
40 or higher	6 rounds

**Reference:** *Arcane Power*, page 155.

### Imposter's Armor

Level 11+

*In the blink of an eye, this metal armor can fade into rags or robes, providing the perfect disguise for any situation.*

Lvl 11 +3 9,000 gp Lvl 16 +4 55,000 gp Lvl 21 +5 225,000

**Armor:** Chain, Scale, Plate

**Enhancement:** Armor Class

**Power (At-Will · Polymorph):** Minor Action. You can transform this armor into a normal-looking set of clothes. While in clothes form, the armor does not provide an armor bonus, but neither does it impose an armor check penalty or speed reduction. You can add this armor's enhancement to any Bluff check made to attempt to disguise your appearance. You can change this armor back into its true form as a minor action.

**Reference:** *Adventurer's Vault*, page 46.

### Lesser Shadowbane Level 14/19/24/29 Rare

Lvl 14 (+3) / Lvl 19 (+4) / Lvl 24 (+5) / Lvl 29 (+6)

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 radiant damage per plus, or +1d12 radiant damage per plus against shadow creatures

**Property:** You gain resist 10 necrotic (Lvl 24/29: Resist 20 necrotic).

**Property:** You are immune to fear effects.

**Power (Encounter):** Minor Action. The next attack you make with *Lesser Shadowbane* before the end of your next turn ignores all forms of cover and concealment.

**Power (Daily · Radiant, Weapon):** Standard Action.

**Attack:** Close burst 3 (creatures with the shadow origin in the burst); Your highest ability modifier vs. Reflex;

**Hit:** 1d8 radiant damage per plus, and the target cannot benefit from concealment or total concealment (save ends).

**Effect:** The target loses the insubstantial and/or phasing qualities until the end of your next turn.

**Reference:** Custom item created for LFR. A character must have a Concordance score of 16 or higher with *Last Grasp of Shadowbane* to choose this item as a Treasure.

### Seeming Level 12

*You and your allies move through the guarded outpost without attracting unwanted attention.*

Level: 12 Component Cost: 680 gp

Category: Deception Market Price: 1,700 gp

Time: 10 minutes Key Skill: Arcana

Duration: 4 hours (special)

Upon completing the ritual, you and up to eight allies assume the appearance of any Medium humanoid creatures. The ritual allows you to assume the general appearance of a particular race, but not of a unique creature. The ritual's effect is centered on you; if any ally moves more than 5 squares away from you, the ritual's effect ends for that ally.

Creatures viewing or interacting with you or your allies can make an Insight check to detect the deception. The check's DC equals your Arcana check result. A creature is allowed a check the first time it sees you and each time it interacts with you or one of your allies. If the creature touches you or an ally, it automatically realizes the deception.

**Reference:** *Eberron Player's Guide*, page 119.

### Steadfast Amulet Level 13+

*The crystal set in this amulet helps to focus your mind.*

Lvl 13 +3 17,000 gp Lvl 18 +4 85,000 gp Lvl 23 +5 425,000

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Power (Daily):** Immediate Interrupt. Use this power when you are dazed or stunned by an attack. Make a saving throw against the condition. On a failure, you don't expend the use of this power and no daily use of a magic item power occurs.

**Reference:** *Adventurer's Vault*, page 154.

### Whispers of the Edifice Level 14

*You speak to the essence of a place, and the room reveals its darkest secrets and exposes its hidden skeletons.*

Level: 14

Component Cost: 800 gp

Category: Exploration

Market Price: 4,200 gp

Time: 10 Minutes

Key Skill: Arcana

Duration: 5 minutes

You ask questions of and receive verbal answers from a single room or area. Your Arcana check result determines the number of questions you can ask. The room or area can be no larger than your level in squares on a side. The room knows what has happened inside it for its entire existence, but it is incapable of making any judgments or analysis.

#### Arcana Check Result

9 or lower

10-19

20-29

30-39

40 or higher

#### Questions Allowed

None

1 Question

2 Questions

3 Questions

4 Questions

**Reference:** *Arcane Power*, page 158.

## APPENDIX 2: *LAST GRASP OF SHADOWBANE*

### (DM INFORMATION)

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 *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 *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.

Some things that the sword might say to its wielder:

***"Do not hesitate. Attack now, before these accursed shadow beasts escape!"***

***"I must get to Netheril. Why do you delay here? We must press forward."***

***"I hunger so much! I must feast on the dark souls of the shadows! This craving is too painful to bear!"***

**Determining the artifact'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 martial 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 (includes PCs) -2
- Owner acquires a shade coin (per coin or coin-enhancing Story Award) -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):** No changes from base item

### **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: *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~ 3 SEEK AND DESTROY***

### **NETH09 Sand Buries the Shadow**

Words cannot express the delight the Sand Kings feel in bringing down a Shade Prince. In recognition of your great deed, the Sand Kings have offered to pay for a magic item of your choosing. The level and type of item available to you is determined based on your other Story Awards from this Major Quest. The item you choose must come from a player resource.

**NETH09 only:** You may spend a found-item slot to receive any Common magic item equal to your character level + 2 or less at no gold cost.

**NETH09 plus either NETH01 or NETH05:** As above, or you may spend a found-item slot to receive any Uncommon item equal to your character level + 2 or less at no gold cost.

**NETH09 plus both NETH01 and NETH05:** As above, or you may upgrade one permanent item you already own (that can legally be upgraded) by +5 item levels without spending a found-item slot. You do not pay any gold cost for the upgrade. (Remember that you are only able to use items within 4 levels of your character level, so if the item's new level is too high, you might not be able to use it until you gain a character level.)

You do not have to spend this favor right away; the maximum item level you can gain or use is based on your character level at the time you redeem the favor. Strike through this paragraph when you redeem the favor.

### **NETH10 Prince's Shade Coin**

Yder Tanthul has provided you with a shade coin in recognition of your service to the Empire of Netheril. The coin bears his personal coat of arms, marking you as allies of one of the Shade Princes. If you already have a shade coin from another Story Award, this coin replaces your existing coin (Yder knows the appropriate rituals to make the transfer).

If this is your first shade coin, it has no magical properties other than being cold to the touch whenever it is in your possession. If you already have a shade coin, it gains a magical 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 keep your coin's existing power or replace the previous benefit with this one (strike through this paragraph if you decide to keep your coin's existing benefit).

#### **STANDARD ACTIONS**

##### **Shadow Sight • Daily (shadow)**

*The chilling energy of your shade coin flows into your eyes, granting you the ability to see even when there is neither light nor warmth.*

**Target:** You

**Effect:** You gain darkvision until the end of the encounter.

If you already have either Story Award **NETH02** or Story Award **NETH07**, you have truly demonstrated your eagerness to aid the forces of Netheril. Yder offers to imbue you with the power of a shade. If you decline, you still gain the effects described above. If you accept, your shade coin now counts toward the total limit of Rare items you may possess (instead of the limit of Uncommon items) and gains the following additional properties: You gain a +2 racial bonus to Arcana and Stealth checks, you gain training in Stealth, you gain the shadow origin, you permanently lose one healing surge, and you are considered a member of the shade race (from *Heroes of Shadow*) in addition to your original race for the purposes of qualifying for rules items such as feats and powers. (You do not gain the shade at-will racial utility power *one with shadow*, however.)

### **NETH11 Favor of the Harpers**

You discovered that the Shade Princes were in possession of a very detailed list of members of the Harpers, and destroyed it. You were not able to learn how they came by this information, but if there is a mole inside the organization, all Harpers may be in grave danger. This Story Award counts as a favor with the Harpers meta-organization.

The Harpers are not sure why Yder Tanthul had an ancient tome that was stolen from the Vault of Sages beneath the city of Luruar, but they are quite relieved that you've recovered it. You do not have the means to translate the text, and it cannot be copied or memorized, but the Harper sages assure you that the information it contains is valuable indeed. (Strike through this paragraph if you did not recover the Asterwun'kaseel during the adventure.)



## DUNGEONS & DRAGONS

### LIVING FORGOTTEN REALMS

(character name)

HAS GREATLY PLEASED AN ARTIFACT DURING:

***NETH3~3 SEEK AND DESTROY***

#### **NETH12 Lesser Shadowbane**

In order to take this Story Award, you must have attained a Concordance score with *Last Grasp of Shadowbane* of at least 16 and chosen *Lesser Shadowbane* as your Treasure selection from *NETH3-3* (spending one of your found-item slots).

You have pleased *Last Grasp of Shadowbane*. Though the artifact has moved on to seek another wielder and advance its own agenda, it has gifted you with a lesser version of itself as a mark of your mutually beneficial partnership.

This item counts as one of the Rare items you are allowed to possess. The item's level automatically adjusts itself to the highest version (up to +6) that is within 4 levels of your character level. You do not need to pay any gold or spend additional found-item slots in order for the item to level up.

This item is attuned to you. Its magical properties and powers do not function for other characters. You may not sell this item.

#### **Lesser Shadowbane**

Level 14/19/24/29 Rare

Lvl 14 (+3) / Lvl 19 (+4) / Lvl 24 (+5) / Lvl 29 (+6)

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 radiant damage per plus, or +1d12 radiant damage per plus against shadow creatures

**Property:** You gain resist 10 necrotic

Lvl 24/29: Resist 20 necrotic

**Property:** You are immune to fear. (This means that you ignore the non-damaging effects of powers with the fear keyword.)

**Power (Encounter):** Minor Action. The next attack you make with *Lesser Shadowbane* before the end of your next turn ignores all forms of cover and concealment.

**Power (Daily · Radiant, Weapon):** Standard Action.

**Attack:** Close burst 3 (creatures with the shadow origin in the burst); Your highest ability modifier vs. Reflex:

**Hit:** 1d8 radiant damage per plus, and the target cannot benefit from concealment or total concealment (save ends).

**Effect:** The target loses the insubstantial and/or phasing qualities until the end of your next turn.

## DUNGEONS & DRAGONS

### LIVING FORGOTTEN REALMS

(character name)

HAS GREATLY PLEASED AN ARTIFACT DURING:

***NETH3~3 SEEK AND DESTROY***

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**Critical:** +1d6 radiant damage per plus, or +1d12 radiant damage per plus against shadow creatures

**Property:** You gain resist 10 necrotic

Lvl 24/29: Resist 20 necrotic

**Property:** You are immune to fear. (This means that you ignore the non-damaging effects of powers with the fear keyword.)

**Power (Encounter):** Minor Action. The next attack you make with *Lesser Shadowbane* before the end of your next turn ignores all forms of cover and concealment.

**Power (Daily · Radiant, Weapon):** Standard Action.

**Attack:** Close burst 3 (creatures with the shadow origin in the burst); Your highest ability modifier vs. Reflex:

**Hit:** 1d8 radiant damage per plus, and the target cannot benefit from concealment or total concealment (save ends).

**Effect:** The target loses the insubstantial and/or phasing qualities until the end of your next turn.

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

Adventure Title: \_\_\_\_\_ Session Number: \_\_\_\_\_  
(For administrative use only)

Date of Play:   /   /    
Month Day Year

Start Time:   :    
Hour Minute

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

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

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4	<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"/>
5	<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"/>
6	<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"/>

# DUNGEONS & DRAGONS®

## SESSION TRACKING

### DUNGEON MASTER

DM Name: \_\_\_\_\_

<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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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"/>
2	<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"/>
3	<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"/>
4	<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"/>
5	<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"/>
6	<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"/>

# DUNGEONS & DRAGONS®

## SESSION TRACKING

### DUNGEON MASTER

DM Name: \_\_\_\_\_

<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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