

NETH4-2

THE TRIPARTITE TOWER

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

BY JAMES HOLDRIDGE AND
ROBERT UCCELLO JR.

DEVELOPED BY JOHN DU BOIS AND PIETER SLEIJPEN

PLAYTESTED BY ALEX, DAN ANDERSON, LORI ANDERSON, BUDDY ARNOLD,
DAVID BERGE, JASON BRADLEY, MARK BRADLEY, STACEY BROWN,
TERRANCE COOLEY, CHRIS HOLDRIDGE, DOUG HOPKINS, FORREST
MCDONALD, MIKE MCKEOWN, ANDY PEARLMAN, JASON PEREZ,
KEITH RICHMOND, MARK SCHIAVO, RON SEVERSON, MICKEY TAN,
MONTEL WYSINGER, AND STEVE ZWANGER

The Harpers need a powerful expert on arcane magic, someone with decades of experience. All you have to do is travel to meet with a famous but reclusive wizard and secure his aid. Unfortunately, the Netherese aren't going to make it easy. A *Living Forgotten Realms* adventure set in Cormyr for characters of the Paragon tier (levels 11-20). This adventure (along with *NETH4-1*) is part of the *Foresight* Major Quest, which concludes in *NETH4-3*.

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Game System License (GSL), please visit www.wizards.com/d20.

This is an official D&D® play document. To find out more about official D&D play and to learn more on how you can schedule and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.wizards.com/dnd, and click on "Events."

DUNGEONS & DRAGONS, D&D, RPGA, Wizards Play Network, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast LLC in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.

© 2012 Wizards of the Coast LLC

For rules questions specific to this document, visit www.wizards.com/customerservice.

Permission is granted to photocopy this document for personal use.

THE WIZARDS PLAY NETWORK

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

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

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

PREPARING FOR PLAY

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

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

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

READING MONSTER STAT BLOCKS

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

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

IMPORTANT DM INFORMATION

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

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

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

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

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

APPROPRIATE CHARACTER LEVELS

This adventure supports the entire Paragon tier of play (levels 11-20). Heroic-tier and Epic-tier characters may not play this adventure. Any Paragon-tier character can play, but the highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

Living Forgotten Realms defines five Adventure Levels (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 12, level 13, and four level 15 characters may not choose to play the AL 16 version of an adventure because level 16 is more than three levels above the 12th-level character. This group could choose to face the adventure at either AL 12 or AL 14, but they will probably choose AL 14 because that's the best fit for the group (the average character level is 85/6 = approximately 14).

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

FAILING TO DEFEAT AN ENCOUNTER

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

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

CHARACTER DEATH

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

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

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

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

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

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

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

MILESTONES

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

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

LASTING EFFECTS

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

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

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

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

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

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

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

DCs BY ADVENTURE LEVEL

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

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

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

ADVENTURE BACKGROUND

In the wake of Cormyr's conflict with the Queen of Thorns, King Foril rewarded those who showed valor in the face the threat. One such individual was the war wizard Taliss Muirwood, who was granted nobility, power, and influence for his assistance. Taliss constructed a tower in the Storm Horns Mountains along Cormyr's border with Netheril, a threat he recognizes from his studies prior to the Spellplague. Following this, Taliss began to engage in border skirmishes with the Netherese despite Cormyr's truce with Netheril. Taliss has been encouraged in these actions by his newfound allies, the Harpers, who hope to use Taliss's arcane skills and influence within Cormyr to tip the balance of power in the region toward the side of good. The Harpers' primary interest in Taliss, however, is his prowess as a ritual caster. They have need of his skills to cast a complex ritual to dismiss a shadowy essence that has become bound to an agent of theirs.

The Netherese have been keeping a close eye on Taliss's actions, using his attacks on their agents as political ammunition against Cormyr. When Taliss ignored the crown's advisement to remain peaceful when dealing with Netheril, King Foril publicly

denounced Taliss's actions and revoked his sovereign protection. Taliss remained unconcerned about the political ramifications of his actions.

In the immediate wake of Cormyr's denouncement, Netherese spies near Taliss's tower learned of his association with the Harpers. As the only known agent of the Harpers this near to their lands, the Netherese utilized one of their flying fortresses to initiate a siege of his tower in the hopes of eliminating him and to set an example. It is thus that Taliss finds himself with his back to the wall at the very moment that the Harpers need him to cast their ritual to cleanse the shadow essence from Coura...

DM'S INTRODUCTION

NOTE: If running this adventure at a convention or in another time-sensitive environment, the following simplifications to the adventure are suggested:

- During the Introduction, skip handing out Player Handout 1 (see below for adaptation). Instead tell the PCs that they've been invited to the Vault of Sages to meet with Blaynden.
- During the Introduction, do not elaborate on the PCs' "original mission"; have the messenger interrupt almost immediately after Blaynden begins talking.
- During Encounter 2, ask the PCs if there are any individuals in Cormyr they'd like to approach. If they don't have any ideas listed in the adventure, suggest three specific nobles the party might have the most success at recruiting.
- During Encounter 4 the PCs receive (to the extent available, in order): arcane node, barrier, energy tower, healer training. Provide the PCs the option to replace any of the benefits they receive with rituals and/or healing Taliss at their discretion.
- During Encounter 5 ignore the siege tower's resistance to damage until it is bloodied, and reduce Tyvraxus's hit points by ten times the Adventure Level.

Before you start the game, provide the players with Player Handout 1 to determine what associations and story awards relevant to this adventure the PCs have, including the following:

- Membership in the Harpers meta-organization.
- Story awards that indicate favor or disfavor with the Harpers meta-organization, including but not limited to **LURU24 Trust of the Harpers** from *LURU2-4 Need to Know* or **NETH11 Favor of the Harpers** from *NETH3-3 Seek and Destroy*.

- **ADCP19 Victory at the Battle of Spellgard or ADCP20 Defeat at the Battle of Spellgard** from ADCP3-2 *From Dawn Till Dusk*.
- **CORM01 Badge of Temperance** from CORM1-1 *Black Knight of Arabel*.
- **CORM09 Draconic Diplomat** from CORM1-5 *In The Bleak Midwinter*.
- **CORM11 Knighted** from CORM1-6 *Curse of the Queen of Thorns*.
- **CORM14 Favor of Oris Grenfell, CORM15 Favor of Cora Inyn, and/or CORM16 War Wizards' Gratitude** from CORM2-1 *For Crown And Kingdom*.
- **CORM17 Haldoneir Unmasked** from CORM2-2 *Pain*.
- **CORM19 Standing Together and/or CORM20 A King's Remembrance** from CORM2-3 *Secret of the Queen of Thorns*.
- **CORM23 Knighted and/or CORM24 King's Advisor** from CORM2-4 *Fury of the Queen of Thorns*.

The adventure starts with a briefing in Luruar where the PCs are asked to secure the location where the cleansing of Coura will take place. The briefing is interrupted by news that Taliss' towers are under attack by the Netherese.

Given the nature of the attack on Taliss' towers, the PCs are unable to defend the keep on their own; they need to secure assistance from other groups or nobles to aid in the defense. There are numerous influential citizens of Cormyr, but less than a dozen the PCs are able to meet on such short notice.

After the PCs have raised their army and break through the siege and get inside the walls of Taliss's tower, then they have to defend the tower from the Netherese as best they can.

PLAYER'S INTRODUCTION

The PCs are summoned to a meeting with Blaynden in the Vault of Sages in Silvermoon. Members of Harpers recognize the code words, realizing it is an urgent mission. Others see an invitation for a well/paid respectable job.

You have been summoned to meet with Blaynden Darhunson, a librarian for the Vault of Sages in Silvermoon. When you arrived, a room was already reserved for you at a high-quality inn. The inn-keeper told you others were expected, and asked you to be patient.

The Harpers used Saharel's prophetic talents to time the PCs' meeting; unless the PCs act in concert to arrive at different times, they arrive within minutes of one another.

Blaynden arrives and greets you before taking you through Silvermoon to another building. Inside, runes of protection glow softly on the walls.

"Thank you for meeting me under such mysterious circumstances. You are important people, and I am grateful for your time."

"First, allow me to introduce Coura, the lady responsible for the mysterious messages you received. Her prophetic abilities are unmatched."

A beautifully crafted humanoid construct walks into the room. Her hands and head are crafted of the finest white marble, and her midriff is transparent crystal that reveals her inside to be an intricate clockwork of gears and faintly glowing glasswork. She has a slight darkness about her, as though the shadows cast on her by the lighting in the room are slightly larger than they should be.

Blaynden provides the following information to the PCs:

- Coura is the head archivist at the Vault of Sages and the host to Saharel, the Oracle of Spellgard.
- Recently, the ghost Saharel was bound to Coura to free her from Netherese control. While Saharel can now only manifest herself to Coura, she is freer than she has been in centuries.
- The ritual that bound Coura to Saharel also bound shadowy energy to Coura.
- With Saharel's help, the Harpers have learned of a ritual that can cleanse Coura of the shadow energy while leaving Saharel bound to her.
- Other efforts are handling acquiring the components and a team of diplomats is talking with the wizard Taliss Muirwood.
- The PCs job will be to scout the ritual location, an earth node near Longsaddle, and secure it.

After an hour or so of discussion, the door bursts open and an ashen faced man approaches. "Sir, word has arrived from the wizard - the Shadovar are marching on his tower as we speak!"

Blaynden, shocked by this revelation, takes the messenger to a private room to discuss this development. A few minutes later, he returns to inform you that your mission has changed. Instead of securing the ritual site, the Harpers now need you to secure the ritual caster.

Blaynden goes into more detail in Encounter 1.

ENCOUNTER 1: BRIEFING

Important NPC:

Blaynden Darhunson, sage, teacher, and Harper
Coura / Lady Saharel, construct, librarian, and oracle

Blaynden explains the situation to the PCs promptly.

“Coura,” Blaynden says, “What do you recommend? How should we address the Netherese forces?”

Coura responds by tracing her finger in the air, the path it takes glowing briefly to form words before fading. “Lady Saharel foresaw no Netherese interference in our negotiations with Taliss. I am not sure where this information is coming from, but it must be mistaken.”

Blaynden turns to you. “She may be right, but I cannot risk it. If Taliss is in danger, he can expect no assistance from Cormyr - my organization is the only aid he can expect. And right now, you are the only aid we can send.”

Blaynden answers any questions the PCs have about the current mission. He declines to detail anything else related to the extended effort to cleanse Coura except what is described below.

Information about Taliss Muirwood:

- Taliss is familiar with the ritual the Harpers hope to use. He wrote it over a hundred years ago.
- Taliss was an adventurer, war wizard, and archmage in Cormyr before the Spellplague.
- He became spellscarred, and was put into magical suspended animation.
- He woke recently, and immediately came into conflict with the Netherese (see CORM1-4 *All The King's Men*).
- He has fragmented himself into three physical beings with different personalities.
- He provided assistance during the war with the Queen of Thorns (during CORM2-4 *Fury of the Queen of Thorns*).
- Taliss's antiquated politics and attitude caused him to be exiled from Suzail. He was given a claim in the Stone Horns, where he built his tower.
- Taliss has continued to engage in his own brand of politics, causing severe headaches for the King's men in Suzail.
- Specifically, he has started to work with Blaynden's friends and allies, causing great damage and inconvenience to the Netherese Empire.

- His location within Cormyr has protected him so far, as attacking him would be an act of war.
- The Netherese complained bitterly and repeatedly about his activities. Eventually King Foril had to publicly renounce Taliss's efforts or risk an actual war.
- Taliss has continued his efforts, but seriously improved his security.

Information about the Stonehold Mountains:

- The mountains are on the border between Netheril and Cormyr. It is not disputed territory, but smuggling across the mountains is frequent.

Knights and Knight Exalted PCs affiliated with Cormyr (for example, PCs who have the Purple Dragon Knight paragon path or have story awards CORM11 **Knighted**, CORM23 **Knighted**, or CORM24 **Advisor to the King**) know the following:

- Taliss has been waging his own war against Netheril.
- He has burned through a significant amount of his political capital in Suzail, and is considered persona non grata in most political circles.
- Word has gone out to nobles and others that the crown will not be defending Taliss when his actions spark retribution. The King is unwilling to risk his truce with Netheril.
- The crown has let it be known, quietly, that nobles will not be punished for going against the crown's public stance. The Crown will deny Cormyr's involvement and provide no assistance to any combative effort against Netheril.
- A PC using his political authority to compel assistance is risking political consequences. Rank and reputation can lend support to your argument, but assistance must be voluntary.
- Any engagement to assist Taliss that enters Netherese territory would be tantamount to starting a war, but if those with political authority in Cormyr do not leave Cormyr's territory, Netheril would be in a tricky political situation if they were to claim offense.

Blaynden knows some information about Taliss's tower and surrounding area:

- Taliss has established a complicated triple tower, one for each of his personalities.
- They are immense towers, each with heavy magical defenses and a strong garrison.
- Taliss established a teleportation circle near the tower, but not inside - his wards prevent

teleportation rituals and other long-distance teleportation.

- The circle is limited to three activations per day - a security measure intended to prevent the Netherese from using it to stage an attack into Cormyr.

Blaynden and Coura present the following information and course of action regarding Taliss's rescue:

- By themselves, the PCs won't be able to defend the towers.
- It will take time to raise a fighting militia.
- The PCs should split up into groups of two and convince various nobles in Cormyr - who have their own fighting forces - to assist Taliss.
- The PCs need three small militia (two small militia, if there are only 4 PCs).
- Coura can use Linked Portal to get the PCs to multiple locations within Cormyr so they can talk to the nobility.
- Coura provides a list of Cormyrian nobility near known teleportation circles. See Player's Handout 2.
- The PCs are only able to get assistance from nobility in Cormyr. Sending an army into another country, even an ally, would cause a significant international incident that nearby nations either cannot afford politically or are too distant for the operation to have a clear benefit.
- The PCs need to convince the nobles to provide their soldiers for the defense of the tower.
- The Crown has disavowed Taliss's actions, and is taking the position that Taliss brought this on himself - don't bother going to the King or any family members in good standing with the crown.
- Blaynden provides the PCs with scrolls of Linked Portal and the portal sequence to a teleportation circle near Taliss's tower, as well as ritual components for the portals. (Remember, anyone can use a scroll, not just ritual casters.)
- Blaynden provides the PCs with funds to help raise the militia - this is all the funds the Harpers have available at such short notice. Anything beyond that is the PCs responsibility.
- PCs will be compensated afterward - when there are resources available.

TREASURE

The PCs receive 1,200 / 2,100 / 4,200 / 9,000 / 12,000 gp each worth of gems and platinum pieces.

ENDING THE ENCOUNTER

Once the PCs are briefed and accept the mission, continue with Encounter 2.

MILESTONE

This encounter does not count towards a milestone.

ENCOUNTER 2: RAISING AN ARMY

Important NPCs:

Sir Severin, Knight (Scene 1)

Sir Grenfell, Knight (Scene 2)

Lady Inyn, Knight (Scene 3)

Tormos Mallor, War Wizard (Scene 4)

Lord Exalted Prio, Spymaster (Scene 5)

Nailo Quelani, Eladrin Ambassador (Scene 6)

Lord Erzoured, Prince (Scene 8)

NOTE: In a convention or other time-sensitive environment, limit this encounter's time. In a four-hour time slot, there should be just over three hours left in the slot when this encounter ends.

The PCs have to raise a militia to assist Taliss, but without connections, they can't do it themselves. The nobility of Cormyr raise and maintain their own forces, and are a good source of trained soldiers. **Each PC can only participate in one scene.** Each scene takes several hours of negotiations and coordinating the marshaling of soldiers. Borrowing a militia on such short notice is difficult.

Each NPC the PCs might visit has a location listed. There are only three teleportation circles that Coura can use: one in Suzail, one in Marsember, and one in Arabel. She opens a portal to each when the PCs wish, so that the PCs can disperse. She is not able to give them transport beyond that.

Each scene below is a different NPC the PCs might be able to convince to assist the PCs. Each convinced NPC provides a small force of soldiers to assist the PCs - a force that can fit through the Linked Portal in the few rounds it stays open.

In general, the King's stance that the Crown will not aid Taliss is a political position of official neutrality. The NPCs in this scene know that they will not suffer political retribution if they aid the renegade wizard, but do not receive backing, thanks, or compensation from the crown if they do so. For this reason, most of the nobles are willing to fight against Netheril, but wish the PCs to absorb some of the financial cost since the nobles bear the political consequences.

When a PC approaches a Cormyrian noble and requests aid, they need to make a check to convince the noble to send assistance to Taliss. The better they do on the check, the less costly it is to get the aid.

The primary skill for this activity is Diplomacy; however, if the PCs make a good case for using another

skill (for example, the PCs could use Bluff or Intimidate to focus on the dangers of Netheril to the sovereignty of Cormyr), those can be used as well. Personal threats, seduction, or the like do not succeed unless otherwise noted.

Also note, and warn players of this, that invoking political power (such as knighthoods or advisory positions granted from story awards) to require or compel assistance may have a negative consequence on their political standing on Cormyr.

Raising a militia in a short period of time, and racing directly into danger is expensive. This chart shows the cost of each militia:

AL	Full Price	Half Price	Quarter Price
12	1600 gp	800 gp	400 gp
14	2800 gp	1400 gp	700 gp
16	5600 gp	2800 gp	1400 gp
18	12000 gp	6000 gp	3000 gp
20	16000 gp	8000 gp	4000 gp

Diplomacy Easy DC (Any PC not making the final check)

The PC provides bolstering arguments and backup reasons that bolster another PC's efforts. This provides a +2 bonus to the final check in this scene.

Diplomacy variable DC (main check)

The PC discusses the situation with the noble, making arguments for assisting Taliss, in contravention of the King's public position. The nobles respond with their own difficulties and complications, resisting the PCs efforts. Eventually, the noble concedes and agrees to help, but the success of the diplomacy check determines how much it costs the PCs.

Less than the Easy DC: The noble requires the PCs to pay the full pay for his or her soldiers and a sum of money that go to widows and widowers of the war. The PCs must pay full price for the militia.

Easy DC: The noble requires the PC to provide hazard pay for the soldiers, as well as a limited form of life insurance. The noble covers half of the price. The PCs must pay the remaining half.

Moderate DC: The PC is fairly convincing, and the noble agrees to send aid if the PCs provide hazard pay for the soldiers. The PCs are responsible for only a fourth of the cost.

Hard DC: The noble is so thoroughly convinced by the PC's arguments that he or she agrees to the PC's request without imposing any conditions, granting the soldiers for free.

Story Awards and Motive: A number of NPCs have story awards related to them listed in their scene. Any PCs who have a related story award know what general approach is most likely to be effective with that NPC. This information can also be determined with no check by a PC trained in Insight.

The following scenes describe the nobles the PCs can seek out. Some of them have story award requirements, and situational modifiers.

SCENE 1: SIR SEVERIN

Location: Suzail

Personality: Earnest, and forthright

Alternate Skill: Intimidate. The PCs can use Intimidate in place of Diplomacy to explain the nature of the threat, and drive Sir Severin to cooperating. This check gets a +4 bonus.

Sir Severin has been a member of the court for quite some time. He's had some troubles though - he was exiled from court due to a misunderstanding and became a vigilante, and he was compromised during the war with the Queen of Thorns.

He redeemed himself, but still feels bad about his failures. The following story awards are useful for dealing with Sir Severin:

CORM01 Badge of Temperance: The PC gets a +2 bonus on all checks this scene.

CORM09 Draconic Diplomat: The PC gets a +1 bonus on all checks in this scene.

CORM19 Standing Together [Sir Severin]: The PC gets a +2 bonus on all checks this scene.

SCENE 2: SIR GRENFELL

Location: Arabel (North into the Stonelands)

Personality: Quiet and thoughtful

Alternate Skill: History. PCs can use history in place of Diplomacy to complete this scene. By laying out the tactical issues and a plan of action, the PC can sway Sir Grenfell.

Sir Grenfell is a quiet, honest man. He completed his Knight Errantry with the assistance of several competent adventurers (which might include PCs).

The following story awards are useful for dealing with Sir Grenfell:

CORM14 Favor of Oris Grenfell: The PC gains a +2 bonus during this scene.

CORM19 Standing Together [Sir Grenfell]: The PC gains a +2 bonus during this scene.

SCENE 3: LADY INYN

Location: Arabel (North into the Stonelands)

Personality: Impetuous firebrand, loyal to a fault, and direct

Special: All PCs have a +2 bonus on skill checks in this scene. She hates flattery.

Alternate Skills: Intimidate. Lady Inyn appreciates directness. Using Intimidate to layout the consequences of not helping Taliss Muirwood gets a +2 bonus on the final check.

Lady Cora Inyn is a relatively newly minted knight. She had the assistance of adventures in becoming a Knight.

The following story awards are useful for dealing with Lady Inyn:

CORM15 Favor of Cora Inyn: The PC gains a +2 bonus during this scene.

CORM19 Standing Together [Lady Inyn]: The PC gains a +2 bonus during this scene.

SCENE 4: TORMOS MALLOR, WAR WIZARD

Location: Castle Crag - Storm Horn Mountains

Personality: Prideful, arrogant, and confident

Special: Intimidate. The War Wizards think in terms of threats to Cormyr and its citizens. Using Intimidate to describe the Netherese threat gives a +2 bonus to the check.

Alternate Skills: Arcana. A discussion of arcane minutia and the arcane threat of Netheril improves Tormos's attitude.

Tormos Mallor is a reinstated War Wizard - he went AWOL some time ago, and was eventually brought in by Sir Grenfell and Lady Inyn as part of their knight errantry - with generous help from adventurers.

The outcome of his trial was kept quiet, but he was eventually reinstated due to his devotion to Cormyr and honorable behavior.

The following story awards are useful for dealing with Tormos:

CORM16 War Wizard's Gratitude: The PC gains a +2 bonus during this scene.

CORM19 Standing Together [War Wizards]: The PC gains a +2 bonus during this scene.

SCENE 5: LORD EXALTED PRIO

Location: Marsember

Personality: Quiet, reserved, and observant

Special: PCs have a +2 bonus on skill checks in this scene.

Special: Bluff. Lord Prio is very observant and hard to trick. Bluff checks take a -2 penalty with her.

Alternate Skills: History. A discussion about the historical impact of ignoring an attack on Cormyr encourages Lord Prio to assist the PCs, giving a +4 bonus on the final check in this scene.

Lord Prio is the Regent of Special Affairs for Cormyr. She handles many tasks for the crown - including those tasks that aren't acknowledged actions of the crown.

The following story awards are useful for dealing with Lord Prio:

CORM17 Haldoneir Unmasked: The PC gains a +2 bonus during this scene.

CORM19 Standing Together [Lord Prio]: The PC gains a +2 bonus during this scene.

SCENE 6: NAÏLO QUELANI

Location: Suzail

Personality: Stately, reserved, and canny

Alternate Skills: Bluff. Bluff can be used in place of Diplomacy with Naïlowith a +2 bonus as she is used to negotiations and politics and tends to see hidden meanings, intents, and consequences in diplomatic entreaties.

Naïlo Quelani is the ambassador for the Eladrin Lords who live in the Feywild near the Vast Swamp.

The following story awards are useful for dealing with Naïlo Quelani:

CORM09 Draconic Diplomat: The PC gains a +2 bonus during this scene.

CORM19 Standing Together [Eladrin Lords]: The PC gains a +2 bonus during this scene.

SCENE 7: ROYALTY

Requirements: CORM20 A King's Remembrance

Location: Suzail

If the PCs attempt to talk to the King, they are delayed by bureaucracy. However, shortly after they make their request for an audience known, Lord Erzoured summons them for a conference; proceed to Scene 8.

SCENE 8: LORD ERZOURED

Location: Suzail

Personality: Intelligent, ambitious, but cautious

Special: Checks in this scene take a -4 penalty due to Lord Erzoured's desire to maintain deniability. However, when convinced he commits superior forces to the effort. The soldiers count for two forces, rather than one, but costs associated with the soldiers are three times as much as normal.

Alternate Skills: Bluff. Bluff can be used in place of Diplomacy at the final check, maneuvering him into admitting his desire to aid. He's a talented politician though, so the PCs take a -2 penalty when using Bluff.

Intimidate. Lord Erzoured is worried that this opportunity might slip by - these are, after all, highly accomplished adventurers. Threats to go to other, more cooperative nobles - giving them the glory when a Netherese force is destroyed - can be used. This allows Intimidate to be used in place of Diplomacy in the final check. PCs have a +4 bonus with Intimidate used in this fashion.

Lord Erzoured made some mistakes during the Queen of Thorns crisis, costing him significant political influence within Cormyr. He views aiding the PCs as a chance to improve his position and recover his lost political capital.

He is willing to aid the PCs, but tries to structure things so that he will not be responsible for the PCs actions if things go poorly, but can claim credit for assisting the PCs if they are successful.

The following story awards are useful here:

CORM11 Knighted [Lord Erzoured]: The PC gains a +2 bonus during this scene.

CORM11 Knighted: The PC gains a +2 bonus during this scene, with an additional +2 bonus if they were knighted in the service of Lord Erzoured.

CORM20 A King's Remembrance: The PC gains a +2 bonus during this scene.

SCENE 9: RAISING A MILITIA

Requirements: CORM11 Knighted, CORM23, Knighted, CORM24 King's Advisor, or appropriate paragon path (such as Purple Dragon Knight)

Location: Suzail, Arabel or Marsember

The PCs decide to gather their own forces, using the strength of their names. This uses a small skill challenge for structure.

SKILL CHALLENGE: RAISING A MILITIA

Goal: The PC raises a militia of retired soldiers, mercenaries, and town guards.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: By sub-scene

Victory: The PC raises a militia.

Defeat: The PC raises a militia, but it is expensive.

Success in a Primary Skill at a **Moderate DC** advances to the next scene. Success in a Secondary Skill at an **Easy DC** gives a +2 bonus on the primary skill check for that scene, and cannot generate a failure.

SUB-SCENE 1: SPREADING THE WORD

Primary Skills: Streetwise

Secondary Skills: History

The PC spreads the word that they are looking for soldiers for a dangerous but lucrative job.

Special: The PC can spend 500 gp on fliers, criers, and other methods of spreading the word to automatically skip to the next scene.

SUB-SCENE 2: SETTING THE SCENE

Primary Skills: History

Secondary Skills: Diplomacy, Insight

The PC arranges a proper area to gather their soldiers.

Special: The PC can spend 1000 gp on an expert who arranges things for them to automatically skip to the next scene.

SUB-SCENE 3: MAKING THE PITCH

Primary Skills: Bluff, Diplomacy, Intimidate

Secondary Skills: All knowledge skills

With a crowd gathered, the PC makes a pitch to defend the sacred land of Cormyr from the vile Netherese.

SUB-SCENE 4: ARMS AND ARMOR

Primary Skills: Streetwise

Secondary Skills: All knowledge skills

The PC now has their militia, and needs to gather together the arms, armor, and other equipment necessary to field it.

SUB-SCENE 5: OUTSIDE ASSISTANCE RAISING AN MILITIA

The PCs may decide to gather their own forces, using story awards from outside Cormyr to curry favor from

other groups. Doing so is very difficult, but can be done under the following conditions:

- The group aid is sought from cannot represent a political force or faction on Faerûn.
- The PC must have a way of magically contacting and magically transporting any such forces, and must be able to do so under two hours.
- All PCs with the appropriate story award must **permanently** expend that story award. What the PCs are asking these groups goes far beyond any debt of gratitude the group may have toward the PCs.

ENDING THE SCENE

The success depends on the number of failures the PCs scores. The cost depends on the failures:

- **0 failures:** It costs them one quarter the price of a militia.
- **1 failures:** It costs them half the price of a militia.
- **2 failures:** It costs them the full price of a militia.
- **3 failures:** It costs them twice as much as normal.

ENDING THE ENCOUNTER

Once the PCs have recruited their militia, they set out for Taliss's tower. Coura provided the PCs with scrolls of Linked Portal and the sequence to the circle near the tower.

The force is gathered and ready. The next thing is getting to Taliss's tower. As the scroll is read, a portal opens in the field, showing a rocky but unoccupied area on the far side. The soldiers hustle through in formation, racing to make it through the portal before it closes. Now, with the soldiers through, it's your turn.

The PCs now have to step through the portal. They should be aware that if any decide to not go through, the adventure ends here for those individuals. Proceed with Encounter 3.

EXPERIENCE POINTS

If the PCs raised at least two armies (remember that Lord Erzoured's forces count for two), they have completed a Minor Objective worth 140/ 200/ 280/ 400/ 560 XP per PC.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

The PCs do not find any treasure in this encounter. .

ENCOUNTER 3: UNFRIENDLY RECEPTION

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

NOTE: In a convention or other time-sensitive environment, limit this encounter's time. In a four-hour time slot, there should be about two hours and forty-five minutes left in the slot when this encounter ends.

SETUP

The PCs have arrived in the Stonehorn Mountains, near Taliss's tower. Unfortunately, the siege is already underway. As they approach, the first tower of the Tripartite Tower falls. The PCs need to break through the siege and into the tower's defenses.

After stepping through the portal, you behold a breathtaking sight. A mile away, a massive triple tower rises to the sky, individual sections rising from floating earthmotes, bridges lacing the air between different parts. Near the tower, you see an inverted mountain fortress looming. Magic blasts, artillery, and winged creatures flicker and flash between the tower and floating fortress. Numerous Netherese forces pour forth from the fortress to battle with spell, sword, and claw against wizards, conjurations, and constructs from the triple tower. The residual magical energy from the combat and siege gives the air a sharp aroma, and the surrounding landscape lies blasted and ruined from the magical onslaught.

The siege is in progress, and the Tripartite Tower is losing. Your small army won't do much against the Netherese in open combat - you need to get inside the tower, and its defenses, if you want to make a difference.

SKILL CHALLENGE: SIEGE BREAKER

Goal: Get the militia inside the tower to reinforce the failing Tripartite Tower.

Complexity: 3 (8 successes before 3 failures)

Primary Skills: Any

Other Skills: Varies

Success: The PCs make it through the Shade forces and can begin reinforcing the towers.

Failure: The PCs make it through the Shade forces, but their militia has been severely damaged.

The PCs break through a large group of soldiers, leading their own militia through.

This skill challenge is a free-form skill challenge. There are no prescribed checks or DCs. Each scene has a particular objective. An example of one Moderate and one Hard check is given, but PCs are **not** limited to the options described here. Instead, have the player describe what they wish to do, and assign a skill and DC to it as you feel appropriate. Easy checks are generally discouraged except when the PCs have a particularly clever idea or when they expend daily or non-renewable resources to achieve a goal.

If the PCs wish, the militias may be used to obtain successes in this challenge. The party may agree to use a militia to achieve an objective in the first three scenes. This gets the party two successes (enough to complete the first two objectives), but they do not get the defensive resource in Encounter 4 for having acquired that militia (and be sure the players know the trade-off).

SCENE 1: FIRST CONTACT [2 SUCCESSES]

You have arrived near the tower. The ground is filled with soldiers wearing the livery of Netheril. They have besieged the lowest entry point into the tower - the only one that your force can enter through.

It won't be easy, but you'll have to take this one step at a time - starting with the Netherese rear guard, patrolling the remains of a village with a few Shadovar knights on flying mounts overhead. The forces are spread out, the ruined buildings provide cover, and the residual magic of the area could provide the means for an effective distraction.

A PC who fails a primary skill check in this scene is assaulted by the Netherese platoons and loses two healing surges.

Moderate DC Arcana: The PC creates a magical diversion that allows the militia to avoid a Netherese battalion.

Hard DC Bluff: Creating a distraction using mundane means is more difficult, but it is possible to do so.

2 Automatic successes: One militia holds off a battalion on its own to allow the others to get through. This militia no longer adds a defensive option in Encounter 4.

After the PCs have achieved 2 successes, proceed to Scene 2.

SCENE 2: DESPAIR [1 SUCCESS]

A loud rending of the earth, followed by the screams of hundreds of Netherese soldiers, creates a clear path just beyond the rear guard. Standing amidst the prone, bleeding corpses is a weary-looking man in purple and platinum robes, ripped and bloodied. He raises his hand in your direction in greeting. Arrows bounce off of an invisible shield surrounding the man as he makes his way towards you.

PCs with **CORM19 Standing Together** [Taliss Muirwood] immediately identify this as War Wizard Taliss. He greets these PCs by name.

“I see you brought reinforcements. The way is blocked, but I will open it for you.” He staggers slightly, and turns towards the massed Shade force.

PCs trained in Insight read the implication in Taliss’s voice that he is readying a suicide strike to clear the way. While this wouldn’t end the PCs’ mission, as there are two more forms of Taliss, the ritual would likely be easier if all three of his forms survived the assault. It falls to the PCs to convince War Wizard Taliss not to give into his despair.

Sample Actions:

Moderate DC Diplomacy: The PC explains that so many people rely on Taliss, he can’t just give up now.

Hard DC Athletics: The PC physically restrains Taliss to prevent him from taking self-harming actions until he has regained his senses.

1 Automatic success: One militia restrains Taliss and takes him back to the tower forcibly. This saves Taliss without the need for long-term care, but he does fight back, wounding enough of the militia that they are unable to contribute to a defensive option in Encounter 4.

If the PCs receive succeed at one check in this scene, they have talked Taliss back from his despair and continue to scene 3.

If the PCs fail at one check in this scene, Taliss tries to kill himself and the Netherese forces with one last spell:

The War Wizard turns from you, and begins to cast a spell. Terrible words of power echo as the wizard draws upon more magic than his body can handle. His body shakes and bleeds magic, but before he can cast his spell, a javelin pierces his weakened defenses. The injured wizard loses control of the spell and collapses.

Taliss is unconscious and unable to assist in the tower’s defense. He’s still alive, but in need of longer term care. The PCs still proceed to Scene 3, but they may not use the Healing Taliss option in Encounter 4.

SCENE 3: APPROACH [2 SUCCESSES]

You are close to the tower. Here, the Netherese forces are more concentrated - phalanxes of soldiers assault Taliss’s remaining forces while mages on flying horses cast spells directly at his tower. Unlike the rear guard, these forces are not keeping an eye out for interlopers - they are focused on the opponents in front of them.

The PCs need to work their way through the chaotic battlefield between the Netherese fortress and Taliss’s tower to reach relative safety with their militias.

Sample Actions:

Moderate DC Stealth: With the Netherese forces not paying attention, the PCs and militia can sneak by.

Hard DC Endurance: The blows from the few Netherese that do attack the PCs don’t hurt that much; the PC is able to cover for the militia and withstand the Netherese attacks long enough to make progress.

2 Automatic successes: One militia directly engages the Netherese forces. They are able to escape with their lives, but are unable to contribute to a defensive option in Encounter 4.

Each failure in this scene causes the PC making the check to lose a healing surge as they are forced to fight the Netherese under less than ideal circumstances to allow the militia to move on.

When the PCs have obtained 2 successes in this scene, proceed to Scene 4.

SCENE 4: SALVATION [1 SUCCESS]

You’ve fought your way through the horrors of the Netherese forces, and have finally arrived at the gates of Tripartite Tower - one of them, at least.

A captain atop the tower shouts down, “Luck of Tymora! Who are you, and why are you so insane?”

The PCs need to convince the captain to let them in. If War Wizard Taliss is with the PCs, the captain recognizes him as well. As long as the PCs don’t convey themselves as Netherese forces, the captain agrees to let them in. When the gates are raised, however, enemy forces surge forward, sensing an opening. The PCs need one success as described above, to hold off the Netherese long enough for everyone to get inside.

Sample actions:

Moderate DC Insight: The PC anticipates the Netherese tactic and is able to prevent its success.

Hard DC Thievery: The PC sets up a trap for the pursuing Netherese forces, preventing their surge.

Automatic success: There is not an automatic success option in this scene.

ENDING THE ENCOUNTER

The PCs have fought and struggled, but are finally within the (relative) safety of the Tripartite Tower. Proceed with Encounter 4.

Success: The PCs made it through the Netherese forces with their militia intact, and can start reinforcing the defenses.

Failure: The PCs made it through, but their resources are depleted. The PCs lose one defensive option in Encounter 4. If the third failure occurred before Scene 4, a random PC loses a healing surge for each scene that was not reached.

MILESTONE

This encounter counts towards a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 4: BATTEN DOWN THE HATCHES!

SETUP

Important NPCs:

Taliss Muirwood, Wizard

NOTE: In a convention or other time-sensitive environment, limit this encounter's time. In a four-hour time slot, the next encounter should start when there are about two hours and twenty minutes left in the slot when this encounter ends.

Once the PCs have caught their breath, they can take a look around. Unfortunately, the siege has severely damaged the defense capabilities of the tower. With directing the defense of the siege occupying the soldiers, the PCs have to lead the way in repairing or constructing defenses.

Read or paraphrase the following (adjusting for the PCs' progress in Encounter 2 and Encounter 3):

With your militia safely inside the walls, the captain from the wall introduces herself:

"I am Lady Kiera Thorn. Thank you for your reinforcements. I can take charge of your soldiers, and get them into position. You seem like talented problem solvers so I suggest that you take a look at our defenses and see what you can salvage. Most of our siege engineers are occupied on the walls, but some might be able to help."

"I have a few suggestions, and the archmage might have a few others."

Directly attacking the flying Netherese fortress is **not** an option. Attacking the fortress directly is a suicide mission, even for PCs nearing the Epic tier of play.

The PCs may choose one of the defensive options below (which are also detailed in Player Handout 3). The militia the PCs were able to recruit in Encounter 2 buys them more time, allowing them to choose an additional option per militia. If the PCs failed Encounter 3 (or used a militia to gain automatic successes), they have less time to set up defenses and must choose one fewer option per expended militia, plus one fewer if they failed the skill challenge as a whole (minimum one option). Each defensive option takes approximately two hours to set up, and requires the attention of all PCs. Available defensive options are as follows:

ARCANE NODE

You visit Taliss's shrine to the fallen Goddess Mystra, which happens to be the focus of an arcane node capable of refreshing pilgrims even to this day. A ritual known to Taliss is able to focus the shrine's energies into a form that can be carried into battle.

Benefit: One PC is given a seed of rejuvenation from the node. Only the PC given the seed can activate it. It can be activated as a minor action and activates automatically when its wielder is reduced to 0 hit points or dies. When activated, the seed has the following effects on the wielder and all allies within 10 squares:

- If alive, the target may spend up to two healing surges, regains two encounter powers of the target's choice, and may spend an additional action point this encounter.
- If dead, the target loses two healing surges, returns to life with hit points equal to its healing surge value, and regains one encounter power of the target's choice.

ARCHER TRAINING

You drill the archers in coordinated fire and artillery efforts.

Benefit: Each PC gains the arrow volley power:

STANDARD ACTIONS

R Arrow Volley • At-Will

Attack: Range 20 (One target the PC can see); +[AL + 5] vs. Reflex
Hit: 2d8 + 6 damage. If the target is flying, the damage is instead 3d6 + 10 damage, and the target's altitude is reduced by 6 squares.
Effect: No ally may use arrow volley until the start of your next turn.

BARRIER

You set up traps to push back the Netherese forces or place more obstacles in their way.

Benefit: The party may place 16 bits of terrain per PC:

- A square of caltrops costs 2 bits,
- A chest-high wall costs 3 bits, and
- A full size wall costs 7 bits.

CHEST-HIGH WALLS

A chest high wall is one square high, and requires an extra square of movement to traverse for medium creatures, and it has hard corners. It provides cover.

FULL-SIZE WALLS

A full-size wall is two squares high, and must be climbed by a medium creature (Easy DC). It is considered blocking terrain, and can provide superior cover.

CALTROPS

Caltrops are difficult terrain. Any Large or smaller creature starting its turn in a square of caltrops is slowed until the end of its turn. Any creature entering a square of caltrops takes 10 points of damage – a creature can only take this damage once per turn, even if they enter multiple squares of caltrops.

ENERGY TOWERS

Using the remnants of damaged constructs, you gather together a summoning ritual for a small energy tower. This ritual may be used only once.

Benefit: One PC gains the *conjure energy tower* power.

MINOR ACTIONS

Conjure Energy Tower (conjunction, force, thunder) • Daily

Effect: You conjure an energy tower that occupies 1 square within 10 squares. It lasts until the end of your next turn. You may take a standard action on your turn to deal 15 force and lightning damage to all creatures within 3 squares of the energy tower. Its AC and Fortitude are equal to your level + 14, and its Reflex and Will are equal to your level + 6. If the energy tower is hit by an attack that does not specifically target conjurations, it detonates, dealing 4d10 force and thunder damage to all creatures within 4 squares of it. This effect destroys the conjuration.

Sustain Minor: The tower persists.

EXPLOSIVE RUNES

During the chaos of the siege, you find the time to engineer a nasty trap for your enemies.

Benefit: Each PC chooses a square on the battlefield to place the trap. Each PC gains the following power, linked only to the square he or she chose:

MINOR ACTION

C Remote Detonation • Daily

Attack: Close burst 10 (creatures in or adjacent to the trapped square); +[AL + 3] vs. non-AC defenses (one roll)
Hit (Fortitude): AL force damage, and the target is knocked prone.
Hit (Reflex): 3d6 + AL fire and force damage.
Hit (Will): The target is dazed (save ends).

HEALER TRAINING

You train the remaining healers in emergency medical techniques, and develop a series of quick, decisive gestures to coordinate action during the chaos of battle.

Benefit: The party gains two uses of the *standstrong* power below. At AL 16 and above, the party instead gains three uses of the power.

MINOR ACTIONS

Standstrong • Encounter

Target: The PC, or one ally (line of effect)
Effect: The target spends a healing surge and regains 3d6 extra hit points (4d6 if AL 16 or higher).

HEALING TALISS (UNAVAILABLE IF THE PCs FAILED SCENE 2 IN ENCOUNTER 2)

Taliss is a brilliant mage, and powerful in his tripartite form – but he'll be better able to focus on the ritual to cleanse Coura if you use the energy stored in this tower to restore him to a single form.

Benefit: Taliss is healed, back into a single form. This doesn't help the PCs during the siege, but grants them a story award that benefits them during NETH4-3 *Purifying the Prophet*.

RITUALS

Your allies have bought you the time you need to cast preparatory rituals.

Benefit: The party may cast any number of rituals they have mastered, or use ritual scrolls in their possession, at their own cost. Each PC may spend two hours casting rituals (or assisting other PCs in casting rituals).

TACTICAL COORDINATION

You discuss tactics with the garrison commanders and develop some plans.

Benefit: Each PC gains the *assist* power:

MINOR ACTIONS

Assist • Encounter

Effect: You use the aid another action and automatically succeed at the appropriate check.

ENDING THE ENCOUNTER

When the PCs have completed their defense plans, proceed to Encounter 5.

TROUBLESHOOTING

If the PCs come up with an idea for the defense of the towers that isn't listed here, but seems reasonable, create an effect of similar power to the ones provided here. The effects and actions taken by the PCs should focus on providing defenses to the tower rather than attacking the Netherese directly – the Netherese fortress itself is not vulnerable to attack.

EXPERIENCE POINTS

If the PCs complete at least two defensive measures, they achieve a Minor Objective worth 280 / 400 / 560 / 800 / 1120 XP per PC.

TREASURE AND MILESTONE

There is no treasure for this encounter, and it does not count toward a milestone.

ENCOUNTER 5: THE SIEGE OF THE TRIPARTITE TOWER

ENCOUNTER LEVEL 15/17/19/21/23

AND

ENCOUNTER LEVEL 13/15/17/19/21

This encounter takes place in waves. As the PCs try to defend Taliss's tower from the final Netherese assault, the fortress places increasing pressure on the PCs and their defenses.

CREATURES

WAVE 1:

- 1 Netherese siege tower
- 2 winterblight mages
- 9 Netherese soldiers

WAVE 2:

- 1 shadowsteed
- 1 defiled mage
- 1 faded eldritch giant
- 5 Netherese soldiers

WAVE 3:

- 1 Tyvraxxus, shade commander
- 1 Taliss Muirwood, crippled archmage

SCALING THE ENCOUNTER

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

Four PCs: Remove one **winterblight mage** from Wave 1. And add 50 hit points to Taliss's final ward. Reduce Tyvraxxus's hit points by 20%.

Six PCs: Add 1 **winterblight mage** to Wave 1. Remove 50 hit points from Taliss's final ward. Increase Tyvraxxus's hit points by 20%

Additionally, if in a time-sensitive environment, time is running low (you have under two hours left in the slot), instead run one wave with the siege tower, 9 Netherese soldiers, 1 winterblight mage, and 1 defiled mage mounted on a shadowsteed. Introduce Tyvraxxus when the siege tower becomes bloodied. Still use appropriate scaling for the number of players. This does not affect the experience points the PCs receive at the end of the adventure.

SETUP

The PCs are trying to hold off the attacking Netherese forces. Their goal is to defeat the shade force, slay the commander, and prevent the forces from reaching the top of Taliss's tower to disrupt its wards.

The evening grinds on, with multiple pushes by the Netherese forces. None are overwhelming - they appear to be testing the tower's defenses.

Suddenly, a massive dragon rips through the air. With its Shade rider, the creature roars towards the tower. The dragon and its rider are struck by a white ray with blue streaks and become entombed in ice; momentum takes the frozen foes over the tower and out of your view.

A message resonates in your head from Taliss: "You defend the walls - I will personally see to this shade fool." Your attention is pulled back to the siege walls, as a massive, mobile tower with dragon-heads begin rumbling towards you.

Provide the players with Player's Handout 4 to ascertain that they are aware of the use of the ambient magic in the area.

FEATURES OF THE AREA

Illumination: Dim illumination.

Fog of War: The arcane energies already channeled during the siege create a haze through which it is difficult to see. Except for the tower itself and 10 squares in each direction from the tower, the entire battlefield is heavily obscured.

Tower Walls: The walls are 8 squares high. Taliss's magic makes it easy for his allies (including the PCs) to climb; the walls grant an ally touching the wall a climb speed equal to his or her speed.

If a Netherese siege tower is adjacent to the Tower Walls, enemies can ascend through the siege tower at full speed, but must still climb the remaining two squares of the Tower Walls as normal.

If a Netherese soldier reaches the top of the Tower Walls, it takes a minor action to disrupt Taliss's wards. This requires no attack roll, kills the Netherese soldier, and reduces the hit points of Taliss's final ward by 40 (even if Wave 3 has not yet started).

Siege Tower: While the Netherese siege tower is a creature, it has a number of features that allow other creatures to interact with it as though it were terrain:

- The top level of the siege tower has arrow slits, which provide superior cover to creatures inside.

Creatures can see through the arrow slits in order to teleport into the tower.

- The lower level of the siege tower has no arrow slits or windows, so it is not possible to achieve line of sight or line of effect through the tower walls unless the doors are open. The siege tower decides when to open the doors (which it can do as a minor action), the reinforced iron doors can be broken open with a DC 25 Strength check.
- Within the tower, accessing the upper level from the lower level or vice versa requires the use of one of the two ladders in the tower, which are two squares tall and can be climbed with a DC 5 Athletics check. Climbing the outside of the tower requires a DC 20 Athletics check.
- If the PCs try to get into the top level of the tower from the outside, they must first get atop the tower. Then, they can open the trapdoor on the top with an Arcana or Athletics check (Moderate DC as a standard action, Hard DC as a minor action). Once the trapdoor is open, the tower may close it as a minor action.

Ambient Magic: The ambient magic makes the area immediately around the tower dangerous for Taliss's foes. Each PC may use a minor action to benefit from the ambient magic once per wave. A PC may choose to attempt an Arcana check as part of this action. Using ambient magic provides one of the following benefits, chosen before rolling the Arcana check.

- **Channeling.** The PC spends one healing surge. The next time the PC hits with an attack, one target of that attack is immobilized until the end of its next turn. With a Hard DC Arcana check, that target is instead dazed until the end of its next turn.
- **Invigoration.** The PC spends two healing surges and regains an encounter power of 10th level or lower (encounter powers granted by the siege defenses may be regained in this way as well). With a Moderate DC Arcana check, the PC may instead recover an encounter power of any level.

TACTICS

NOTE: Because having the Netherese soldiers act on the same initiative count could easily result in Taliss's final ward being reduced from full to 0 without any PCs acting, it is recommended that pairs of soldiers receive separate initiatives (so two or three initiatives in Wave 1 and four or five in Wave 2), and that the soldiers do not delay or ready actions.

The members of each wave attack as coordinated units. With the exception of the Towers and the

Shadowsteeds, the creatures are intelligent and adjust their tactics in response to PC actions. Specific tactics are broken down by wave.

Wave 1: Creatures in Wave 1 begin combat 11 squares away from the tower.

The siege tower heads directly for the tower walls as quickly as it can. Once it reaches the tower walls (or is unable to move), it fires *dragon's head* as often as possible, and aiming for the greatest collection of PCs it can, even if that includes its allies. If it reaches the tower walls, any Netherese soldiers inside move onto the walls, attempting to reach the top to disrupt Taliss's wards as discussed in the Tower Walls terrain feature.

The Netherese soldiers begin combat in the bottom level of the siege tower. They wait to emerge from the tower until it has reached the walls of Taliss's tower unless the tower has been unable to move for two rounds or is reduced to one quarter of its hit points, in which case they leave the tower and attack the nearest PC.

The winterblight mages begin combat in the top level of the tower. They use the arrow slits (which are on the sides and top of the top level) to attack PCs that are effective at limiting the tower's movement. The mages do not expose themselves by leaving the tower unless it is in immediate danger of being destroyed.

Wave 2: Creatures in Wave 2 move to 11 squares to the left of the Tower Walls on their initiative when the siege tower becomes bloodied or when it has been unable to move toward Taliss's tower walls for two consecutive rounds.

When Wave 2 begins, the PCs have reached their first milestone for the adventure. They may use their new action points as soon as they wish and may use two action points during this encounter, but no more than one per round.

The defiled mages ride the shadowsteeds, counting on the mount's flight and *flyby attack* to keep them out of danger. Both the mages and the steeds aim primarily for PCs who are effective in stopping the movement of the siege tower.

The faded giants begin by using *consume magic* on any available targets, then engage PCs who are hindering the movement of the siege tower.

Wave 3: When the siege tower is reduced to one-quarter of its maximum hit points (when it is bloodied if the PCs are able to stop its movement toward the Tower Walls), read the following text:

You hear a small explosion from within Taliss's tower, and the wall behind you bursts outward as the badly wounded and unconscious archwizard flies through it.

The Netherese Commander, just past the hole in the tower, addresses your group. "You are strong, adventurers. I appreciate dedication and loyalty, but without your mage, you are defeated. Leave the mage to us, and I will reward you. Or you can earn the highest honor of stubborn bravery - dying in battle against a superior foe."

Taliss lands atop his Tower Walls on the right center side of the map. Tyvraxxus enters adjacent to him.

Until attacked by the PCs, Tyvraxxus attacks Taliss with basic attacks as a means of forcing the PCs to engage him. Once the PCs engage him in combat, he focuses his attacks on PCs that limit his targeting choices (usually controllers or defenders). Note that Tyvraxxus's powers significantly differ between ALs 12-16 and ALs 18-20.

Once Taliss enters the battlefield, the Netherese soldiers stop trying to climb the walls and instead attack Taliss. If they are still in the siege tower, the tower moves to Taliss's location to unload the soldiers.

If Tyvraxxus is slain, all Netherese forces flee the battle and attempt no further attacks on the PCs. The PCs may chase down and slay the Netherese or let the Netherese run at their leisure.

If Taliss's final ward is reduced to 0 hit points, it is destroyed. Inside the ward, Taliss is unconscious and badly wounded; any damage to Taliss after the ward is destroyed kills him. The Netherese are not particularly interested in killing Taliss, as their orders are to take him alive, but if defeating the PCs requires them to also kill Taliss, it is a risk they are willing to take.

ENDING THE ENCOUNTER

When the siege tower becomes bloodied, the PCs are considered to have reached a milestone and may use their new action point as soon as they wish.

The siege continues until the PCs are dead, Tyvraxxus is dead, or the PCs withdraw from the battlefield.

EXPERIENCE POINTS

If Taliss survives, the PCs complete a Major Objective worth 700/ 1000/ 1400/ 2000/ 2800 XP per PC.

TREASURE

Whether the PCs saved Taliss Muirwood or betrayed him, they receive a sum of gold by courier within the next tenday (either from Blaynden or Tyvraxxus):

- AL 12: 1600 gp
- AL 14: 2750 gp
- AL 16: 5500 gp

AL 18: 11000 gp

AL 20: 16500 gp

If the PCs were defeated, they can scrounge the following from the ruined tower:

AL 12: 800 gp

AL 14: 1350 gp

AL 16: 2700 gp

AL 18: 5500 gp

AL 20: 8000 gp

Taliss (or Tyvraxxus) makes several items available to the PCs - either as gifts or spoils of war, depending on who had the item.

Taliss has ritual books with numerous rituals. He was wielding an *earthshaker staff*.

Tyvraxxus was wearing a *crimson cloak*. The faded eldritch giants wielded *force weapons*.

If the PCs were defeated, the rituals and Taliss's staff are available as bundles (scrounged from the ruined tower, like the rest of the treasure).

CONCLUDING THE ADVENTURE

If the PCs are defeated or killed on the field of battle, the Netherese take them prisoner to try to compel them, individually, to reveal the location of the Harper sanctuary in Silverymoon (where they met Blaynden). Any PC that does so (and only those PCs) receive treasure as though he or she had successfully completed the adventure. PCs who refuse are killed. If the PCs flee the field of battle after Tyvraxxus gains the upper hand over Taliss, the Netherese do not pursue; later, the PCs receive the promised reward from Netheril.

If the PCs defeat Tyvraxxus, the Netherese flee the battlefield. Blaynden happily rewards the party as promised.

If you run this adventure before 31 May 2012, please be sure to fill out the online questionnaire (see the Event Summary for details). These results will help shape the future of the Netheril Story Area.

ENCOUNTER 5: THE SIEGE OF THE TRIPARTITE POWER – WAVE 1 (AL 12)

Netherese Siege Tower	Level 12 Elite Brute
Huge natural animate (construct)	XP 1400
HP 316; Bloodied 158	Initiative +11
AC 24, Fortitude 27, Reflex 24, Will 21	Perception +7
Speed 4	All-around vision
Immune charm, disease, poison, teleportation; Resist 15 to all damage from outside the tower	
Saving Throws +2; Action Points 1	
TRAITS	
All-around vision	
Enemies can't gain combat advantage by flanking the tower.	
Juggernaut	
The siege tower ignores difficult terrain and does not provoke opportunity attacks. It cannot squeeze, make opportunity attacks, or grab creatures.	
Living Building	
The tower can end its movement in other creatures' spaces, and other creatures can end their movements in its space. The tower ignores the first two squares of any forced movement and cannot be teleported. If the tower would be knocked prone, it instead grants combat advantage until the end of its next turn. The tower is 30 feet high (Athletics DC 20 to climb it). It has two levels, each with a 15-foot-high ceiling. The lower level has two reinforced iron doors (break DC 25), which the tower can open or close as a minor action. While the doors are closed, line of effect and line of sight cannot be traced from outside the tower to creatures on the lower level. The upper level has arrow slits and can be reached by either of two ladders from the lower level. Creatures inside the tower or on its exterior move with it as if it were a vehicle.	
Rough Ride	
While the tower is bloodied, it is slowed, and creatures inside it take a -2 penalty to attack rolls.	
STANDARD ACTIONS	
A Dragon's Head (fire) • At-Will	
Attack: Area burst 1 within 20 (creatures in the burst outside the tower); +15 vs. Reflex	
Hit: 1d12 + 6 fire damage, and ongoing 10 fire damage (save ends).	
Miss: Half damage.	
MOVE ACTIONS	
M Crush • At-Will 1/round	
Effect: The siege tower moves up to its speed and can enter enemies' spaces during this movement. When the tower enters a nonflying creature's space for the first time during this movement, the tower makes the following attack against that creature.	
Attack: Melee 0 (creature in the square); +15 vs. Reflex	
Hit: 3d12 + 5 damage, and the creature falls prone.	
Miss: The creature falls prone.	
TRIGGERED ACTIONS	
C Collapse • Encounter	
Trigger: The tower drops to 0 hit points.	
Effect (No Action): The tower is destroyed. Its space becomes difficult terrain until the end of the encounter. Creatures inside the tower fall prone in the tower's space, and the tower makes the following attack.	
Attack: Close burst 1 (creature in the burst); +15 vs. Reflex	
Hit: 4d10 + 16 damage, and the creature falls prone.	
Miss: Half damage.	
Str 25 (+13)	Dex 20 (+11)
Con 28 (+15)	Int 1 (+1)
	Wis 13 (+7)
	Cha 10 (+6)
Alignment unaligned	
Languages -	

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

Winterblight Mage	Level 14 Artillery
Medium shadow humanoid	XP 1000
HP 110; Bloodied 55	Initiative +15
AC 26, Fortitude 26, Reflex 27, Will 25	Perception +19
Speed 7, fly 10	Low-light vision
STANDARD ACTIONS	
m Hunter's Knife (weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 2d6 + 7 damage, and the nymph shifts 1 square.	
r Winter Wind (cold, weapon) • At-Will	
Attack: Ranged 20/40 (one creature); +21 vs. AC	
Hit: 2d6 + 4 cold damage, and the target is slowed (save ends).	
C Nettling Wind • Recharge 5-6	
Attack: Close blast 5 (one, two, or three creatures in the blast); +19 vs. AC	
Hit: 2d6 + 6 damage, and the target is immobilized (save ends).	
A Hail of Arrows (weapon) • Encounter	
Attack: Area burst 3 within 20 (enemies in the burst); +21 vs. AC	
Hit: 2d8 + 4 damage, and ongoing 5 damage (save ends).	
Skills Athletics + 18, Endurance +17, Nature +19, Stealth +20	
Str 23 (+13)	Dex 26 (+15)
Con 20 (+12)	Int 20 (+12)
	Wis 25 (+14)
	Cha 19 (+11)
Alignment evil	
Languages Common, Elven, Netherese	
Equipment arrow x 40, dagger, longbow	
Note: Reflavored winter nymph.	

ENCOUNTER 5: THE SIEGE OF THE TRIPARTITE POWER – WAVE 2 (AL 12)

Faded Eldritch Giant	Level 13 Skirmisher
Large shadow humanoid (giant)	XP 800
HP 131; Bloodied 65	Initiative +9
AC 27, Fortitude 24, Reflex 26, Will 28	Perception +17
Resist 10 force	Low-light vision
Saving Throws +5 against charm effects	
Speed 8, teleport 6	
STANDARD ACTIONS	
m Eldritch Blade (force, weapon) • At-Will	
Attack: Melee 2 (one creature); +16 vs. Reflex	
Hit: 3d6 + 11 force damage.	
r Force Missile (force) • At-Will	
Attack: Ranged 20 (one creature); +16 vs. Reflex	
Hit: 3d6 + 11 force damage.	
C Sweeping Sword (force, weapon) • Encounter	
Attack: Close blast 2 (creatures); +16 vs. AC	
Hit: 3d8 + 11 force damage, and the target is knocked prone.	
Special: When charging, the giant can use this power in place of a melee basic attack.	
MINOR ACTIONS	
Eldritch Field (zone) • Recharge 5-6	
Effect: Close blast 5; the blast creates a zone of rippling magic that lasts until the end of the encounter or until the eldritch giant uses this power again. The zone is difficult terrain, and the giant's attacks deal 1d6 extra force damage against creatures within the zone.	
Consume Magic • At-Will 1/round	
Target: Melee 1 (one zone or conjuration created by an enemy); +16 vs. Will of the creator of the zone or conjuration	
Hit: The zone or conjuration is destroyed, and its effects end. The giant's attacks deal 3d6 extra force damage until the end of its next turn.	
Skills Arcana +18, Insight +17	
Str 21 (+11) Dex 12 (+7) Wis 22 (+12)	
Con 19 (+10) Int 24 (+13) Cha 13 (+7)	
Alignment evil Languages Common, Giant, Netherese	
Note: Re-flavored eldritch giant. Modified damage output.	

Shadowsteed	Level 12 Skirmisher
Large shadow magical beast (mount, reptile)	XP 700
HP 125; Bloodied 62	Initiative +13
AC 26, Fortitude 25, Reflex 23, Will 22	Perception +10
Speed 8, fly 10, overland flight 15	Low-light vision
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d6 + 10 damage.	
m Wing Swipe • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 2d8 + 6 damage.	
M Flyby Attack • At-Will	
Effect: The shadowsteed flies up to 10 squares and makes one <i>claw</i> attack, or two <i>wing swipes</i> against different creatures, at any point during that movement. The shadowsteed doesn't provoke opportunity attacks when moving away from the targets of the attacks.	
Str 24 (+13) Dex 21 (+11) Wis 19 (+10)	
Con 21 (+11) Int 3 (+2) Cha 10 (+6)	
Alignment unaligned Languages -	
Note: Re-flavored drakkensteed; <i>fearsome roar</i> and <i>drakkensteed action</i> removed.	

Defiled Mage	Level 13 Artillery (Leader)
Medium shadow humanoid	XP 800
HP 99; Bloodied 49	Initiative +8
AC 22, Fortitude 23, Reflex 21, Will 22	Perception +7
Speed 6	
STANDARD ACTIONS	
m dagger (cold, weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 1d6 + 2 damage plus 1d6 cold damage.	
r Fear Ray (fear, psychic) • At-Will	
Attack: Ranged 10 (one creature); +18 vs. Will	
Hit: 4d6 + 2 psychic damage. Until the end of the defiled mage's next turn, the target takes 5 psychic damage each time it damages the mage or any of the mage's allies.	
C Leeching Cold (cold, necrotic) • Recharge if the power misses every target	
Attack: Close blast 5 (creatures in the blast); +17 vs. Fortitude	
Hit: 4d6 + 5 cold and necrotic damage, and ongoing 10 cold and necrotic damage (save ends). The defiled mage gains a +2 bonus to attack rolls and a +5 bonus to damage rolls until no creatures are affected by this power.	
MOVE ACTIONS	
Mage's Flight • Encounter	
Effect: Each ally within 5 squares of the defiled mage can fly 5 squares as an immediate reaction. The defiled mage then flies 10 squares. it does not provoke opportunity attacks for leaving the first square during this movement.	
MINOR ACTIONS	
C/A Grave's Grasp (cold) • Recharge 5-6	
Attack: Close blast 5 or area burst 2 within 10 (creatures in the blast or burst); +17 vs. Reflex	
Hit: 4d6 + 5 cold damage.	
Skills Arcana +17, Intimidate +18	
Str 20 (+11) Dex 15 (+8) Wis 12 (+7)	
Con 15 (+8) Int 22 (+12) Cha 24 (+13)	
Alignment evil Languages Common, Netherese	
Equipment dagger	
Note: Re-flavored dragonborn defiler.	

ENCOUNTER 5: THE SIEGE OF THE TRIPARTITE POWER – WAVE 3 (AL 12)

Tyvraxxus, Shade Commander		Level 13 Solo Controller
Medium shadow humanoid		XP 4000
HP 512; Bloodied 256		Initiative +10
AC 27, Fortitude 25, Reflex 24, Will 26		Perception +13
Speed 6		Darkvision
Saving Throws +5; Action Points 2		
TRAITS		
Arcane Secret		
The shade makes saving throws against effects that daze or stun, including effects that don't normally end on a save, at both the start and end of its turn.		
STANDARD ACTIONS		
R Entropy Belt (psychic) • At-Will		
Attack: Ranged 10 (one, two, or three creature); +17 vs. Will		
Hit: 2d10 + 10 psychic damage, and the shade pushes the target 3 squares.		
C Defiling Vortex (necrotic) • Recharge when first bloodied		
Attack: Close burst 3 (dazed enemies in the burst); +14 vs. Fortitude		
Hit: The target falls prone and is weakened (save ends).		
Miss: 3d10 + 6 necrotic damage.		
Effect: The shade gains temporary hit points equal to 5 x the number of targets it hit with this power.		
C Defiling Blast (necrotic) • Recharge 5-6		
Attack: Close blast 5 (enemies in the blast); +14 vs. Reflex		
Hit: 3d10 + 6 necrotic damage, and the target is dazed (save ends).		
While any target is dazed by this power, the shade gains a +4 bonus to damage rolls.		
Miss: Half damage.		
MINOR ACTIONS		
m Dagger (force, weapon) • At-Will		
Attack: Melee 2 (one creature); +18 vs. AC		
Hit: 4d6 + 7 damage, and if the target does not end its next turn at least 2 squares away from the shade, the target takes 6 force damage.		
TRIGGERED ACTIONS		
Variable Resistance • 2/Encounter		
Trigger: The shade takes acid, cold, fire, lightning or thunder damage.		
Effect (Free Action): The shade gains resist 10 to the trigger damage type until the end of the encounter or until it uses variable resistance again.		
C Wrath Sphere (force) • At-Will		
Trigger: The shade is hit by an enemy that has combat advantage against it.		
Attack (Immediate Reaction): Close burst 1 (the triggering enemy in the burst); +16 vs. Fortitude		
Hit: 4d6 + 6 force damage, and the shade pushes the target 2 squares and knocks it prone.		
Bloodied Defiling • 2/Encounter		
Trigger: The shade is first bloodied		
Effect (Free Action): Defiling blast recharges, and the shade uses it.		
Skills Arcana +19, Insight +16		
Str 17 (+9)	Dex 19 (+10)	Wis 20 (+11)
Con 22 (+12)	Int 27 (+14)	Cha 24 (+13)
Alignment Evil		
Languages Common, Netherese		
Equipment dagger		
Note: Reffavored Brohg Renegade.		

Taliss's Final Ward	Terrain
Huge elemental construct (ward)	
HP 200; Bloodied 100	
Surges unlimited (draws on the tower's remaining magic)	
Surge Value 50	
AC 30 Fortitude 26 Reflex 26 Will 26	
TRAITS ACTIONS	
Dome of Force (force)	
Taliss is protected by a dome of force. The dome of force can be targeted as if it were a creature. It cannot be moved, teleported, banished, or any similar effect. It blocks teleportation effects, phasing, line of effect, and is blocking terrain.	
Extension of Taliss	
Powers that target the <i>dome of force</i> affect Taliss (see defenses, HP, and surges).	
Vibrating Force (force)	
A creature subjected to forced movement that includes a square adjacent to the Ward take 15 force damage. A creature can take this damage once per turn.	

ENCOUNTER 5: THE SIEGE OF THE TRIPARTITE POWER ~ WAVE 1 (AL 14)

Netherese Siege Tower	Level 14 Elite Brute
Huge natural animate (construct)	XP 2000
HP 356; Bloodied 178	Initiative +12
AC 26, Fortitude 29, Reflex 26, Will 23	Perception +8
Speed 4	All-around vision
Immune charm, disease, poison, teleportation;	
Resist 15 to all damage from outside the tower	
Saving Throws +2; Action Points 1	
TRAITS	
All-around vision	
Enemies can't gain combat advantage by flanking the tower.	
Juggernaut	
The siege tower ignores difficult terrain and does not provoke opportunity attacks. It cannot squeeze, make opportunity attacks, or grab creatures.	
Living Building	
The tower can end its movement in other creatures' spaces, and other creatures can end their movements in its space. The tower ignores the first two squares of any forced movement and cannot be teleported. If the tower would be knocked prone, it instead grants combat advantage until the end of its next turn. The tower is 30 feet high (Athletics DC 20 to climb it). It has two levels, each with a 15-foot-high ceiling. The lower level has two reinforced iron doors (break DC 25), which the tower can open or close as a minor action. While the doors are closed, line of effect and line of sight cannot be traced from outside the tower to creatures on the lower level. The upper level has arrow slits and can be reached by either of two ladders from the lower level. Creatures inside the tower or on its exterior move with it as if it were a vehicle.	
Rough Ride	
While the tower is bloodied, it is slowed, and creatures inside it take a -2 penalty to attack rolls.	
STANDARD ACTIONS	
A Dragon's Head (fire) • At-Will	
Attack: Area burst 1 within 20 (creatures in the burst outside the tower); +17 vs. Reflex	
Hit: 1d12 + 8 fire damage, and ongoing 10 fire damage (save ends).	
Miss: Half damage.	
MOVE ACTIONS	
M Crush • At-Will 1/round	
Effect: The siege tower moves up to its speed and can enter enemies' spaces during this movement. When the tower enters a nonflying creature's space for the first time during this movement, the tower makes the following attack against that creature.	
Attack: Melee 0 (creature in the square); +17 vs. Reflex	
Hit: 3d12 + 7 damage, and the creature falls prone.	
Miss: The creature falls prone.	
TRIGGERED ACTIONS	
C Collapse • Encounter	
Trigger: The tower drops to 0 hit points.	
Effect (No Action): The tower is destroyed. Its space becomes difficult terrain until the end of the encounter. Creatures inside the tower fall prone in the tower's space, and the tower makes the following attack.	
Attack: Close burst 1 (creature in the burst); +17 vs. Reflex	
Hit: 4d10 + 18 damage, and the creature falls prone.	
Miss: Half damage.	
Str 25 (+14)	Dex 20 (+12)
Con 28 (+16)	Int 1 (+2)
Alignment unaligned	Wis 13 (+8)
	Cha 10 (+7)
Languages -	

Netherese Soldier	Level 14 Minion Brute
Medium shadow humanoid, human	XP 250
HP 1; a missed attack never damages a minion	Initiative +11
AC 26, Fortitude 27, Reflex 25, Will 26	Perception +8
Speed 6	Low-light vision
TRAITS	
Furious Flock	
The soldier can score a critical hit on a roll of 19-20 against an enemy that has one or more of the soldier's allies adjacent to it.	
STANDARD ACTIONS	
m Morningstar (weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 13 damage, or 20 on a critical hit.	
Str 22 (+13)	Dex 18 (+11)
Con 15 (+9)	Int 10 (+7)
	Wis 12 (+8)
	Cha 20 (+12)
Alignment evil	Languages Common, Netherese
Equipment robes, morningstar	
Note: Ebony initiate reflavored as Netherese soldier.	

Winterblight Mage	Level 16 Artillery
Medium shadow humanoid	XP 1400
HP 122; Bloodied 61	Initiative +16
AC 28, Fortitude 28, Reflex 29, Will 27	Perception +20
Speed 7, fly 10	Low-light vision
STANDARD ACTIONS	
m Hunter's Knife (weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 2d6 + 9 damage, and the nymph shifts 1 square.	
r Winter Wind (cold, weapon) • At-Will	
Attack: Ranged 20/40 (one creature); +23 vs. AC	
Hit: 2d6 + 6 cold damage, and the target is slowed (save ends).	
C Nettling Wind • Recharge 5-6	
Attack: Close blast 5 (one, two, or three creatures in the blast); +21 vs. AC	
Hit: 2d6 + 8 damage, and the target is immobilized (save ends).	
A Hail of Arrows (weapon) • Encounter	
Attack: Area burst 3 within 20 (enemies in the burst); +23 vs. AC	
Hit: 2d8 + 6 damage, and ongoing 5 damage (save ends).	
Skills Athletics + 19, Endurance +18, Nature +20, Stealth +21	
Str 23 (+14)	Dex 26 (+16)
Con 20 (+13)	Int 20 (+13)
	Wis 25 (+15)
	Cha 19 (+12)
Alignment evil	Languages Common, Elven, Netherese
Equipment arrow x 40, dagger, longbow	
Note: Reflavored winter nymph.	

ENCOUNTER 5: THE SIEGE OF THE TRIPARTITE POWER ~ WAVE 2 (AL 14)

Faded Eldritch Giant	Level 15 Skirmisher
Large shadow humanoid (giant)	XP 1200
HP 147; Bloodied 73	Initiative +10
AC 29, Fortitude 26, Reflex 28, Will 30	Perception +18
Resist 10 force	Low-light vision
Saving Throws +5 against charm effects	
Speed 8, teleport 6	
STANDARD ACTIONS	
m Eldritch Blade (force, weapon) • At-Will	
Attack: Melee 2 (one creature); +18 vs. Reflex	
Hit: 3d6 + 13 force damage.	
r Force Missile (force) • At-Will	
Attack: Ranged 20 (one creature); +18 vs. Reflex	
Hit: 3d6 + 13 force damage.	
C Sweeping Sword (force, weapon) • Encounter	
Attack: Close blast 2 (creatures); +18 vs. AC	
Hit: 3d8 + 13 force damage, and the target is knocked prone.	
Special: When charging, the giant can use this power in place of a melee basic attack.	
MINOR ACTIONS	
Eldritch Field (zone) • Recharge 5-6	
Effect: Close blast 5; the blast creates a zone of rippling magic that lasts until the end of the encounter or until the eldritch giant uses this power again. The zone is difficult terrain, and the giant's attacks deal 2d6 extra force damage against creatures within the zone.	
Consume Magic • At-Will 1/round	
Target: Melee 1 (one zone or conjuration created by an enemy); +18 vs. Will of the creator of the zone or conjuration	
Hit: The zone or conjuration is destroyed, and its effects end. The giant's attacks deal 3d6 extra force damage until the end of its next turn.	
Skills Arcana +19, Insight +18	
Str 21 (+12)	Dex 12 (+8)
Con 19 (+11)	Int 24 (+14)
Alignment evil	Languages Common, Giant, Netherese
Note: Re-flavored eldritch giant. Modified damage output.	

Shadowsteed	Level 14 Skirmisher
Large shadow magical beast (mount, reptile)	XP 1000
HP 141; Bloodied 70	Initiative +14
AC 28, Fortitude 27, Reflex 25, Will 24	Perception +11
Speed 8, fly 10, overland flight 15	Low-light vision
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d6 + 12 damage.	
m Wing Swipe • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 2d8 + 7 damage.	
M Flyby Attack • At-Will	
Effect: The shadowsteed flies up to 10 squares and makes one claw attack, or two wing swipes against different creatures, at any point during that movement. The shadowsteed doesn't provoke opportunity attacks when moving away from the targets of the attacks.	
Str 24 (+14)	Dex 21 (+12)
Con 21 (+12)	Int 3 (+3)
Alignment unaligned	Languages -
Note: Re-flavored drakkensteed; <i>fearsome roar</i> and <i>drakkensteed action</i> removed.	

Defiled Mage	Level 15 Artillery (Leader)
Medium shadow humanoid	XP 1200
HP 111; Bloodied 55	Initiative +9
AC 24, Fortitude 25, Reflex 23, Will 24	Perception +8
Speed 6	
STANDARD ACTIONS	
m dagger (cold, weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 2d4 + 2 damage plus 2d4 cold damage.	
r Fear Ray (fear, psychic) • At-Will	
Attack: Ranged 10 (one creature); +20 vs. Will	
Hit: 4d6 + 4 psychic damage. Until the end of the defiled mage's next turn, the target takes 5 psychic damage each time it damages the mage or any of the mage's allies.	
C Leeching Cold (cold, necrotic) • Recharge if the power misses every target	
Attack: Close blast 5 (creatures in the blast); +19 vs. Fortitude	
Hit: 4d6 + 6 cold and necrotic damage, and ongoing 10 cold and necrotic damage (save ends). The defiled mage gains a +2 bonus to attack rolls and a +5 bonus to damage rolls until no creatures are affected by this power.	
MOVE ACTIONS	
Mage's Flight • Encounter	
Effect: Each ally within 5 squares of the defiled mage can fly 5 squares as an immediate reaction. The defiled mage then flies 10 squares. It does not provoke opportunity attacks for leaving the first square during this movement.	
MINOR ACTIONS	
C/A Grave's Grasp (cold) • Recharge 5-6	
Attack: Close blast 5 or area burst 2 within 10 (creatures in the blast or burst); +19 vs. Reflex	
Hit: 4d6 + 6 cold damage.	
Skills Arcana +18, Intimidate +19	
Str 20 (+12)	Dex 15 (+9)
Con 15 (+9)	Int 22 (+13)
Alignment evil	Languages Common, Netherese
Equipment dagger	
Note: Re-flavored dragonborn defiler.	

ENCOUNTER 5: THE SIEGE OF THE TRIPARTITE POWER ~ WAVE 3 (AL 14)

Tyvraxxus, Shade Commander		Level 15 Solo Controller
Medium shadow humanoid		XP 6000
HP 592; Bloodied 296		Initiative +11
AC 29, Fortitude 27, Reflex 26, Will 28		Perception +14
Speed 6		Low-light vision
Saving Throws +5; Action Points 2		
TRAITS		
Arcane Secret		
The shade makes saving throws against effects that daze or stun, including effects that don't normally end on a save, at both the start and end of its turn.		
STANDARD ACTIONS		
R Entropy Belt (psychic) • At-Will		
Attack: Ranged 10 (one, two, or three creature); +19 vs. Will		
Hit: 2d10 + 12 psychic damage, and the shade pushes the target 3 squares.		
C Defiling Vortex (necrotic) • Recharge when first bloodied		
Attack: Close burst 3 (dazed enemies in the burst); +16 vs. Fortitude		
Hit: The target falls prone and is weakened (save ends).		
Miss: 3d10 + 8 necrotic damage.		
Effect: The shade gains temporary hit points equal to 5 x the number of targets it hit with this power.		
C Defiling Blast (necrotic) • Recharge 5-6		
Attack: Close blast 5 (enemies in the blast); +16 vs. Reflex		
Hit: 3d10 + 8 necrotic damage, and the target is dazed (save ends).		
While any target is dazed by this power, the shade gains a +4 bonus to damage rolls.		
Miss: Half damage.		
MINOR ACTIONS		
m Dagger (force, weapon) • At-Will		
Attack: Melee 2 (one creature); +20 vs. AC		
Hit: 4d6 + 9 damage, and if the target does not end its next turn at least 2 squares away from the shade, the target takes 6 force damage.		
TRIGGERED ACTIONS		
Variable Resistance • 2/Encounter		
Trigger: The shade takes acid, cold, fire, lightning or thunder damage.		
Effect (Free Action): The shade gains resist 10 to the trigger damage type until the end of the encounter or until it uses variable resistance again.		
C Wrath Sphere (force) • At-Will		
Trigger: The shade is hit by an enemy that has combat advantage against it.		
Attack (Immediate Reaction): Close burst 1 (the triggering enemy in the burst); +18 vs. Fortitude		
Hit: 4d6 + 8 force damage, and the shade pushes the target 2 squares and knocks it prone.		
Bloodied Defiling • 2/Encounter		
Trigger: The shade is first bloodied.		
Effect (Free Action): Defiling blast recharges, and the shade uses it.		
Skills Arcana +20, Insight +17		
Str 17 (+10)	Dex 19 (+11)	Wis 20 (+12)
Con 22 (+13)	Int 27 (+15)	Cha 24 (+14)
Alignment evil		
Languages Common, Netherese		
Equipment dagger		
Note: Re-flavored Brohg Renegade.		

Taliss's Final Ward	Terrain
Huge elemental construct (ward)	
HP 200; Bloodied 100	
Surges unlimited (draws on the tower's remaining magic)	
Surge Value 50	
AC 32 Fortitude 28 Reflex 28 Will 28	
TRAITS ACTIONS	
Dome of Force (force)	
Taliss is protected by a dome of force. The dome of force can be targeted as if it were a creature. It cannot be moved, teleported, banished, or any similar effect. It blocks teleportation effects, phasing, line of effect, and is blocking terrain.	
Extension of Taliss	
Powers that target the <i>dome of force</i> affect Taliss (see defenses, HP, and surges).	
Vibrating Force (force)	
A creature subjected to forced movement that includes a square adjacent to the Ward take 15 force damage. A creature can take this damage once per turn.	

ENCOUNTER 5: THE SIEGE OF THE TRIPARTITE POWER ~ WAVE 1 (AL 16)

Netherese Siege Tower	Level 16 Elite Brute
Huge natural animate (construct)	XP 2800
HP 396; Bloodied 198	Initiative +13
AC 28, Fortitude 31, Reflex 28, Will 25	Perception +9
Speed 4	All-around vision
Immune charm, disease, poison, teleportation; Resist 15 to all damage from outside the tower	
Saving Throws +2; Action Points 1	
TRAITS	
All-around vision Enemies can't gain combat advantage by flanking the tower.	
Juggernaut The siege tower ignores difficult terrain and does not provoke opportunity attacks. It cannot squeeze, make opportunity attacks, or grab creatures.	
Living Building The tower can end its movement in other creatures' spaces, and other creatures can end their movements in its space. The tower ignores the first two squares of any forced movement and cannot be teleported. If the tower would be knocked prone, it instead grants combat advantage until the end of its next turn. The tower is 30 feet high (Athletics DC 20 to climb it). It has two levels, each with a 15-foot-high ceiling. The lower level has two reinforced iron doors (break DC 25), which the tower can open or close as a minor action. While the doors are closed, line of effect and line of sight cannot be traced from outside the tower to creatures on the lower level. The upper level has arrow slits and can be reached by either of two ladders from the lower level. Creatures inside the tower or on its exterior move with it as if it were a vehicle.	
Rough Ride While the tower is bloodied, it is slowed, and creatures inside it take a -2 penalty to attack rolls.	
STANDARD ACTIONS	
A Dragon's Head (fire) • At-Will Attack: Area burst 1 within 20 (creatures in the burst outside the tower); +19 vs. Reflex Hit: 1d12 + 10 fire damage, and ongoing 10 fire damage (save ends). Miss: Half damage.	
MOVE ACTIONS	
M Crush • At-Will 1/round Effect: The siege tower moves up to its speed and can enter enemies' spaces during this movement. When the tower enters a nonflying creature's space for the first time during this movement, the tower makes the following attack against that creature. Attack: Melee 0 (creature in the square); +19 vs. Reflex Hit: 3d12 + 9 damage, and the creature falls prone. Miss: The creature falls prone.	
TRIGGERED ACTIONS	
C Collapse • Encounter Trigger: The tower drops to 0 hit points. Effect (No Action): The tower is destroyed. Its space becomes difficult terrain until the end of the encounter. Creatures inside the tower fall prone in the tower's space, and the tower makes the following attack. Attack: Close burst 1 (creature in the burst); +19 vs. Reflex Hit: 4d10 + 20 damage, and the creature falls prone. Miss: Half damage.	
Str 25 (+15)	Dex 20 (+13)
Con 28 (+17)	Int 1 (+3)
Alignment unaligned	Wis 13 (+9)
	Cha 10 (+8)
Languages -	

Netherese Soldier	Level 16 Minion Brute
Medium shadow humanoid, human	XP 350
HP 1; a missed attack never damages a minion	Initiative +12
AC 28, Fortitude 29, Reflex 27, Will 28	Perception +9
Speed 6	Low-light vision
TRAITS	
Furious Flock The soldier can score a critical hit on a roll of 19-20 against an enemy that has one or more of the soldier's allies adjacent to it.	
STANDARD ACTIONS	
m Morningstar (weapon) • At-Will Attack: Melee 1 (one creature); +21 vs AC Hit: 14 damage, or 21 on a critical hit.	
Str 22 (+14)	Dex 18 (+12)
Con 15 (+10)	Int 10 (+8)
Alignment evil	Wis 12 (+9)
Equipment robes, morningstar	Cha 20 (+13)
Languages Common, Netherese	
Note: Ebony initiate reflavored as Netherese soldier.	

Winterblight Mage	Level 18 Artillery
Medium shadow humanoid	XP 2000
HP 134; Bloodied 67	Initiative +17
AC 30, Fortitude 30, Reflex 31, Will 29	Perception +21
Speed 7, fly 10	Low-light vision
STANDARD ACTIONS	
m Hunter's Knife (weapon) • At-Will Attack: Melee 1 (one creature); +23 vs. AC Hit: 2d6 + 11 damage, and the nymph shifts 1 square.	
r Winter Wind (cold, weapon) • At-Will Attack: Ranged 20/40 (one creature); +25 vs. AC Hit: 2d6 + 8 cold damage, and the target is slowed (save ends).	
C Nettling Wind • Recharge 5-6 Attack: Close blast 5 (one, two, or three creatures in the blast); +23 vs. AC Hit: 2d6 + 10 damage, and the target is immobilized (save ends).	
A Hail of Arrows (weapon) • Encounter Attack: Area burst 3 within 20 (enemies in the burst); +25 vs. AC Hit: 2d8 + 8 damage, and ongoing 5 damage (save ends).	
Skills Athletics + 20, Endurance +19, Nature +21, Stealth +22	
Str 23 (+15)	Dex 26 (+17)
Con 20 (+14)	Int 20 (+14)
Alignment evil	Wis 25 (+16)
Equipment arrow x 40, dagger, longbow	Cha 19 (+13)
Languages Common, Elven, Netherese	
Note: Reflavored winter nymph.	

ENCOUNTER 5: THE SIEGE OF THE TRIPARTITE POWER ~ WAVE 2 (AL 16)

Defiled Mage	Level 17 Artillery (Leader)
Medium shadow humanoid	XP 1600
HP 123; Bloodied 61	Initiative +10
AC 26, Fortitude 27, Reflex 25, Will 26	Perception +9
Speed 6	
STANDARD ACTIONS	
m dagger (cold, weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 2d4 + 4 damage plus 1d8 + 1 cold damage.	
r Fear Ray (fear, psychic) • At-Will	
Attack: Ranged 10 (one creature); +22 vs. Will	
Hit: 4d6 + 6 psychic damage. Until the end of the defiled mage's next turn, the target takes 5 psychic damage each time it damages the mage or any of the mage's allies.	
C Leeching Cold (cold, necrotic) • Recharge if the power misses every target	
Attack: Close blast 5 (creatures in the blast); +21 vs. Fortitude	
Hit: 4d6 + 6 cold and necrotic damage, and ongoing 10 cold and necrotic damage (save ends). The defiled mage gains a +2 bonus to attack rolls and a +5 bonus to damage rolls until no creatures are affected by this power.	
MOVE ACTIONS	
Mage's Flight • Encounter	
Effect: Each ally within 5 squares of the defiled mage can fly 5 squares as an immediate reaction. The defiled mage then flies 10 squares. It does not provoke opportunity attacks for leaving the first square during this movement.	
MINOR ACTIONS	
C/A Grave's Grasp (cold) • Recharge 5-6	
Attack: Close blast 5 or area burst 2 within 10 (creatures in the blast or burst); +21 vs. Reflex	
Hit: 4d6 + 6 cold damage.	
Skills Arcana +19, Intimidate +20	
Str 20 (+13)	Dex 15 (+10) Wis 12 (+9)
Con 15 (+10)	Int 22 (+14) Cha 24 (+15)
Alignment evil	Languages Common, Netherese
Equipment dagger	
Note: Re flavored dragonborn defiler.	

Faded Eldritch Giant	Level 17 Skirmisher
Large shadow humanoid (giant)	XP 1600
HP 163; Bloodied 81	Initiative +11
AC 31, Fortitude 28, Reflex 30, Will 32	Perception +21
Resist 10 force	Low-light vision
Saving Throws +5 against charm effects	
Speed 8, teleport 6	
STANDARD ACTIONS	
m Eldritch Blade (force, weapon) • At-Will	
Attack: Melee 2 (one creature); +20 vs. Reflex	
Hit: 3d8 + 12 force damage.	
r Force Missile (force) • At-Will	
Attack: Ranged 20 (one creature); +20 vs. Reflex	
Hit: 3d8 + 12 force damage.	
C Sweeping Sword (force, weapon) • Encounter	
Attack: Close blast 2 (creatures); +20 vs. AC	
Hit: 3d8 + 15 force damage, and the target is knocked prone.	
Special: When charging, the giant can use this power in place of a melee basic attack.	
MINOR ACTIONS	
Eldritch Field (zone) • Recharge 5-6	
Effect: Close blast 5; the blast creates a zone of rippling magic that lasts until the end of the encounter or until the eldritch giant uses this power again. The zone is difficult terrain, and the giant's attacks deal 2d8 extra force damage against creatures within the zone.	
Consume Magic • At-Will 1/round	
Target: Melee 1 (one zone or conjuration created by an enemy); +21 vs. Will of the creator of the zone or conjuration	
Hit: The zone or conjuration is destroyed, and its effects end. The giant's attacks deal 3d6 extra force damage until the end of its next turn.	
Skills Arcana +22, Insight +21	
Str 21 (+15)	Dex 12 (+11) Wis 22 (+16)
Con 19 (+14)	Int 24 (+17) Cha 13 (+11)
Alignment evil	Languages Common, Giant, Netherese
Note: Re flavored eldritch giant. Modified damage output.	

Shadowsteed	Level 16 Skirmisher
Large shadow magical beast (mount, reptile)	XP 1400
HP 157; Bloodied 78	Initiative +15
AC 30, Fortitude 29, Reflex 27, Will 26	Perception +12
Speed 8, fly 10, overland flight 15	Low-light vision
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d8 + 11 damage.	
m Wing Swipe • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d6 + 8 damage.	
M Flyby Attack • At-Will	
Effect: The shadowsteed flies up to 10 squares and makes one claw attack, or two wing swipes against different creatures, at any point during that movement. The shadowsteed doesn't provoke opportunity attacks when moving away from the targets of the attacks.	
Str 24 (+15)	Dex 21 (+13) Wis 19 (+12)
Con 21 (+13)	Int 3 (+4) Cha 10 (+8)
Alignment unaligned	Languages -
Note: Re flavored drakkensteed; <i>fearsome roar</i> and <i>drakkensteed action</i> removed.	

ENCOUNTER 5: THE SIEGE OF THE TRIPARTITE POWER ~ WAVE 3 (AL 16)

Tyvraxxus, Shade Commander		Level 17 Solo Controller
Medium shadow humanoid		XP 8000
HP 672; Bloodied 336		Initiative +12
AC 31, Fortitude 29, Reflex 28, Will 30		Perception +15
Speed 6		Darkvision
Saving Throws +5; Action Points 2		
TRAITS		
Arcane Secret		
The shade makes saving throws against effects that daze or stun, including effects that don't normally end on a save, at both the start and end of its turn.		
STANDARD ACTIONS		
R Entropy Belt (psychic) • At-Will		
Attack: Ranged 10 (one, two, or three creature); +21 vs. Will		
Hit: 2d10 + 14 psychic damage, and the shade pushes the target 3 squares.		
C Defiling Vortex (necrotic) • Recharge when first bloodied		
Attack: Close burst 3 (dazed enemies in the burst); +21 vs. Fortitude		
Hit: The target falls prone and is weakened (save ends).		
Miss: 3d10 + 10 necrotic damage.		
Effect: The shade gains temporary hit points equal to 5 x the number of targets it hit with this power.		
C Defiling Blast (necrotic) • Recharge 5-6		
Attack: Close blast 5 (enemies in the blast); +21 vs. Reflex		
Hit: 3d10 + 10 necrotic damage, and the target is dazed (save ends).		
While any target is dazed by this power, the shade gains a +4 bonus to damage rolls.		
Miss: Half damage.		
MINOR ACTIONS		
m Dagger (force, weapon) • At-Will		
Attack: Melee 2 (one creature); +22 vs. AC		
Hit: 4d6 + 11 damage, and if the target does not end its next turn at least 2 squares away from the shade, the target takes 6 force damage.		
TRIGGERED ACTIONS		
Variable Resistance • 2/Encounter		
Trigger: The shade takes acid, cold, fire, lightning or thunder damage.		
Effect (Free Action): The shade gains resist 10 to the trigger damage type until the end of the encounter or until it uses variable resistance again.		
C Wrath Sphere (force) • At-Will		
Trigger: The shade is hit by an enemy that has combat advantage against it.		
Attack (Immediate Reaction): Close burst 1 (the triggering enemy in the burst); +20 vs. Fortitude		
Hit: 4d6 + 10 force damage, and the shade pushes the target 2 squares and knocks it prone.		
Bloodied Defiling • 2/Encounter		
Trigger: The shade is first bloodied.		
Effect (Free Action): Defiling blast recharges, and the shade uses it.		
Skills Arcana +21, Insight +18		
Str 17 (+11)	Dex 19 (+12)	Wis 20 (+13)
Con 22 (+14)	Int 27 (+16)	Cha 24 (+15)
Alignment Evil		
Languages Common, Netherese		
Equipment dagger		
Note: Re-flavored Brohg Renegade.		

Taliss's Final Ward	Terrain
Huge elemental construct (ward)	
HP 200; Bloodied 100	
Surges unlimited (draws on the tower's remaining magic)	
Surge Value 50	
AC 34 Fortitude 30 Reflex 30 Will 30	
TRAITS ACTIONS	
Dome of Force (force)	
Taliss is protected by a dome of force. The dome of force can be targeted as if it were a creature. It cannot be moved, teleported, banished, or any similar effect. It blocks teleportation effects, phasing, line of effect, and is blocking terrain.	
Extension of Taliss	
Powers that target the <i>dome of force</i> affect Taliss (see defenses, HP, and surges).	
Vibrating Force (force)	
A creature subjected to forced movement that includes a square adjacent to the Ward take 15 force damage. A creature can take this damage once per turn.	

ENCOUNTER 5: THE SIEGE OF THE TRIPARTITE POWER ~ WAVE 1 (AL 18)

Netherese Siege Tower	Level 18 Elite Brute
Huge natural animate (construct)	XP 4000
HP 436; Bloodied 218	Initiative +14
AC 30, Fortitude 33, Reflex 30, Will 27	Perception +10
Speed 4	All-around vision
Immune charm, disease, poison, teleportation; Resist 15 to all damage from outside the tower Saving Throws +2; Action Points 1	
TRAITS	
All-around vision Enemies can't gain combat advantage by flanking the tower.	
Juggernaut The siege tower ignores difficult terrain and does not provoke opportunity attacks. It cannot squeeze, make opportunity attacks, or grab creatures.	
Living Building The tower can end its movement in other creatures' spaces, and other creatures can end their movements in its space. The tower ignores the first two squares of any forced movement and cannot be teleported. If the tower would be knocked prone, it instead grants combat advantage until the end of its next turn. The tower is 30 feet high (Athletics DC 20 to climb it). It has two levels, each with a 15-foot-high ceiling. The lower level has two reinforced iron doors (break DC 25), which the tower can open or close as a minor action. While the doors are closed, line of effect and line of sight cannot be traced from outside the tower to creatures on the lower level. The upper level has arrow slits and can be reached by either of two ladders from the lower level. Creatures inside the tower or on its exterior move with it as if it were a vehicle.	
Rough Ride While the tower is bloodied, it is slowed, and creatures inside it take a -2 penalty to attack rolls.	
STANDARD ACTIONS	
A Dragon's Head (fire) • At-Will Attack: Area burst 1 within 20 (creatures in the burst outside the tower); +21 vs. Reflex Hit: 1d12 + 12 fire damage, and ongoing 10 fire damage (save ends). Miss: Half damage.	
MOVE ACTIONS	
M Crush • At-Will 1/round Effect: The siege tower moves up to its speed and can enter enemies' spaces during this movement. When the tower enters a nonflying creature's space for the first time during this movement, the tower makes the following attack against that creature. Attack: Melee 0 (creature in the square); +21 vs. Reflex Hit: 3d12 + 11 damage, and the creature falls prone. Miss: The creature falls prone.	
TRIGGERED ACTIONS	
C Collapse • Encounter Trigger: The tower drops to 0 hit points. Effect (No Action): The tower is destroyed. Its space becomes difficult terrain until the end of the encounter. Creatures inside the tower fall prone in the tower's space, and the tower makes the following attack. Attack: Close burst 1 (creature in the burst); +21 vs. Reflex Hit: 4d10 + 22 damage, and the creature falls prone. Miss: Half damage.	
Str 25 (+16)	Dex 20 (+14) Wis 13 (+10)
Con 28 (+18)	Int 1 (+4) Cha 10 (+9)
Alignment unaligned Languages -	

Netherese Soldier	Level 18 Minion Brute
Medium shadow humanoid, human	XP 500
HP 1; a missed attack never damages a minion	Initiative +13
AC 30, Fortitude 31, Reflex 29, Will 30	Perception +10
Speed 6	Low-light vision
TRAITS	
Furious Flock The soldier can score a critical hit on a roll of 19-20 against an enemy that has one or more of the soldier's allies adjacent to it.	
STANDARD ACTIONS	
m Morningstar (weapon) • At-Will Attack: Melee 1 (one creature); +23 vs. AC Hit: 15 damage, or 22 on a critical hit.	
Str 22 (+15)	Dex 18 (+13) Wis 12 (+10)
Con 15 (+11)	Int 10 (+9) Cha 20 (+14)
Alignment evil Languages Common, Netherese	
Equipment robes, morningstar	
Note: Ebony initiate reflavored as Netherese soldier.	

Winterblight Mage	Level 20 Artillery
Medium shadow humanoid	XP 2800
HP 146; Bloodied 73	Initiative +18
AC 32, Fortitude 32, Reflex 33, Will 31	Perception +22
Speed 7, fly 10	Low-light vision
STANDARD ACTIONS	
m Hunter's Knife (weapon) • At-Will Attack: Melee 1 (one creature); +25 vs. AC Hit: 2d8 + 11 damage, and the nymph shifts 1 square.	
r Winter Wind (cold, weapon) • At-Will Attack: Ranged 20/40 (one creature); +27 vs. AC Hit: 2d8 + 8 cold damage, and the target is slowed (save ends).	
C Nettling Wind • Recharge 5-6 Attack: Close blast 5 (one, two, or three creatures in the blast); +25 vs. AC Hit: 2d8 + 10 damage, and the target is immobilized (save ends).	
A Hail of Arrows (weapon) • Encounter Attack: Area burst 3 within 20 (enemies in the burst); +27 vs. AC Hit: 3d8 + 6 damage, and ongoing 10 damage (save ends).	
Skills Athletics + 21, Endurance +20, Nature +22, Stealth +23	
Str 23 (+16)	Dex 26 (+18) Wis 25 (+17)
Con 20 (+15)	Int 20 (+15) Cha 19 (+14)
Alignment evil Languages Common, Elven, Netherese	
Equipment arrow x 40, dagger, longbow	
Note: Reflavored winter nymph.	

ENCOUNTER 5: THE SIEGE OF THE TRIPARTITE POWER ~ WAVE 2 (AL 18)

Defiled Mage	Level 19 Artillery (Leader)
Medium shadow humanoid	XP 2400
HP 135; Bloodied 67	Initiative +11
AC 28, Fortitude 29, Reflex 27, Will 28	Perception +10
Speed 6	
STANDARD ACTIONS	
m dagger (cold, weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 2d4 + 6 damage plus 1d8 + 3 cold damage.	
r Fear Ray (fear, psychic) • At-Will	
Attack: Ranged 10 (one creature); +24 vs. Will	
Hit: 4d6 + 8 psychic damage. Until the end of the defiled mage's next turn, the target takes 5 psychic damage each time it damages the mage or any of the mage's allies.	
C Leeching Cold (cold, necrotic) • Recharge if the power misses every target	
Attack: Close blast 5 (creatures in the blast); +23 vs. Fortitude	
Hit: 4d6 + 7 cold and necrotic damage, and ongoing 10 cold and necrotic damage (save ends). The defiled mage gains a +2 bonus to attack rolls and a +5 bonus to damage rolls until no creatures are affected by this power.	
MOVE ACTIONS	
Mage's Flight • Encounter	
Effect: Each ally within 5 squares of the defiled mage can fly 5 squares as an immediate reaction. The defiled mage then flies 10 squares. It does not provoke opportunity attacks for leaving the first square during this movement.	
MINOR ACTIONS	
C/A Grave's Grasp (cold) • Recharge 5-6	
Attack: Close blast 5 or area burst 2 within 10 (creatures in the blast or burst); +23 vs. Reflex	
Hit: 4d6 + 7 cold damage.	
Skills Arcana +20, Intimidate +21	
Str 20 (+14)	Dex 15 (+11) Wis 12 (+10)
Con 15 (+11)	Int 22 (+15) Cha 24 (+16)
Alignment evil	Languages Common, Netherese
Equipment dagger	
Note: Re flavored dragonborn defiler.	

Faded Eldritch Giant	Level 19 Skirmisher
Large shadow humanoid (giant)	XP 2400
HP 179; Bloodied 89	Initiative +12
AC 33, Fortitude 28, Reflex 30, Will 32	Perception +20
Resist 10 force	Low-light vision
Saving Throws +5 against charm effects	
Speed 8, teleport 6	
STANDARD ACTIONS	
m Eldritch Blade (force, weapon) • At-Will	
Attack: Melee 2 (one creature); +22 vs. Reflex	
Hit: 3d8 + 14 force damage.	
r Force Missile (force) • At-Will	
Attack: Ranged 20 (one creature); +22 vs. Reflex	
Hit: 3d8 + 14 force damage.	
C Sweeping Sword (force, weapon) • Encounter	
Attack: Close blast 2 (creatures); +22 vs. AC	
Hit: 4d6 + 16 force damage, and the target is knocked prone.	
Special: When charging, the giant can use this power in place of a melee basic attack.	
MINOR ACTIONS	
Eldritch Field (zone) • Recharge 5-6	
Effect: Close blast 5; the blast creates a zone of rippling magic that lasts until the end of the encounter or until the eldritch giant uses this power again. The zone is difficult terrain, and the giant's attacks deal 2d8 extra force damage against creatures within the zone.	
Consume Magic • At-Will 1/round	
Target: Melee 1 (one zone or conjuration created by an enemy); +22 vs. Will of the creator of the zone or conjuration	
Hit: The zone or conjuration is destroyed, and its effects end. The giant's attacks deal 3d6 extra force damage until the end of its next turn.	
Skills Arcana +21, Insight +20	
Str 21 (+14)	Dex 12 (+10) Wis 22 (+15)
Con 19 (+13)	Int 24 (+16) Cha 13 (+10)
Alignment evil	Languages Common, Giant, Netherese
Note: Re flavored eldritch giant. Modified damage output.	

Shadowsteed	Level 18 Skirmisher
Large shadow magical beast (mount, reptile)	XP 2000
HP 173; Bloodied 86	Initiative +16
AC 32, Fortitude 31, Reflex 29, Will 28	Perception +13
Speed 8, fly 10, overland flight 15	Low-light vision
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d8 + 13 damage.	
m Wing Swipe • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d6 + 9 damage.	
M Flyby Attack • At-Will	
Effect: The Shadowsteed flies up to 10 squares and makes one claw attack, or two wing swipes against different creatures, at any point during that movement. The shadowsteed doesn't provoke opportunity attacks when moving away from the targets of the attacks.	
Str 24 (+16)	Dex 21 (+14) Wis 19 (+13)
Con 21 (+14)	Int 3 (+5) Cha 10 (+9)
Alignment unaligned	Languages -
Note: Re flavored drakkensteed; fearsome roar and drakkensteed action removed.	

ENCOUNTER 5: THE SIEGE OF THE TRIPARTITE POWER ~ WAVE 3 (AL 18)

Tyvraxxus, Shade Commander Level 19 Solo Controller (Leader)		
Medium shadow humanoid		XP 12000
HP 696; Bloodied 348		Initiative +13
AC 33, Fortitude 30, Reflex 32, Will 31		Perception +19
Speed 8, fly 5 (hover, altitude limit 2); phasing		Darkvision
Saving Throws +5; Action Points 2		
TRAITS		
O Embrace of the Night (cold, necrotic) • Aura 2		
Any enemy that starts its turn within the aura takes 10 cold and necrotic damage and takes a -2 penalty to Fortitude, Reflex, or Will until the start of its next turn.		
Spirit Flight		
The shade becomes insubstantial and phasing while moving.		
STANDARD ACTIONS		
m/r Telekinetic Thrust (implement) • At-Will		
Attack: Melee 1 or Ranged 10 (one creature); +23 vs. Fortitude		
Hit: 5d8 + 4 damage, and the shade slides the target 5 squares and the target is immobilized (save ends).		
m/r Disrupting Touch (force) • At-Will		
Attack: Melee 3 or Ranged 10 (one creature); +23 vs. Reflex		
Hit: 3d8 + 8 damage, and ongoing 10 force damage (save ends).		
m/r Instinct Overload (implement, psychic) • At-Will		
Attack: Melee 1 or Ranged 10 (one creature); +23 vs. Will		
Hit: 4d10 + 5 psychic damage, the Shade chooses a minor or move action that the target must take during its next turn. The Shade cannot make the target use a power.		
M/R Wizard's Rage • At-Will		
Effect: Tyvraxxus makes three basic attacks. These attacks do not provoke opportunity attacks.		
Darkness Unending (necrotic, zone) • Recharge when first bloodied		
Effect: The Shade creates a zone in a close burst 3 that lasts until the end of the encounter. When an enemy takes damage while within the zone, it also takes ongoing 15 necrotic damage (save ends).		
MOVE ACTIONS		
Allocation (teleportation) • Recharge when first bloodied		
Effect: The Shade teleports 10 squares. She then slides any creature adjacent to her 5 squares.		
TRIGGERED ACTIONS		
R Vengeance of Shar • At-Will		
Trigger: The Shade is hit by an attack.		
Attack (Immediate Reaction): Ranged 10 (the triggering enemy); +23 vs. Will		
Hit: Ongoing 15 damage (save at -5 ends) of the triggering damage type, if any (the shade can change the damage type of the ongoing to necrotic, if it wants). This attack does not provoke opportunity attacks.		
Skills Arcana +22, Bluff +21, History +22, Insight +19		
Str 17 (+12)	Dex 19 (+13)	Wis 20 (+14)
Con 22 (+15)	Int 27 (+17)	Cha 24 (+16)
Alignment evil	Languages Abyssal, Common, Draconic, Primordial, Netherese	
Equipment robes, orb implement		
Note: Re-flavored Abalach-Re.		

Taliss's Final Ward	Terrain
Huge elemental construct (ward)	
HP 200; Bloodied 100	
Surges unlimited (draws on the tower's remaining magic)	
Surge Value 50	
AC 36 Fortitude 32 Reflex 32 Will 32	
TRAITS ACTIONS	
Dome of Force (force)	
Taliss is protected by a dome of force. The dome of force can be targeted as if it were a creature. It cannot be moved, teleported, banished, or any similar effect. It blocks teleportation effects, phasing, line of effect, and is blocking terrain.	
Extension of Taliss	
Powers that target the <i>dome of force</i> affect Taliss (see defenses, HP, and surges).	
Vibrating Force (force)	
A creature subjected to forced movement that includes a square adjacent to the Ward take 15 force damage. A creature can take this damage once per turn.	

ENCOUNTER 5: THE SIEGE OF THE TRIPARTITE POWER ~ WAVE 1 (AL 20)

Netherese Siege Tower	Level 20 Elite Brute
Huge natural animate (construct)	XP 5600
HP 476; Bloodied 238	Initiative +15
AC 32, Fortitude 35, Reflex 32, Will 29	Perception +11
Speed 4	All-around vision
Immune charm, disease, poison, teleportation; Resist 15 to all damage from outside the tower Saving Throws +2; Action Points 1	
TRAITS	
All-around vision Enemies can't gain combat advantage by flanking the tower.	
Juggernaut The siege tower ignores difficult terrain and does not provoke opportunity attacks. It cannot squeeze, make opportunity attacks, or grab creatures.	
Living Building The tower can end its movement in other creatures' spaces, and other creatures can end their movements in its space. The tower ignores the first two squares of any forced movement and cannot be teleported. If the tower would be knocked prone, it instead grants combat advantage until the end of its next turn. The tower is 30 feet high (Athletics DC 20 to climb it). It has two levels, each with a 15-foot-high ceiling. The lower level has two reinforced iron doors (break DC 25), which the tower can open or close as a minor action. While the doors are closed, line of effect and line of sight cannot be traced from outside the tower to creatures on the lower level. The upper level has arrow slits and can be reached by either of two ladders from the lower level. Creatures inside the tower or on its exterior move with it as if it were a vehicle.	
Rough Ride While the tower is bloodied, it is slowed, and creatures inside it take a -2 penalty to attack rolls.	
STANDARD ACTIONS	
A Dragon's Head (fire) • At-Will Attack: Area burst 1 within 20 (creatures in the burst outside the tower); +23 vs. Reflex Hit: 1d12 + 14 fire damage, and ongoing 10 fire damage (save ends). Miss: Half damage.	
MOVE ACTIONS	
M Crush • At-Will 1/round Effect: The siege tower moves up to its speed and can enter enemies' spaces during this movement. When the tower enters a nonflying creature's space for the first time during this movement, the tower makes the following attack against that creature. Attack: Melee 0 (creature in the square); +23 vs. Reflex Hit: 3d12 + 13 damage, and the creature falls prone. Miss: The creature falls prone.	
TRIGGERED ACTIONS	
C Collapse • Encounter Trigger: The tower drops to 0 hit points. Effect (No Action): The tower is destroyed. Its space becomes difficult terrain until the end of the encounter. Creatures inside the tower fall prone in the tower's space, and the tower makes the following attack. Attack: Close burst 1 (creature in the burst); +23 vs. Reflex Hit: 4d10 + 24 damage, and the creature falls prone. Miss: Half damage.	
Str 25 (+17)	Dex 20 (+15) Wis 13 (+11)
Con 28 (+19)	Int 1 (+5) Cha 10 (+10)
Alignment unaligned Languages -	

Netherese Soldier	Level 20 Minion Brute
Medium shadow humanoid, human	XP 700
HP 1; a missed attack never damages a minion	Initiative +14
AC 32, Fortitude 33, Reflex 31, Will 32	Perception +11
Speed 6	Low-light vision
TRAITS	
Furious Flock The soldier can score a critical hit on a roll of 19-20 against an enemy that has one or more of the soldier's allies adjacent to it.	
STANDARD ACTIONS	
m Morningstar (weapon) • At-Will Attack: Melee 1 (one creature); +25 vs. AC Hit: 17 damage, or 24 on a critical hit.	
Str 22 (+16)	Dex 18 (+14) Wis 12 (+11)
Con 15 (+12)	Int 10 (+10) Cha 20 (+15)
Alignment evil Languages Common, Netherese	
Equipment robes, morningstar	
Note: Ebony initiate reflavored as Netherese soldier.	

Winterblight Mage	Level 22 Artillery
Medium shadow humanoid	XP 4150
HP 158; Bloodied 79	Initiative +19
AC 34, Fortitude 34, Reflex 35, Will 33	Perception +23
Speed 7, fly 10	Low-light vision
STANDARD ACTIONS	
m Hunter's Knife (weapon) • At-Will Attack: Melee 1 (one creature); +27 vs. AC Hit: 2d8 + 13 damage, and the nymph shifts 1 square.	
r Winter Wind (cold, weapon) • At-Will Attack: Ranged 20/40 (one creature); +29 vs. AC Hit: 2d8 + 10 cold damage, and the target is slowed (save ends).	
C Nettling Wind • Recharge 5-6 Attack: Close blast 5 (one, two, or three creatures in the blast); +27 vs. AC Hit: 2d8 + 12 damage, and the target is immobilized (save ends).	
A Hail of Arrows (weapon) • Encounter Attack: Area burst 3 within 20 (enemies in the burst); +29 vs. AC Hit: 3d8 + 8 damage, and ongoing 10 damage (save ends).	
Skills Athletics + 22, Endurance +21, Nature +23, Stealth +24	
Str 23 (+17)	Dex 26 (+19) Wis 25 (+18)
Con 20 (+16)	Int 20 (+16) Cha 19 (+15)
Alignment evil Languages Common, Elven, Netherese	
Equipment arrow x 40, dagger, longbow	
Note: Reflavored winter nymph.	

ENCOUNTER 5: THE SIEGE OF THE TRIPARTITE POWER ~ WAVE 2 (AL 20)

Defiled Mage	Level 21 Artillery (Leader)
Medium shadow humanoid	XP 3200
HP 145; Bloodied 72	Initiative +12
AC 30, Fortitude 31, Reflex 29, Will 30	Perception +11
Speed 6	
STANDARD ACTIONS	
m dagger (cold, weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 2d4 + 8 damage plus 1d8 + 4 cold damage.	
r Fear Ray (fear, psychic) • At-Will	
Attack: Ranged 10 (one creature); +26 vs. Will	
Hit: 4d6 + 9 psychic damage. Until the end of the defiled mage's next turn, the target takes 5 psychic damage each time it damages the mage or any of the mage's allies.	
C Leeching Cold (cold, necrotic) • Recharge if the power misses every target	
Attack: Close blast 5 (creatures in the blast); +25 vs. Fortitude	
Hit: 4d6 + 9 cold and necrotic damage, and ongoing 10 cold and necrotic damage (save ends). The defiled mage gains a +2 bonus to attack rolls and a +5 bonus to damage rolls until no creatures are affected by this power.	
MOVE ACTIONS	
Mage's Flight • Encounter	
Effect: Each ally within 5 squares of the defiled mage can fly 5 squares as an immediate reaction. The defiled mage then flies 10 squares. It does not provoke opportunity attacks for leaving the first square during this movement.	
MINOR ACTIONS	
C/A Grave's Grasp (cold) • Recharge 5 6	
Attack: Close blast 5 or area burst 2 within 10 (creatures in the blast or burst); +25 vs. Reflex	
Hit: 4d6 + 9 cold damage.	
Skills Arcana +21, Intimidate +22	
Str 20 (+15)	Dex 15 (+12) Wis 12 (+11)
Con 15 (+12)	Int 22 (+16) Cha 24 (+17)
Alignment evil	Languages Common, Netherese
Equipment dagger	
Note: Re-flavored dragonborn defiler.	

Faded Eldritch Giant	Level 21 Skirmisher
Large shadow humanoid (giant)	XP 3200
HP 195; Bloodied 97	Initiative +13
AC 35, Fortitude 32, Reflex 34, Will 36	Perception +21
Resist 10 force	Low-light vision
Saving Throws +5 against charm effects	
Speed 8, teleport 6	
STANDARD ACTIONS	
m Eldritch Blade (force, weapon) • At-Will	
Attack: Melee 2 (one creature); +24 vs. Reflex	
Hit: 4d6 + 15 force damage.	
r Force Missile (force) • At-Will	
Attack: Ranged 20 (one creature); +24 vs. Reflex	
Hit: 4d6 + 15 force damage.	
C Sweeping Sword (force, weapon) • Encounter	
Attack: Close blast 2 (creatures); +24 vs. AC	
Hit: 4d6 + 18 force damage, and the target is knocked prone.	
Special: When charging, the giant can use this power in place of a melee basic attack.	
MINOR ACTIONS	
Eldritch Field (zone) • Recharge 5-6	
Effect: Close blast 5; the blast creates a zone of rippling magic that lasts until the end of the encounter or until the eldritch giant uses this power again. The zone is difficult terrain, and the giant's attacks deal 3d6 extra force damage against creatures within the zone.	
Consume Magic • At-Will 1/round	
Target: Melee 1 (one zone or conjuration created by an enemy); +24 vs. Will of the creator of the zone or conjuration	
Hit: The zone or conjuration is destroyed, and its effects end. The giant's attacks deal 3d6 extra force damage until the end of its next turn.	
Skills Arcana +21, Insight +20	
Str 21 (+15)	Dex 12 (+11) Wis 22 (+16)
Con 19 (+14)	Int 24 (+17) Cha 13 (+11)
Alignment evil	Languages Common, Giant, Netherese
Note: Re-flavored eldritch giant. Modified damage output.	

Shadowsteed	Level 20 Skirmisher
Large shadow magical beast (mount, reptile)	XP 2800
HP 189; Bloodied 94	Initiative +17
AC 34, Fortitude 33, Reflex 30, Will 29	Perception +14
Speed 8, fly 10, overland flight 15	Low-light vision
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d8 + 15 damage.	
m Wing Swipe • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d6 + 11 damage.	
M Flyby Attack • At-Will	
Effect: The shadowsteed flies up to 10 squares and makes one claw attack, or two wing swipes against different creatures, at any point during that movement. The shadowsteed doesn't provoke opportunity attacks when moving away from the targets of the attacks.	
Str 24 (+17)	Dex 21 (+15) Wis 19 (+14)
Con 21 (+15)	Int 3 (+6) Cha 10 (+10)
Alignment unaligned	Languages -
Note: Re-flavored drakkensteed; fearsome roar and drakkensteed action removed.	

ENCOUNTER 5: THE SIEGE OF THE TRIPARTITE POWER ~ WAVE 3 (AL 20)

Tyvraxxus, Shade Commander Level 21 Solo Controller (Leader)
Medium shadow humanoid XP 16000
HP 776; Bloodied 388 Initiative +14
AC 35, Fortitude 32, Reflex 34, Will 33 Perception +20
Speed 8, fly 5 (hover, altitude limit 2); phasing Darkvision
Saving Throws +5; Action Points 2
TRAITS
O Embrace of the Night (cold, necrotic) • Aura 2
Any enemy that starts its turn within the aura takes 10 cold and necrotic damage and takes a -2 penalty to Fortitude, Reflex, or Will until the start of its next turn.
Spirit Flight
The shade becomes insubstantial and phasing while moving.
STANDARD ACTIONS
m/r Telekinetic Thrust (implement) • At-Will
Attack: Melee 1 or Ranged 10 (one creature); +25 vs. Fortitude
Hit: 5d8 + 7 damage, and the shade slides the target 5 squares and the target is immobilized (save ends).
m/r Disrupting Touch (force) • At-Will
Attack: Melee 3 or Ranged 10 (one creature); +25 vs. Reflex
Hit: 3d10 + 2 damage, and ongoing 10 force damage (save ends).
m/r Instinct Overload (implement, psychic) • At-Will
Attack: Melee 1 or Ranged 10 (one creature); +25 vs. Will
Hit: 4d10 + 7 psychic damage, the Shade chooses a minor or move action that the target must take during its next turn. The Shade cannot make the target use a power.
M/R Wizard's Rage • At-Will
Effect: Tyvraxxus makes three basic attacks. These attacks do not provoke opportunity attacks.
Darkness Unending (necrotic, zone) • Recharge when first bloodied
Effect: The Shade creates a zone in a close burst 3 that lasts until the end of the encounter. When an enemy takes damage while within the zone, it also takes ongoing 15 necrotic damage (save ends).
MOVE ACTIONS
Allocation (teleportation) • Recharge when first bloodied
Effect: The Shade teleports 10 squares. She then slides any creature adjacent to her 5 squares.
TRIGGERED ACTIONS
R Vengeance of Share • At-Will
Trigger: The Shade is hit by an attack.
Attack (Immediate Reaction): Ranged 10 (the triggering enemy); +25 vs. Will
Hit: Ongoing 15 damage (save at -5 ends) of the triggering damage type, if any (the shade can change the damage type of the ongoing to necrotic, if it wants). This attack does not provoke opportunity attacks.
Skills Arcana +23, Bluff +22, History +23, Insight +20
Str 17 (+13) Dex 19 (+14) Wis 20 (+13)
Con 22 (+16) Int 27 (+18) Cha 24 (+17)
Alignment evil Languages Abyssal, Common, Draconic, Primordial, Netherese
Equipment robes, orb implement
Note: Re-flavored Abalach-Re.

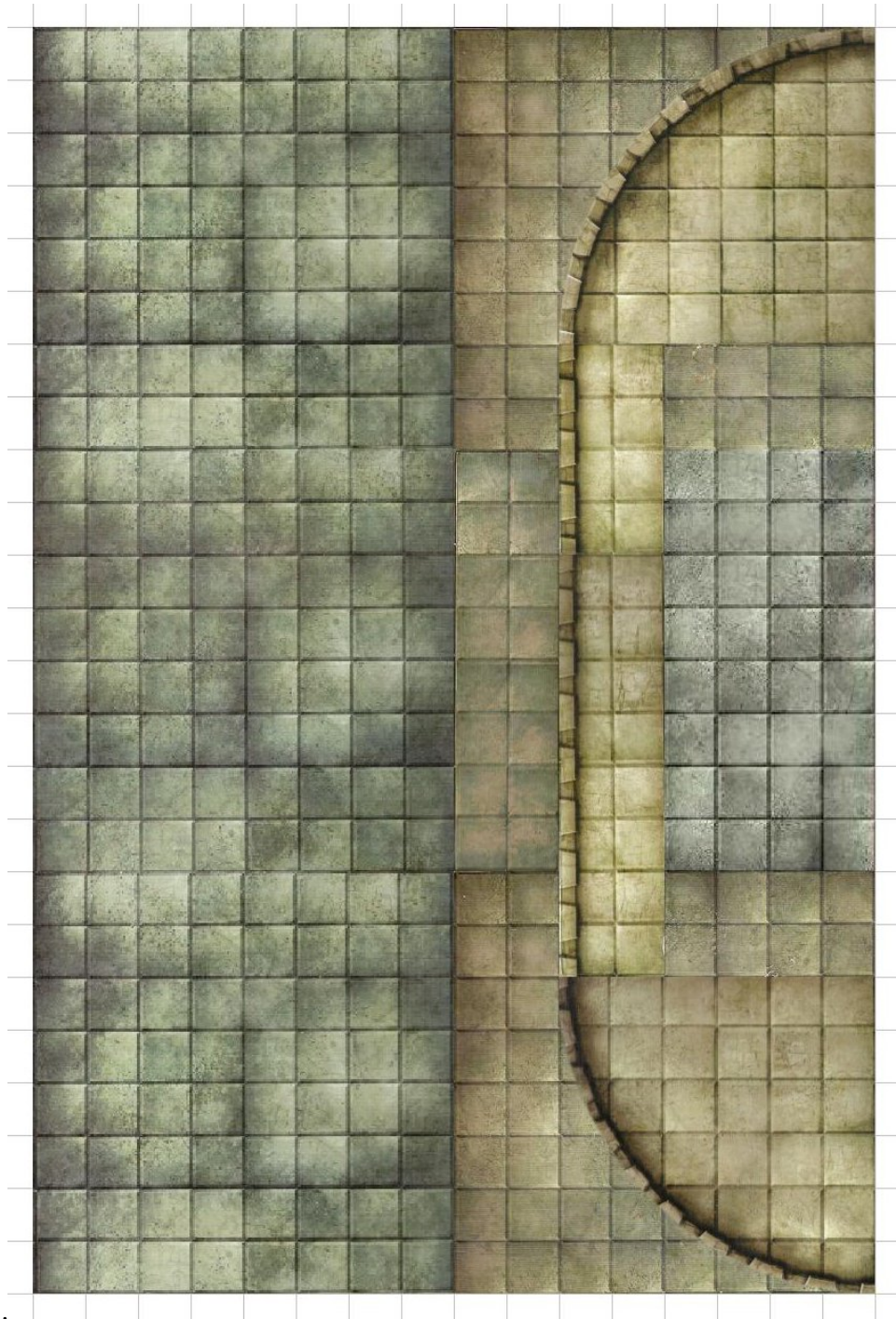
Taliss's Final Ward	Terrain
Huge elemental construct (ward)	
HP 200; Bloodied 100	
Surges unlimited (draws on the tower's remaining magic)	
Surge Value 50	
AC 38 Fortitude 34 Reflex 34 Will 34	
TRAITS ACTIONS	
Dome of Force (force)	
Taliss is protected by a dome of force. The dome of force can be targeted as if it were a creature. It cannot be moved, teleported, banished, or any similar effect. It blocks teleportation effects, phasing, line of effect, and is blocking terrain.	
Extension of Taliss	
Powers that target the <i>dome of force</i> affect Taliss (see defenses, HP, and surges).	
Vibrating Force (force)	
A creature subjected to forced movement that includes a square adjacent to the Ward takes 15 force damage. A creature can take this damage once per turn.	

ENCOUNTER 5: THE SIEGE OF THE TRIPARTITE TOWER MAP

TILE SETS NEEDED

Arcane Towers, Hall of the Giant Kings, Dungeon Tiles Master Set: The Dungeon

The PCs may position themselves anywhere on the battlefield. They know that the Netherese forces enter from the left edge of the battlefield. Tyraxxus and Taliss enter the battlefield from the right edge of the map at the start of Wave 3.



REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, access to Treasures, and possibly Story Awards. All totals listed here are per PC.

EXPERIENCE POINTS AND BASE GOLD

All PCs earn at least the Minimum XP for playing the adventure. In addition, the Major and Minor Objectives are worth the listed XP awards if successfully completed (as determined by the DM, following the guidelines specified in the adventure). The PCs may be given partial awards if the DM determines that they completed part, but not all, of a given objective.

Any character that died during the adventure receives 20% less XP than the rest of the party, unless there was a TPK, in which case the entire party presumably failed to achieve at least some of the listed objectives. Even with the 20% penalty, a character may not fall below the Minimum XP for the adventure.

ADVENTURE LEVEL 12

Minimum Possible XP: 1280 XP

- Acquire two armies (Encounter 2): +140 XP
- Create the defensive measures (Encounter 4): +280 XP
- Taliss survives the siege (Encounter 5): +700 XP

Maximum Possible XP: 2400 XP

Base Gold per PC: 1600 gp
(Encounter 5: 1600 gp)

ADVENTURE LEVEL 14

Minimum Possible XP: 1800 XP

- Acquire two armies (Encounter 2): +200 XP
- Create the defensive measures (Encounter 4): +400 XP
- Taliss survives the siege (Encounter 5): +1000 XP

Maximum Possible XP: 3400 XP

Base Gold per PC: 2750 gp
(Encounter 5: 2750 gp)

ADVENTURE LEVEL 16

Minimum Possible XP: 2510 XP per PC

- Acquire two armies (Encounter 2): +280 XP
- Create the defensive measures (Encounter 4): +560 XP
- Taliss survives the siege (Encounter 5): +1400 XP

Maximum Possible XP: 4750 XP per PC

Base Gold per PC: 5500 gp
(Encounter 5: 5500 gp)

ADVENTURE LEVEL 18

Minimum Possible XP: 3600 XP

- Acquire two armies (Encounter 2): +400 XP
- Create the defensive measures (Encounter 4): +800 XP
- Taliss survives the siege (Encounter 5): +2000 XP

Maximum Possible XP: 6800 XP

Base Gold per PC: 11000 gp
(Encounter 5: 11000 gp)

ADVENTURE LEVEL 20

Minimum Possible XP: 5020 XP

- Acquire two armies (Encounter 2): +560 XP
- Create defensive measures (Encounter 4): +1120 XP
- Taliss survives the siege: +2800 XP

Maximum Possible XP: 9500 XP

Gold per PC: 16500 gp
(Encounter 5: 16500 gp)

TREASURE

Each PC receives treasure in the form of gold pieces (the “Base Gold” listed above) as well as the option to select from a list of Treasures. A Treasure may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; multiple players may choose the same Treasure. Some of the listed Treasures may not be available if the PCs did not complete the objective specified in the adventure to unlock that Treasure.

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold. If a player selects a Treasure that gives their character more gold, add that amount to that character’s base gold award. It is possible and permissible for a character to spend more gold than he or she earns during an adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

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

Certain Treasures have a minimum adventure level listed. That Treasure is not available if the group played

below the minimum adventure level. However, those who played at a higher adventure level can always choose from the lower-level options.

EACH PC SELECTS ONE OF THE FOLLOWING:

Note: Treasures E, F, J, K, and L (the ritual books) do not require the character to expend a found-item slot.

Adventure Level 12 and above

Treasure A: Any Uncommon implement of the PCs level + 1 or less from a player resource.

Found in Encounter 5

Treasure B: *earthshaker staff* +3 (level 14, Dungeon 160)

Found in Encounter 5

Treasure C: *crimson cloak* +3 (level 14, Adventurer's Vault)

Found in Encounter 5

Treasure D: *force weapon* +3 (level 13, Adventurer's Vault)

Found in Encounter 5

Treasure E: ritual book containing Linked Portal (level 8, *Player's Handbook*) and Seal Portal (level 8, *Dungeon* 160)

Found in Encounter 5

Adventure Level 14 and above

Treasure F: ritual book containing Arcane Barrier (level 12, *Dragon* 366)

Found in Encounter 5

Adventure Level 16 and above

Treasure G: *earthshaker staff* +4 (level 19, Dungeon 160)

Found in Encounter 5

Treasure H: *crimson cloak* +4 (level 19, Adventurer's Vault)

Found in Encounter 5

Treasure I: *force weapon* +4 (level 18, Adventurer's Vault)

Found in Encounter 5

Adventure Level 18 and above

Treasure J: ritual book containing Create Teleportation Circle (Level 15, *Player's Handbook*), and Arcane Barrier* (level 12, *Dragon* 366)

Found in Encounter 5

Adventure Level 20 and above

Treasure K: ritual book containing Planar Portal* (Level 18, *Player's Handbook*)

Found in Encounter 5

ALL ALs:

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

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

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

AL 12: *unguent of darkvision* plus 650 gp

AL 14: *unguent of darkvision* plus 1400 gp

AL 16: *potion of shadow's essence* plus 900 gp

AL 18: *potion of shadow's essence* plus 4400 gp

AL 20: *potion of shadow's essence* plus 8400 gp

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

AL 12: 1000 gp

AL 14: 1750 gp

AL 16: 3500 gp

AL 18: 7000 gp

AL 20: 11000 gp

STORY AWARDS

Award NETH16 if all three forms of Taliss survive the adventure:

NETH16 Gratitude of the Harpers and Taliss

Your heroism at the Tripartite Tower has impressed the wizard Taliss Muirwood and his allies, the Harpers.

Taliss's favor allows you to purchase Common or Uncommon lair items from *Adventurer's Vault 2*. You pay full market price. These items do not count against the limit of Uncommon items you are allowed to possess, because lair items cannot be taken on adventures.

Award NETH17 if the PCs are responsible for Taliss's death (either by giving him up to the Netherese directly, or killing him when he is on the battlefield, such as through the indiscriminate use of damaging area effects) OR if the PC is captured by Netheril and gives up the location of the Harper sanctuary:

NETH17 Shade Coin of Tyvraxxus

You have betrayed the Harpers to the Empire of Netheril. You may never join the Harpers meta-organization; if you are currently a member, you are expelled.

You have been given a *shade coin* by the shade commander Tyvraxxus. Showing this coin to agents of Netheril may induce them to assist you (DM's discretion). It is highly unlikely to generate trust if shown to enemies of Netheril.

If you already have a *shade coin* from any other Story Award, you do not gain a new coin. Instead, your existing coin is imbued with shadow magic. As long as you have the coin in your possession, you may use its item power. This is treated like a daily magic item power, but you may only use it once per adventure, even if the adventure spans multiple days of game time or allows you to take an extended rest. The coin does not cost you a found-item slot, but it does count toward the total limit of Uncommon items you may possess. It has no sale value. If your shade coin is already imbued with shadow magic that causes it to count toward the total limit of Uncommon items you may possess, you may either decline the benefit in this Story Award or replace the previous benefit with this one (indicate which on this certificate).

Shade Coin of Tyvraxxus	Paragon Tier Uncommon
Wondrous Item	
Property	
The coin is cold to the touch. Its magic is tied to the coin and to your soul, so nobody else can use the coin's power.	
Utility Power ♦ Daily (1/adventure, No Action)	
<i>Trigger:</i> You roll a saving throw and dislike the result.	
<i>Effect:</i> Resolve the saving throw as if you had rolled a 10 on the die.	
Reference: Custom item created for LFR	

Award NETH18 if the PCs used the Healing Taliss option in Encounter 4 to unite Taliss's forms (and they did not earn NETH17 for killing him or letting him be killed)

NETH18 Taliss's Concordance

Taliss, who is once again a single whole wizard, thanks you for putting yourself at risk to help him. Choose any Uncommon reagent from a player resource and write its name in the space below. You now have access to purchase that reagent, at an item level less than or equal to your character level, at the beginning or end of any adventure. You pay full market price. Since they are consumables, reagents do not count against the limit of Uncommon items you are allowed to possess.

Reagent: _____

Award NETH19 to any individual PC who abused his or her authority as a Knight of Cormyr or who used his or her status as a King's Advisor in Cormyr to attempt to compel or require cooperation from NPCs in Encounter 2:

NETH19 Stripped of Land and Title

You have directly disobeyed a ruling of the King of Cormyr. King Foril has revoked your knighthood and position in his court as a consequence.

This voids any or all of the following Story Awards you possess or would gain in the future: **CORM11 Knighted** from CORM1-6 *Queen of Thorns*; **CORM23 Knighted** and **CORM24 King's Advisor** from CORM2-4 *Fury of the Queen of Thorns*.

NEW RULES

Arcane Barrier

Level 12
Category: Warding
Time: 10 minutes
Duration: 4 hours
Component Cost: 1,000 gp
Market Price: 3,200 gp
Key Skill: Arcana

You create a magical barrier that is up to 2 squares long and tall, and is typically large enough to block a doorway or the entrance of a hallway. The obstruction is invisible from more than 10 squares away but is readily apparent as a translucent, shimmering, paper-thin wall from closer than that.

When creating the barrier, you also determine circumstances that open the barrier; this is the same as for Arcane Lock (Player's Handbook, page 301). Your Arcana check, with a +5 bonus, determines the DC for Knock or similar rituals to open it, and the DC to burst the barrier with a Strength check is 5 greater than that.

If you spend 4 hours and four times the component costs to perform this ritual, the duration increases to permanent. A ritual caster who uses Knock or a similar ritual to open a permanent Arcane Barrier can choose to bring it down temporarily, in which case it seals again after 5 minutes, or to destroy the barrier.

Source: *Dragon* 366

Crimson Cloak +3/+4 Level 14/19 Uncommon

Item Slot: Neck
Enhancement Bonus: Fortitude, Reflex, Will
Property: When you take untyped ongoing damage, you make a saving throw against the ongoing damage with an item bonus equal to the cloak's enhancement bonus.
Source: *Adventurer's Vault* 2

Earthshaker Staff +3/+4 Level 14/19 Uncommon

Implement (staff)
Enhancement Bonus: Attack and damage rolls
Critical: +3d6/+4d6 force damage
Power (Daily): Free Action. Use this power when using a power with the force keyword. That power gains a push 1 effect. If the affected power already has a push effect, increase the distance pushed by 1 square.
Source: *Dungeon* 160

Unguent of Darkvision Level 11 Uncommon

Consumable
Power (Consumable): Standard Action.
Effect: Rub this unguent on your closed eyelids. You gain darkvision for 1 hour.
Source: *Adventurer's Vault*

Force Weapon +3/+4 Level 13/18/23 Uncommon

Weapon: Any
Enhancement Bonus: Attack and damage rolls
Critical: +3d6/+4d6/+5d6 force damage
Power (At-Will): Free Action. All damage dealt by this weapon is force damage. Another free action returns the damage to normal.
Power (Daily): Free Action. Use this power when using a power with the force keyword. The target is slide 1 square and restrained until the end of your next turn.
Source: *Adventurer's Vault*

Potion of Shadow's Essence Level 17 Uncommon

Consumable
Power (Consumable): Minor Action.
Effect: You drink the potion. Until the end of the encounter, you gain darkvision and are insubstantial and phasing, but you are weakened. You can end this effect as a minor action.
Source: *Mordenkainen's Magnificent Emporium*

Seal Portal

Level 8
Category: Binding
Time: 10 minutes
Duration: Permanent
Component Cost: 100 gp
Market Price: 680 gp
Key Skill: Arcana

You sever the magical connections that bind one place to another by way of a portal. The completion of this ritual successfully shuts a currently active portal and seals it. No creature, object, or energy can pass through a sealed portal. The portal is not destroyed, though it becomes both invisible and intangible, meaning that it cannot be perceived or interacted with while sealed. If the portal would normally disappear after a certain amount of time, it does so.

At the completion of this ritual, make an Arcana check. A sealed portal can be reopened with the linked portal, planar portal, or true portal rituals, but the creature performing the ritual to reopen the portal must make an Arcana check that equals or exceeds the results of the Arcana check you made when performing this ritual. You can remove the seal on a portal you have sealed by performing this ritual on it again.

The magic of a sealed portal can be detected with the Arcana skill. The level of the magical phenomenon (the seal, not the portal itself) is equal to your level at the time you performed this ritual.
Source: *Dungeon* 160

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/NETH0402LFR>

The survey period closes on **31 March 2012**. 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:

Question 1: What was the fate of Taliss?

- a. Taliss was captured by the Netherese or killed.
- b. Taliss survived, but was not reincorporated into a single form.
- c. Taliss was reincorporated into a single form.

Question 2: How much gold did your group spend on militia?

- a. Mostly double price
- b. Mostly full price
- c. Mostly half price
- d. Mostly quarter price
- e. Mostly free

Question 3: How many militias were available once the PCs reached Encounter 4?

- a. One
- b. Two
- c. Three
- d. Zero

Question 4: Did any PCs obtain story award NETH17 Shade Coin of Tyvraxxus?

- a. Yes.
- b. No.

Question 5: What did the table (DM and players) think of the skill challenge presentation in Encounter 3?

- a. It was great! All skill challenges should look like this!
- b. It was very good, but would get old if overused.
- c. It was okay - I could take it or leave it.
- d. It was worse than the traditional presentation of skill challenges.
- e. All skill challenges are terrible! I hope D&D Next gets rid of them!
- f. There was a different skill challenge presentation than normal?

Question 6: How do the players rate this adventure on a scale from 1 to 5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?

- a. One star (worst possible rating)
- b. Two stars (below expectations)
- c. Three stars (met expectations / average)
- d. Four stars (above expectations)
- e. Five stars (best possible rating)

Question 7: How do you, the DM, rate this adventure, using the same 5-point scale?

- a. One star (worst possible rating)
- b. Two stars (below expectations)
- c. Three stars (met expectations / average)
- d. Four stars (above expectations)
- e. Five stars (best possible rating)

APPENDIX 1: BACKGROUND

Warning: This appendix contains significant spoiler information for ADCP3-2 *Swarm of Chaos*, CORM1-4 *All the King's Men*, CORM2-3 *Secret of the Queen of Thorns*, CORM2-4 *Fury of the Queen of Thorns*, LURU2-3 *Forgotten Crypts Hidden Dangers*, LURU2-4 *Need to Know*, and NETH3-3 *Seek and Destroy*.

Adventurers of the Forgotten Realms first came into contact with the Vault of Sages in Silverymoon in response to a theft. Blaynden Darhunson, librarian at the Vault, and Coura, a living construct who serves as the Vault's archivist, reported that a tome detailing the summoning of devils had recently been stolen from the Vault. In seeking the tome, the adventurers were unable to recover it, but they did learn that the tome had been stolen by a group of drow and that they had tried and failed to copy the tome.

Adventurers next encountered this tome when on a mission from the Sand Kings, a group of Bedine separatists within Netheril. Using a powerful anti-shadow weapon, the adventurers slew Prince Yder Tanthul of Netheril in his home. Found among his belongings was the tome, on loan from the drow, as well as a list containing names of known agents of the Harpers, a secret society dedicated to the destruction evil, Netheril in particular. Notable among these names was Taliss Muirwood.

Taliss Muirwood escaped the ravages of the Spellplague by putting himself in stasis. After being rescued from stasis, Taliss quickly made an enemy of Netheril when he resisted their efforts to tap his plaguechanged magic for their nefarious purposes. Following this encounter, he affirmed his loyalty to Cormyr. The stresses of the Spellplague on Taliss's body and psyche proved stressful, however, and he was divided into three forms - a youthful dandy, a war wizard, and an archmage. Despite this split, he came to the aid of his country when faced with the curse of the Queen of Thorns, and served admirably.

Following the conflict, King Foril granted Taliss land in the Storm Horns Mountains, which Taliss claimed gave him safe distance from civilization while he sought to find a cure for the plague still ravaging him. However, he had an ulterior motive - to strike back against the Netherese, which Cormyr was unwilling to support given a fragile truce between the area's nations. In doing so, Taliss obtained the notice of the Harpers, and they allied against their common foe. While this gave Taliss some much-needed support, it also caused him to gain the notice of the Netherese when they began to divine the names of Harper agents. The Netherese chose to redouble their efforts to strike at Taliss, using his affiliation with the Harpers as political capital to discourage Cormyr's intervention on his behalf.

The tales of Taliss and the Vault of Sages converged when Netheril occupied the ancient ruins of Spellgard Keep to compel its oracle, Saharel, to provide prophecies only to the Netherese. The intervention of adventurers prevented this, and at their urging, the Harpers intervened further, performing a ritual to bind Lady Saharel to Coura, allowing them to remove Saharel from the ruins for the first time in centuries.

Once Saharel was safely back at the Vault of Sages - a hideout for the Harpers - Blaynden sought first to determine precisely what Netheril knew about the identity of the Harpers. To everyone's surprise, Saharel had absolutely no idea. Investigation into the matter revealed that when binding Saharel to Coura, the Harpers had also bound some essence of shadow to the construct, and this was in some way interfering with Saharel's oracular powers. Further research uncovered a ritual capable of unbinding the shadow essence while keeping Saharel and Coura bound, but it requires unique ritual components and a caster intently familiar with the ritual.

It just so happened that the Harpers knew someone familiar with this ritual, as Taliss was its creator. The Harpers again reached out to their ally - now a full-fledged member of the Harpers - to obtain his assistance in cleansing Coura and Saharel of the shadowy essence. Unfortunately, the time at which the Harpers chose to reach out to Taliss is the same time that the Netherese chose to make a decisive, final strike against a known agent of Netheril's greatest enemy on Faerun.

APPENDIX 2: MOUNTED COMBAT AND FLYING

This appendix is intended to assist the DM with recalling mounted combat rules for monsters and aerial combat rules for Wave 2 of Encounter 5. The rules discussed are accurate as of January 2012.

Flying:

- A creature with a fly speed can fly a number of squares up to that speed as a move action. This movement can be up, down, or diagonally up or down.
- A flying creature can be affected by forced movement in three dimensions (so can be slid up or pushed down, for example).
- A flying creature that is stunned falls unless it can hover.
- A creature that is knocked prone or unconscious falls (whether or not it can hover), but is not actually prone until it lands.
- When a flying creature falls, it descends safely a number of squares equal to its fly speed. If it has not yet reached a horizontal surface capable of supporting it, it falls and takes falling damage for the remaining distance.

Mounted Combat:

- In this adventure, both the rider and the mount count toward the experience budget for the encounter. As a result, the rider and the mount act on separate initiative counts and each gets a full round's worth of actions each round as though they were not mounted or serving as a mount.
- Space: The mount and rider occupy the mount's space and are considered adjacent to one another. When the mount squeezes, the rider is also considered to be squeezing.
- Attacking: When the rider uses an effect that has an origin square, the rider must choose a square in the mount's space to use as the origin square. A mount takes a -2 penalty to attack rolls while mounted.
- Opportunity Attacks: The rider threatens all squares adjacent to the mount's squares. If the mount's movement provokes an opportunity attack, the attacker may choose to attack either the mount or the rider.
- Forced Movement: If the mount is pulled, pushed, or slid, the rider moves with it. If the rider is pulled, pushed, or slid and the mount isn't, the rider can have the two of them move together. Otherwise, the rider is dismounted and falls prone in the destination space of the forced movement. If either the mount or the rider is teleported, the other does not teleport with it. If the mount is teleported without the rider, the rider is dismounted and falls prone.
- Falling Prone: If the mount falls prone, the rider is dismounted and falls prone in an unoccupied space of the rider's choice adjacent to the now-prone mount. However, if the mount is flying when it is knocked prone, it instead falls. The rider isn't dismounted unless the mount lands and falls prone itself. A rider who is knocked prone can immediately make a saving throw. On a roll of 9 or lower, the rider is dismounted and falls prone in an unoccupied space of the rider's choice adjacent to the mount. On a roll of 10 or higher, the rider is neither dismounted nor knocked prone. A rider who voluntarily drops prone falls prone in an unoccupied space of the rider's choice adjacent to the mount.

HANDOUT 1: STORY AWARDS

	PC #1 Name:	PC #2 Name:	PC #3 Name:	PC #4 Name:	PC #5 Name:	PC #6 Name:
Membership in the Harpers meta-organization						
Favor or Disfavor of the Harpers (ie, LURU24 Trust of the Harpers from <i>LURU2-4 Need to Know</i> or NETH11 Favor of the Harpers from <i>NETH3-3 Seek and Destroy</i>)						
Purple Dragon Knight (Paragon Path)						
<i>ADCP3-2 From Dawn Till Dusk</i>						
ADCP19 Victory at the Battle of Spellgard						
ADCP20 Defeat at the Battle of Spellgard						
<i>CORM1-1 Black Knight of Arabel</i>						
CORM01 Badge of Temperance						
<i>CORM1-5 In The Bleak Midwinter</i>						
CORM09 Draconic Diplomat						
<i>CORM1-6 Curse of the Queen of Thorns</i>						
CORM11 Knighted (and which patron chosen)						
<i>CORM2-1 For Crown And Kingdom</i>						
CORM14 Favor of Oris Grenfell						
CORM15 Favor of Cora Inyn						
CORM16 War Wizards' Gratitude						
<i>CORM2-2 Pain</i>						
CORM17 Haldoneir Unmasked						
<i>CORM2-3 Secret of the Queen of Thorns</i>						
CORM19 Standing Together						
Sir Severin						
Taliss Muirwood						
VIP: Sir Grenfell						
VIP: Lady Inyn						
VIP: War Wizards						
VIP: Lord Prio						
Eladrin Lords						
CORM20 A King's Remembrance						
<i>CORM2-4 Fury of the Queen of Thorns</i>						
CORM23 Knighted						
CORM24 King's Advisor						
Trained in Insight						

HANDOUT 2: RAISING AN ARMY (ROLEPLAYING)

Scene	Name	Location	Helpful Story Awards	Information
1	Sir Severin	Suzail	CORM01 CORM09 CORM19 (Sir Severin)	Earnest knight
2	Sir Grenfell	Stonelands (Arabel)	CORM14 CORM19 (Sir Grenfell)	New knight, known for caution
3	Lady Inyn	Stonelands (Arabel)	CORM15 CORM19 (Lady Inyn)	New knight, known as a firebrand
4	War Wizards	Castle Crag (Storm Horn Mountains)	CORM16 CORM19 (War Wizards)	Involved in the initial Harbingers attack
5	Lord Exalted Prio	Marsember	CORM17 CORM19 (Lord Prio)	Regent of Special Affairs
6	Nailo Quelani	Suzail	CORM09 CORM19 (Eladrin Lords)	Eladrin Ambassador
7	The Royal Family	Suzail	CORM11 CORM20	Does not provide militia
8	Lord Erzoured	Suzail	CORM11 CORM20	Highly constrained, but high quality soldiers - counts as two militia
9	Raising A Militia	Suzail, Arabel, or Marsember	CORM11 CORM23 CORM24	PCs have to fully fund the soldiers
9a	Outside Assistance	Outside Cormyr	Relevant Story Award with agent outside Faerun politics	PCs must permanently expend Story Award, have a way to contact agency, and have a way to transport forces.

Raising a militia on short notice is not easy - or cheap. You have a limited amount of time to gather the militia, and you can only take three with you (Taliss Muirwood's teleportation circle can only be activated three times between sunrises). No one in a foreign land is going to send soldiers into Cormyr - at least not on short notice.

Listed above are the nobles and powerful actors who might be willing to send soldiers to aid Talis. This is the process for gaining help: One or more PCs must meet with the individual for a period of time and make your argument. You will be able to discuss with the individual the situation, and perhaps get their assistance. Some checks might be available for the different nobles, with varying benefits. Those you have met before are more receptive to you help, and the more you have worked with them, the easier convincing them will be.

The final check will be a Diplomacy check, but depending on the individual, other checks may be made to assist or replace the Diplomacy check. The strength of the final check affects how much of the base cost of the militia you will have to shoulder:

HANDOUT 3: DEFENSIVE OPTIONS

ARCANE NODE

Benefit: One PC is given a seed of rejuvenation. It can be activated as a minor action and activates automatically when its wielder is reduced to 0 hit points or dies. When activated, the seed affects the wielder and all allies within 10 squares:

- If alive, the target may spend up to two healing surges, regains two encounter powers of the target's choice, and may spend an additional action point this encounter.
- If dead, the target loses two healing surges, returns to life with hit points equal to its healing surge value, and regains one encounter power of the target's choice.

ARCHER TRAINING

Benefit: Each PC gains the *arrow volley* power:

STANDARD ACTIONS
R Arrow Volley • At-Will
<i>Hit:</i> Range 20 (One target the PC can see); +[AL + 5] vs. Reflex
<i>Hit:</i> 2d8 + 6 damage. If the target is flying, the damage is instead 3d6 + 10 damage, and the target's altitude is reduced by 6 squares.
<i>Effect:</i> No ally may use <i>arrow volley</i> until the start of your next turn.

BARRIER

Benefit: The PC may place 16 bits of terrain:

- A square of Caltrops costs 2 bits,
- A chest-high wall costs 3 bits, and
- A full size wall costs 7 bits.

CHEST-HIGH WALLS
A chest high wall is one square high, and requires an extra square of movement to traverse for medium creatures, and it has hard corners. It provides cover.

FULL-SIZE WALLS
A full-size wall is two squares high, and must be climbed by a medium creature (Easy DC). It is considered blocking terrain, and can provide superior cover.

CALTROPS
Caltrops are difficult terrain. Any Large or smaller creature starting its turn in a square of caltrops is slowed until the end of its turn. Any creature entering a square of caltrops takes 10 points of damage - a creature can only take this damage once per turn, even if they enter multiple squares of caltrops.

RITUALS

Benefit: Each PC may spend two hours as they wish casting rituals (or assisting other PCs).

ENERGY TOWERS

Benefit: One PC gains the *conjure tower* power.

MINOR ACTIONS
Conjure Tower (conjunction, force, thunder) • Daily
<i>Effect:</i> You conjure an energy tower that occupies 1 square within 10 squares of you. It lasts until the end of your next turn. You may take a standard action on your turn to deal 15 force and lightning damage to all creatures within 3 squares of the energy tower. Its AC and Fortitude are equal to your level plus 14, and its Reflex and Will are equal to your level plus 6. If the energy tower is hit by an attack that does not specifically target conjurations, it detonates, dealing 4d10 force and thunder damage to all creatures within 4 squares of it. This effect destroys the conjuration.
<i>Sustain Minor:</i> The tower persists.

EXPLOSIVE RUNES

Benefit: Each PC chooses a square on the battlefield to place the trap. Each PC gains the following power, linked only to the square he or she chose:

MINOR ACTION
C Remote Detonation • Daily
<i>Attack:</i> Close burst 10 (creatures in or adjacent to the trapped square); +[AL + 3] vs. non-AC defenses (one roll)
<i>Hit (Fortitude):</i> AL force damage, and the target is knocked prone.
<i>Hit (Reflex):</i> 3d6 + AL fire and force damage.
<i>Hit (Will):</i> The target is dazed (save ends).

HEALER TRAINING

Benefit: The party gains two uses of the *standstrong* power below (any party member may use the power, but it may only be used twice by the party as a whole). At AL 16 and above, the party instead gains three uses of the power.

MINOR ACTIONS
Standstrong • Encounter
<i>Target:</i> The PC, or one ally (line of effect)
<i>Effect:</i> The target spends a healing surge and regains 3d6 extra hit points (4d6 if AL 16 or higher)

HEALING TALISS

Benefit: Taliss is healed back into a single form. This has no effect during the siege, but may help later.

TACTICAL COORDINATION

Benefit: Each PC gains the *Assist* power:

MINOR ACTIONS
Assist • Encounter
<i>Effect:</i> You use the aid another action and automatically succeed at the appropriate check.

HANDOUT 4: SIEGE TERRAIN POWERS

The ambient magic makes the area immediately around the tower dangerous for Taliss's foes. Each PC may use the ambient magic once per wave. Activating the ambient magic requires a minor action; a PC may choose to attempt an Arcana check as part of this action. Using ambient magic provides one of the following benefits, chosen before rolling the Arcana check:

- **Channeling.** The PC spends one healing surge. The next time the PC hits with an attack, one target of that attack is immobilized until the end of its next turn. With a Hard DC Arcana check, that target is instead dazed until the end of its next turn.
 - **Invigoration.** The PC spends two healing surges and regains an encounter power of 10th level or lower. With a Moderate DC Arcana check, the PC may instead recover an encounter power of any level.
-

The ambient magic makes the area immediately around the tower dangerous for Taliss's foes. Each PC may use the ambient magic once per wave. Activating the ambient magic requires a minor action; a PC may choose to attempt an Arcana check as part of this action. Using ambient magic provides one of the following benefits, chosen before rolling the Arcana check:

- **Channeling.** The PC spends one healing surge. The next time the PC hits with an attack, one target of that attack is immobilized until the end of its next turn. With a Hard DC Arcana check, that target is instead dazed until the end of its next turn.
 - **Invigoration.** The PC spends two healing surges and regains an encounter power of 10th level or lower. With a Moderate DC Arcana check, the PC may instead recover an encounter power of any level.
-

The ambient magic makes the area immediately around the tower dangerous for Taliss's foes. Each PC may use the ambient magic once per wave. Activating the ambient magic requires a minor action; a PC may choose to attempt an Arcana check as part of this action. Using ambient magic provides one of the following benefits, chosen before rolling the Arcana check:

- **Channeling.** The PC spends one healing surge. The next time the PC hits with an attack, one target of that attack is immobilized until the end of its next turn. With a Hard DC Arcana check, that target is instead dazed until the end of its next turn.
 - **Invigoration.** The PC spends two healing surges and regains an encounter power of 10th level or lower. With a Moderate DC Arcana check, the PC may instead recover an encounter power of any level.
-

The ambient magic makes the area immediately around the tower dangerous for Taliss's foes. Each PC may use the ambient magic once per wave. Activating the ambient magic requires a minor action; a PC may choose to attempt an Arcana check as part of this action. Using ambient magic provides one of the following benefits, chosen before rolling the Arcana check:

- **Channeling.** The PC spends one healing surge. The next time the PC hits with an attack, one target of that attack is immobilized until the end of its next turn. With a Hard DC Arcana check, that target is instead dazed until the end of its next turn.
- **Invigoration.** The PC spends two healing surges and regains an encounter power of 10th level or lower. With a Moderate DC Arcana check, the PC may instead recover an encounter power of any level.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

NETH4~2 THE TRIPARTITE TOWER

NETH16 Gratitude of the Harpers and Taliss

Your heroism at the Tripartite Tower has impressed the wizard Taliss Muirwood and his allies, the Harpers.

Taliss's favor allows you to purchase Common or Uncommon lair items from *Adventurer's Vault 2*. You pay full market price. These items do not count against the limit of Uncommon items you are allowed to possess, because lair items cannot be taken on adventures.

NETH17 Shade Coin of Tyvraxxus

You have betrayed the Harpers to the Empire of Netheril. You may never join the Harpers meta-organization; if you are currently a member, you are expelled.

You have been given a *shade coin* by the shade commander Tyvraxxus. Showing this coin to agents of Netheril may induce them to assist you (DM's discretion). It is highly unlikely to generate trust if shown to enemies of Netheril.

If you already have a *shade coin* from any other Story Award, you do not gain a new coin. Instead, your existing coin is imbued with shadow magic. As long as you have the coin in your possession, you may use its item power. This is treated like a daily magic item power, but you may only use it once per adventure, even if the adventure spans multiple days of game time or allows you to take an extended rest. The coin does not cost you a found-item slot, but it does count toward the total limit of Uncommon items you may possess. It has no sale value. If your shade coin is already imbued with shadow magic that causes it to count toward the total limit of Uncommon items you may possess, you may either decline the benefit in this Story Award or replace the previous benefit with this one (indicate which on this certificate).

Shade Coin of Tyvraxxus

Paragon Tier Uncommon

Wondrous Item

Property

The coin is cold to the touch. Its magic is tied to the coin and to your soul, so nobody else can use the coin's power.

Utility Power ♦ Daily (1/adventure, No Action)

Trigger: You roll a saving throw and dislike the result.

Effect: Resolve the saving throw as if you had rolled a 10 on the die.

Reference: Custom item created for LFR

NETH18 Taliss's Concordance

Taliss, who is once again a single whole wizard, thanks you for putting yourself at risk to help him. Choose any Uncommon reagent from a player resource and write its name in the space below. You now have access to purchase that reagent, at an item level less than or equal to your character level, at the beginning or end of any adventure. You pay full market price. Since they are consumables, reagents do not count against the limit of Uncommon items you are allowed to possess.

Reagent:

NETH19 Stripped of Land and Title

You have directly disobeyed a ruling of the King of Cormyr. King Foril has revoked your knighthood and position in his court as a consequence.

This voids any or all of the following Story Awards you possess or would gain in the future: **CORM11 Knighted** from *CORM1-6 Queen of Thorns*; **CORM23 Knighted** and **CORM24 King's Advisor** from *CORM2-4 Fury of the Queen of Thorns*.

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"/>
----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------

Dungeons & Dragons is a trademark of Wizards of the Coast LLC. © 2011 Wizards of the Coast LLC

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"/>
----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------

Dungeons & Dragons is a trademark of Wizards of the Coast LLC. © 2011 Wizards of the Coast LLC