

# A TALE OF TWO CITIES

## A DUNGEONS & DRAGONS® LIVING FORGOTTEN REALMS ADVENTURE

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SPECIAL THANKS TO THE DMS AND HQ STAFF OF WINTER FANTASY 2014

Netheril seeks to win the war by the most expedient means possible: the conquest or destruction of Suzail. Most defenses are useless against the flying city of Shade Enclave, which even now inexorably approaches the heart of Cormyr. Should the Netherese manage to control the skies, they will have a nearly insurmountable advantage in the battle to come. There is someone who could even the odds, but only with your help, and only at a terrible cost. It is certain that not all those who volunteer for this special mission will return.

A *Living Forgotten Realms* adventure set in the skies above Cormyr for characters of the Paragon tier (levels 11-20). This adventure is a prequel to ADCP6-1 *The End and the Beginning*. You can play it on its own, but it can also be used as a way for public events to determine certain aspects of the situation at the beginning of the Battle Interactive.

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

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## PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the D&D 4th Edition core rulebooks. These are the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*, or the corresponding D&D Essentials products. Any other rules referenced in this adventure 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 1-10). Heroic-tier and Epic-tier characters may not play this adventure. The highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

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

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

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

## FAILING TO DEFEAT AN ENCOUNTER

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

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

## CHARACTER DEATH

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

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

**Regardless of which option is chosen**, any character who dies during an adventure gains 20% less XP from that adventure. In other words, characters that died during the adventure earn 80% of the amount earned by those characters that did not die during the adventure

(for example, if the rest of the party earned 500 XP, the characters who died only earn 400 XP).

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

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

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

## MILESTONES

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

Sakkors joined the Cormyrean alliance as a result of the Origins 2013 Battle Interactive ADCP5-2 *Best Defense*. Now, with Sembia completely fallen and Netheril's main army advancing on Suzail, the crucial battle looms. The threat of Shade Enclave controlling the airspace over the battlefield is very real. If Netheril has free reign over the skies, it will be extremely difficult if not impossible for the defenders to hold, and if Suzail falls, the alliance will surely crumble.

Unfortunately, a direct assault on Shade Enclave is virtually out of the question. Although the battle for Sakkors started with just such an aerial invasion, Shade Enclave is larger and better defended. Also, most of the skyships of the Five Companies were damaged or destroyed in that battle, and although they accounted for far more than their own number in terms of Netherese skyships, there are simply not enough ships available to be able to carry enough troops to be able to attack, conquer, and control Shade Enclave. The airspace will be crowded enough with all the evil dragons fighting for Netheril and the good dragons (hopefully) fighting for Cormyr (assuming SPEC6-1 succeeds).

Even Sakkors itself is not a particularly useful asset for the upcoming battle. Cormyr does not have familiarity with using Netherese flying citadels for war, and although Sakkors is willing to help the cause, there aren't enough troops to be able to fully garrison Sakkors and also leave Suzail well defended. It would not make sense to split the defenders' army in such a fashion.

The best option appears to be to try and take Shade Enclave off the battlefield, but about the only object capable of taking down a flying city is another flying city. Sakkors itself has proposed an audacious plan: a suicide strike in which Sakkors will crash into Shade Enclave and drive it into the ground. At a minimum this will cause massive damage and loss of life and war material to Netheril's army, and at best it might end the war in one fell swoop.

The main downside to such a plan is that it would certainly result in the destruction of Sakkors. Making matters more difficult, Sakkors cannot fly itself into Shade Enclave unnoticed and with no one to defend it. Netheril would have plenty of time to land a strike force and kill or re-enslave Sakkors before it reached Shade Enclave. A small army of defenders, not enough to

weaken the primary defense of Suzail but just enough to hold out against a determined Netherese assault long enough to allow Sakkors to crash into Shade Enclave, will need to go along for the ride.

Unfortunately, Shade Enclave is well warded. Merely crashing the two flying citadels together is probably not enough to ensure that Shade Enclave is brought down before it reaches Suzail. Once Sakkors and Shade Enclave are locked together, a team of heroes must infiltrate Shade Enclave (hopefully using the confusion and destruction caused by the collision), reach its control room, and kill the sentient city. With its core destroyed, Shade Enclave will fall.

It is highly unlikely that anyone would return from such a mission. Sakkors has accepted that it will die and it wants to make the sacrifice. A carefully orchestrated recruitment campaign has turned up enough volunteers from among the allied armies to garrison Sakkors. All that's needed is that team of heroes who are willing to go out in a blaze of glory.

## DM'S INTRODUCTION

The adventure breaks down into the following scenes:

**Encounter 1:** The PCs are invited to a meeting with King Foril, the Coronal of Myth Drannor, and the other leaders and commanding officers of the Cormyrean alliance and its allies. The situation is explained (as per the Adventure Background) and the PCs are asked to volunteer for the suicide mission. They have the opportunity to ask questions directly of Sakkors to make sure that the flying citadel is not being coerced into following this plan.

**Encounter 2:** The PCs and a small contingent of volunteers fly Sakkors towards Shade Enclave. A ritual cast by the War Wizards cloaks the citadel in invisibility. This will not survive contact with Shade Enclave's wards, but it will get Sakkors close enough that a collision course can be achieved. Once Sakkors gets into Shade Enclave's airspace, the wards activate and the cloak of invisibility falls. The PCs fire enchanted ballista bolts into Shade Enclave. These weapons are nowhere near strong enough to do serious damage to the enemy citadel, but they can help ensure that Shade Enclave is unable to change course quickly enough to avoid Sakkors crashing into it. (At this point, the Netherese are still unlikely to suspect something as crazy as crashing the two cities together.)

**Encounter 3:** Netherese aerial strike forces scramble from Shade Enclave and land on Sakkors. The PCs must deal with the most powerful foes so that the Netherese cannot gain control of Sakkors and ruin the plan.

**Encounter 4:** With the initial assault turned aside, the volunteer garrison on Sakkors seals up the city's innermost defenses and prepares to fight a holding action. The goal is not to defeat the Netherese army in a

pitched battle, simply to keep the Netherese from reaching the control room of Sakkors long enough for the PCs to find and destroy the control room of Shade Enclave. Sakkors crashes into Shade Enclave with a thunderous clash and a grinding of metal and stone. The PCs make their way into Shade Enclave and must complete a skill challenge to locate the control room and break the magical wards protecting its entrance. Obviously, they need to do this while drawing as little attention to themselves as possible, because if they get into a pitched battle with the defenders of Shade Enclave, they will be overwhelmed.

**Encounter 5:** The PCs enter the control room of Shade Enclave and discover that the core itself is alive. They must kill the core (it cannot be reasoned with the way Sakkors was) and then barricade themselves inside the control room to ensure that the Netherese cannot do anything to stop Shade Enclave's fall. (If the PCs chicken out at this point and teleport or fly away instead of riding Shade Enclave to its final death, the Netherese are able to minimize their losses, although the flying citadel is still grounded.)

**Conclusion:** If the PCs succeeded, Shade Enclave and Sakkors plunge to the ground some miles away from Suzail. Netheril is able to evacuate some, but not all, of its forces, and will be at a disadvantage in the coming battle (with the airspace up for grabs). If the PCs failed, Netheril has a huge advantage in the battle to come, as Sakkors is either destroyed or back in Netherse hands, whereas Shade Enclave remains alive and active. Either way, this will have a significant impact on the situation at the beginning of the Battle Interactive (ADCP6-1).

If they stayed to the bitter end, the PCs are recognized posthumously for their sacrifice. Each character may leave a legacy to another one of the player's characters (see Story Awards for details).

## PLAYER'S INTRODUCTION

The PCs are invited to a very important meeting.

### ***Boxed text about the very important meeting***

More details about the very important meeting. When everyone is ready, proceed to Encounter 1.

# ENCOUNTER 1: CORMYR

## IMPORTANT NPCs

King Foril, the Coronal, etc.

The PCs attend a meeting with King Foril, the Coronal of Myth Drannor, and the other leaders and commanding officers of the Cormyrean alliance and its allies. The situation is explained (as per the Adventure Background) and the PCs are asked to volunteer for the suicide mission. They have the opportunity to ask questions directly of Sakkors to make sure that the flying citadel is not being coerced into following this plan.

### ***Boxed text***

The PCs can ask any questions that they want. Use your best judgment and the information in the Adventure Background. The assembled leaders do not attempt to dissemble or hide anything from the PCs. Sakkors (which the PCs can speak with via telepathy) is fully aware that it will die if this plan succeeds and it is convinced that this is the right thing to do. It does not believe that there is much hope for the allied forces to defeat Shade Enclave in a direct battle.

Q&A goes here

### ***Final boxed text goes here***

Any additional information (supply run, free rituals, etc.) about the mission goes here.

## TROUBLESHOOTING

If the PCs want to go on the mission but they are not on board with the idea that it is a one-way trip, they can certainly make whatever preparations they wish (buying or preparing scrolls of teleportation rituals, for example). The issue is not whether the PCs have any way to get off of Shade Enclave before it crashes. Of course they do; they're Paragon tier. The issue is that even if they destroy the sentient being at the heart of Shade Enclave, if they don't stay in the city, they won't be able to prevent the Netherese from using their own resources to minimize or even reverse the damage. That's why it's a suicide mission.

## ENDING THE ENCOUNTER

The PCs basically have as much as a full day to get their affairs in order (see Treasure). When the PCs are ready to board Sakkors for the flight, proceed to Encounter 2.

## MILESTONE

This encounter does not count toward a milestone.

## TREASURE

If the PCs want to use some or all of the Base Gold reward for their Adventure Level to stock up on supplies while they are in Suzail, they can get an advance payment. If they complete the mission successfully the way it is intended, they won't be coming back, so stashing extra gold ahead of time shouldn't really be a priority. However, the assembled leaders solemnly promise to ensure that the PCs' affairs are handled, their estates managed, any bequests they wish to make delivered, and so forth.

## ENCOUNTER 2: INFLIGHT ENTERTAINMENT

### SKILL CHALLENGE

The PCs and a small contingent of volunteers fly Sakkors towards Shade Enclave. (Well, Sakkors basically flies itself, but the PCs can do whatever they wish to help keep an eye on things.)

A ritual cast by the War Wizards cloaks the citadel in invisibility. They already know that it will not survive contact with Shade Enclave's wards, but it will get Sakkors close enough that a collision course can be achieved.

#### ***Boxed text***

The ritual of invisibility shrouding Sakkors is stripped away as it enters Shade Enclave's airspace. Shade Enclave immediately reacts by sending strike teams to land on Sakkors. Although Sakkors has some defenses, the volunteer force is not large enough or strong enough to fight an aerial battle; they must draw the Netherese out of the sky and fight them within the city.

#### ***Boxed text***

**Skill challenge** (plus attack rolls) to fire the ballistae, take out incoming flyers, rally the low-level troops, reinforce damage to Sakkors, etc. Basically, the PCs defend Sakkors for a little while before the main assault wave arrives.

Example: The PCs fire enchanted ballista bolts into Shade Enclave. These weapons are nowhere near strong enough to do serious damage to the enemy citadel, but they can help ensure that Shade Enclave is unable to change course quickly enough to avoid Sakkors crashing into it. (At this point, the Netherese are still unlikely to suspect something as crazy as crashing the two cities together.)

#### ***Final boxed text goes here***

## ENDING THE ENCOUNTER

Go ahead and put out the battle map for Encounter 3 and let the players decide where they want to set up. You can give them a basic idea of what the landing zone for the incoming enemies will be. They're unable to get a surprise round, but they can at least position themselves how they want. They can easily see the Huge dragons (so it's safe for them to assume they'll at least be fighting one of those) and can tell that some Medium humanoids are also part of the strike teams, but they probably can't learn much about the humanoids other than perhaps getting a basic description of their equipment.

### MILESTONE

This encounter does not count toward a milestone.

### TREASURE

There is no treasure in this encounter.



## ENCOUNTER 3: DEFEND SAKKORS

### COMBAT (EL = AL + 2 TO AL + 3)

Netherese aerial strike forces from Shade Enclave land on Sakkors. The PCs must deal with the most powerful foes so that the Netherese cannot gain control of Sakkors and ruin the plan.

### CREATURES

**AL 12 (5600 XP):**

- 1 Shade Enclave Dragon (level 14 elite)
- 2 Shade Enclave Defenders (level 14)
- 1 Shade Enclave Duelist (level 13)
- 1 Shade Enclave Ravenspeaker (level 13)

**AL 14 (8000 XP):**

- 1 Shade Enclave Dragon (level 16 elite)
- 2 Shade Enclave Defenders (level 16)
- 1 Shade Enclave Duelist (level 15)
- 1 Shade Enclave Ravenspeaker (level 15)

**AL 16 (11,200 XP):**

- 1 Shade Enclave Dragon (level 18 elite)
- 2 Shade Enclave Defenders (level 18)
- 1 Shade Enclave Duelist (level 17)
- 1 Shade Enclave Ravenspeaker (level 17)

**AL 18 (16,000 XP):**

- 1 Shade Enclave Dragon (level 20 elite)
- 2 Shade Enclave Defenders (level 20)
- 1 Shade Enclave Duelist (level 19)
- 1 Shade Enclave Ravenspeaker (level 19)

**AL 20 (24,900 XP):**

- 1 Shade Enclave Dragon (level 22 elite)
- 2 Shade Enclave Defenders (level 22)
- 1 Shade Enclave Duelist (level 22)
- 1 Shade Enclave Ravenspeaker (level 22)

### SCALING THE ENCOUNTER

**Four PCs:** Remove a defender.

**Six PCs:** Add another duelist.

**Note:** The dragon has the abilities and combat statistics of a solo monster, but it only has the hit points, saving throw bonus, and action point of an elite. This is to keep the combat from taking too long.

### OBJECTIVE

The lower-ranking troops from Cormyr engage with the front-line Netherese forces, while the PCs draw the most dangerous adversaries, including a dragon and its accompanying officers. The PCs must win this battle so

that Sakkors can continue on its collision course with Shade Enclave. If they are defeated, the Netherese are able to seize control of Sakkors, giving them both flying citadels for the upcoming battle - which would be the worst possible outcome!

### ENDING THE ENCOUNTER

The encounter ends when all the foes have been defeated. If the PCs win their fight, then the garrison also wins its fight, repelling the initial Netherese assault. If the PCs are defeated here, then the Netherese also overwhelm the garrison, reclaiming Sakkors and adding it to their war machine. Proceed to Encounter 4 if the PCs are victorious; proceed to the Conclusion if not.

### MILESTONE

This encounter counts toward a milestone.

### TREASURE

The Netherese carry basic (Common rarity) magic items and implements. If any character doesn't have a level-appropriate enhancement bonus for his or her primary weapon, primary implement, armor, or neck slot item, they could certainly loot one off of their defeated foes. (AL 12 and AL 14 = +3, AL 16 and higher = +4).

## ENCOUNTER 3: DEFEND SAKKORS (AL 12)

Shade Enclave Dragon	Level 14 Elite Brute
Huge shadow magical beast (dragon)	XP 2000
HP 346; Bloodied 173	Initiative +9
AC 28, Fortitude 27, Reflex 26, Will 26	Perception +15
Speed 8, fly 8	Darkvision
Resist 10 necrotic	
Saving Throws +2; Action Points 1	
TRAITS	
Action Recovery	
Whenever the dragon ends its turn, any dazing, stunning, or dominating effect on it ends.	
Instinctive Rampage	
On an initiative of 10 + its initiative check, the dragon can use a free action to move up to its speed, to charge, or to use bite or claw. If the dragon cannot take a free action due to a dazing, dominating, or stunning effect, then that effect ends instead of the dragon taking the action.	
Savage Blood	
While bloodied, the dragon scores critical hits on a roll of 17-20.	
STANDARD ACTIONS	
<b>m Bite (necrotic) • At-Will</b>	
Attack: Melee 3 (one creature); +19 vs. AC	
Hit: 3d8 + 10 damage and ongoing 10 necrotic damage (save ends).	
Miss: Half damage.	
<b>M Claw • At-Will</b>	
Attack: Melee 3 (one creature); +19 vs. AC	
Hit: 3d8 + 15 damage.	
<b>M Dragon's Fury • At-Will</b>	
Effect: The dragon uses claw twice.	
<b>R Shadow Tomb (necrotic) • Recharge</b> when first bloodied	
Attack: Ranged 10 (one creature); +17 vs. Reflex	
Hit: The target is stunned, cannot be pulled, pushed, or slid, and takes ongoing 20 necrotic damage (save ends all).	
Aftereffect: The target is weakened and takes ongoing 10 necrotic damage (save ends both).	
<b>C Breath Weapon (necrotic) • Encounter</b>	
Attack: Close blast 5 (creatures in the blast); +17 vs. Reflex	
Hit: 3d6 + 5 necrotic damage, and ongoing 10 necrotic damage (save ends).	
Miss: Half damage, and ongoing 5 necrotic damage (save ends).	

TRIGGERED ACTIONS
<b>M Tail Slap • At-Will</b>
Trigger: An enemy hits the dragon while flanking it.
Attack (Opportunity Action): Melee 3 (the triggering enemy); +17 vs. Fortitude
Hit: 2d8 + 7 damage, and the dragon pushes the enemy up to 5 squares.
<b>M Tail Sweep • At-Will</b>
Trigger: An enemy misses the dragon with a melee attack.
Attack (Opportunity Action): Melee 3 (the triggering enemy); +17 vs. Reflex
Hit: 2d8 + 7 damage, and the target falls prone. In addition, each enemy adjacent to the target takes 7 damage.
<b>Bloodied Breath • Encounter</b>
Trigger: The dragon is first bloodied.
Effect (Free Action): Breath weapon recharges, and the dragon uses it.
<b>Skills Athletics +18</b>
Str 22 (+13)      Dex 14 (+9)      Wis 16 (+10)
Con 23 (+13)      Int 13 (+8)      Cha 13 (+8)
Alignment evil      Languages Common, Draconic

Shade Enclave Defender	Level 14 Soldier
Medium shadow humanoid, human	XP 1000
HP 139; Bloodied 69	Initiative +12
AC 30, Fortitude 25, Reflex 25, Will 27	Perception +15
Speed 6	Darkvision
STANDARD ACTIONS	
<b>m Scourge (weapon) • At-Will</b>	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 3d6 + 12 damage.	
Effect: The target is marked until the end of the defender's next turn.	
<b>M Ensnaing Lash (weapon) • At-Will</b>	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 3d6 + 12 damage, and the target is grabbed (escape DC 21). Until the grab ends, the target takes ongoing 10 damage. The grab ends automatically if the defender uses this power again.	
TRIGGERED ACTIONS	
<b>M Retributive Flogging • At-Will</b>	
Trigger: An enemy within 2 squares of the defender and marked by it deals damage to one of the defender's allies.	
Effect (Immediate Reaction): The defender makes a melee basic attack against the triggering enemy.	
Str 18 (+11)      Dex 17 (+10)      Wis 16 (+10)	
Con 19 (+11)      Int 19 (+11)      Cha 22 (+13)	
Alignment evil      Languages Common	
Equipment chainmail, scourge	

## ENCOUNTER 3: DEFEND SAKKORS (AL 12 CONTINUED)

Shade Enclave Duelist	Level 13 Skirmisher
Medium shadow humanoid, human	XP 800
HP 130; Bloodied 65	Initiative +15
AC 27, Fortitude 24, Reflex 26, Will 26	Perception +10
Speed 6	Darkvision
TRAITS	
<b>Perfect Duelist</b>	
The duelist gains a +4 power bonus to AC and Reflex against attacks triggered by his movement.	
STANDARD ACTIONS	
<b>m Rapier (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d6 + 11 damage, or 3d6 + 21 against a prone target.	
<b>M Backhand • At-Will</b>	
Attack: Melee 1 (one creature); +16 vs. Reflex	
Hit: 3d6 + 6 damage. If the attack roll was even, the target falls prone. If the attack roll was odd, the target grants combat advantage (save ends).	
<b>M Fist and Pommel (weapon) • Recharge</b> when first bloodied	
Effect: The duelist uses <i>backhand</i> and then <i>rapier</i> . He can shift up to 2 squares before, in between, and after the attacks. If both attacks hit the same target, that target is dazed (save ends).	
<b>M Quick Temper • Recharge</b> when an enemy the duelist can see uses an action point	
Effect: The duelist shifts up to his speed and uses <i>backhand</i> .	
TRIGGERED ACTIONS	
<b>Cunning Strategist • Encounter</b>	
Trigger: An ally the duelist can see and who can hear the duelist misses with an attack roll.	
Effect (Immediate Interrupt): The triggering ally rerolls the triggering attack roll and uses the better result.	
<b>Skills</b> Acrobatics +18, Bluff +17, Diplomacy +17, Insight +15	
<b>Str</b> 20 (+11)	<b>Dex</b> 24 (+13)
<b>Con</b> 18 (+10)	<b>Int</b> 19 (+10)
	<b>Wis</b> 19 (+10)
	<b>Cha</b> 22 (+12)
<b>Alignment</b> evil	<b>Languages</b> Common
<b>Equipment</b> leather armor, rapier	

Shade Enclave Ravenspeaker	Level 13 Artillery
Medium shadow humanoid, human	XP 800
HP 102; Bloodied 51	Initiative +6
AC 27, Fortitude 24, Reflex 25, Will 26	Perception +12
Speed 6	Darkvision
TRAITS	
<b>Furious Flock</b>	
The ravenspeaker can score a critical hit on a roll of 19-20 against an enemy that has one or more of the ravenspeaker's allies adjacent to it.	
STANDARD ACTIONS	
<b>m Morningstar (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 2d10 + 9 damage.	
<b>r Midwinter Wind (cold, necrotic) • At-Will</b>	
Attack: Ranged 10 (one creature); +18 vs. Reflex	
Hit: 2d12 + 9 cold and necrotic damage, and the ravenspeaker can slide the target 1 square.	
<b>A Swirling Ravens (zone) • Encounter</b>	
Attack: Area burst 2 within 10 (enemies in the burst); +18 vs. Fortitude	
Hit: 3d8 + 11 damage.	
Miss: Half damage.	
Effect: The burst creates a zone that lasts until the end of the ravenspeaker's next turn. Enemies in the zone are slowed and take a -5 penalty to attack rolls against creatures not adjacent to them.	
Sustain Minor: The zone persists until the end of the ravenspeaker's next turn, and the ravenspeaker can move the center of the zone up to 3 squares.	
TRIGGERED ACTIONS	
<b>Unkind Flight (polymorph) • Encounter</b>	
Requirement: The ravenspeaker must be bloodied.	
Trigger: The ravenspeaker is damaged by a melee attack.	
Effect (Immediate Reaction): The ravenspeaker assumes the form of a flock of swirling ravens and flies up to 8 squares. While in this form, the ravenspeaker is insubstantial and can move through enemies' spaces. Each time the ravenspeaker enters an enemy's space during this movement, that enemy takes ongoing 10 damage (save ends). The form ends at the end of this movement.	
<b>Skills</b> Arcana +16, Nature +16	
<b>Str</b> 12 (+7)	<b>Dex</b> 10 (+6)
<b>Con</b> 18 (+10)	<b>Int</b> 20 (+11)
	<b>Wis</b> 23 (+12)
	<b>Cha</b> 12 (+7)
<b>Alignment</b> evil	<b>Languages</b> Common
<b>Equipment</b> robes, morningstar	

## ENCOUNTER 3: DEFEND SAKKORS (AL 14)

Shade Enclave Dragon	Level 16 Elite Brute
Huge shadow magical beast (dragon)	XP 2800
HP 386; Bloodied 193	Initiative +10
AC 30, Fortitude 29, Reflex 28, Will 28	Perception +16
Speed 8, fly 8	Darkvision
Resist 10 necrotic	
Saving Throws +2; Action Points 1	
TRAITS	
Action Recovery	
Whenever the dragon ends its turn, any dazing, stunning, or dominating effect on it ends.	
Instinctive Rampage	
On an initiative of 10 + its initiative check, the dragon can use a free action to move up to its speed, to charge, or to use bite or claw. If the dragon cannot take a free action due to a dazing, dominating, or stunning effect, then that effect ends instead of the dragon taking the action.	
Savage Blood	
While bloodied, the dragon scores critical hits on a roll of 17-20.	
STANDARD ACTIONS	
<b>m Bite (necrotic) • At-Will</b>	
Attack: Melee 3 (one creature); +21 vs. AC	
Hit: 4d6 + 12 damage and ongoing 10 necrotic damage (save ends).	
Miss: Half damage.	
<b>M Claw • At-Will</b>	
Attack: Melee 3 (one creature); +21 vs. AC	
Hit: 4d6 + 17 damage.	
<b>M Dragon's Fury • At-Will</b>	
Effect: The dragon uses claw twice.	
<b>R Shadow Tomb (necrotic) • Recharge</b> when first bloodied	
Attack: Ranged 10 (one creature); +19 vs. Reflex	
Hit: The target is stunned, cannot be pulled, pushed, or slid, and takes ongoing 25 necrotic damage (save ends all).	
Aftereffect: The target is weakened and takes ongoing 10 necrotic damage (save ends both).	
<b>C Breath Weapon (necrotic) • Encounter</b>	
Attack: Close blast 5 (creatures in the blast); +19 vs. Reflex	
Hit: 3d6 + 7 necrotic damage, and ongoing 10 necrotic damage (save ends).	
Miss: Half damage, and ongoing 5 necrotic damage (save ends).	

TRIGGERED ACTIONS
<b>M Tail Slap • At-Will</b>
Trigger: An enemy hits the dragon while flanking it.
Attack (Opportunity Action): Melee 3 (the triggering enemy); +19 vs. Fortitude
Hit: 3d6 + 7 damage, and the dragon pushes the enemy up to 5 squares.
<b>M Tail Sweep • At-Will</b>
Trigger: An enemy misses the dragon with a melee attack.
Attack (Opportunity Action): Melee 3 (the triggering enemy); +19 vs. Reflex
Hit: 3d6 + 7 damage, and the target falls prone. In addition, each enemy adjacent to the target takes 7 damage.
<b>Bloodied Breath • Encounter</b>
Trigger: The dragon is first bloodied.
Effect (Free Action): Breath weapon recharges, and the dragon uses it.
<b>Skills Athletics +19</b>
Str 22 (+14)      Dex 14 (+10)      Wis 16 (+11)
Con 23 (+14)      Int 13 (+9)      Cha 13 (+9)
Alignment evil      Languages Common, Draconic

Shade Enclave Defender	Level 16 Soldier
Medium shadow humanoid, human	XP 1400
HP 155; Bloodied 77	Initiative +13
AC 32, Fortitude 27, Reflex 27, Will 29	Perception +16
Speed 6	Darkvision
STANDARD ACTIONS	
<b>m Scourge (weapon) • At-Will</b>	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 3d8 + 11 damage.	
Effect: The target is marked until the end of the defender's next turn.	
<b>M Ensnaing Lash (weapon) • At-Will</b>	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 3d8 + 11 damage, and the target is grabbed (escape DC 22). Until the grab ends, the target takes ongoing 10 damage. The grab ends automatically if the defender uses this power again.	
TRIGGERED ACTIONS	
<b>M Retributive Flogging • At-Will</b>	
Trigger: An enemy within 2 squares of the defender and marked by it deals damage to one of the defender's allies.	
Effect (Immediate Reaction): The defender makes a melee basic attack against the triggering enemy.	
Str 18 (+12)      Dex 17 (+11)      Wis 16 (+11)	
Con 19 (+12)      Int 19 (+12)      Cha 22 (+14)	
Alignment evil      Languages Common	
Equipment chainmail, scourge	

## ENCOUNTER 3: DEFEND SAKKORS (AL 14 CONTINUED)

Shade Enclave Duelist	Level 15 Skirmisher
Medium shadow humanoid, human	XP 1200
HP 146; Bloodied 73	Initiative +16
AC 29, Fortitude 26, Reflex 28, Will 28	Perception +11
Speed 6	Darkvision
TRAITS	
<b>Perfect Duelist</b>	
The duelist gains a +4 power bonus to AC and Reflex against attacks triggered by his movement.	
STANDARD ACTIONS	
<b>m Rapier (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d6 + 13 damage, or 3d6 + 23 against a prone target.	
<b>M Backhand • At-Will</b>	
Attack: Melee 1 (one creature); +18 vs. Reflex	
Hit: 3d6 + 8 damage. If the attack roll was even, the target falls prone. If the attack roll was odd, the target grants combat advantage (save ends).	
<b>M Fist and Pommel (weapon) • Recharge</b> when first bloodied	
Effect: The duelist uses <i>backhand</i> and then <i>rapier</i> . He can shift up to 2 squares before, in between, and after the attacks. If both attacks hit the same target, that target is dazed (save ends).	
<b>M Quick Temper • Recharge</b> when an enemy the duelist can see uses an action point	
Effect: The duelist shifts up to his speed and uses <i>backhand</i> .	
TRIGGERED ACTIONS	
<b>Cunning Strategist • Encounter</b>	
Trigger: An ally the duelist can see and who can hear the duelist misses with an attack roll.	
Effect (Immediate Interrupt): The triggering ally rerolls the triggering attack roll and uses the better result.	
<b>Skills</b> Acrobatics +19, Bluff +18, Diplomacy +18, Insight +16	
<b>Str</b> 20 (+12)	<b>Dex</b> 24 (+14) <b>Wis</b> 19 (+11)
<b>Con</b> 18 (+11)	<b>Int</b> 19 (+11) <b>Cha</b> 22 (+13)
<b>Alignment</b> evil	<b>Languages</b> Common
<b>Equipment</b> leather armor, rapier	

Shade Enclave Ravenspeaker	Level 15 Artillery
Medium shadow humanoid, human	XP 1200
HP 114; Bloodied 57	Initiative +7
AC 29, Fortitude 26, Reflex 27, Will 28	Perception +13
Speed 6	Darkvision
TRAITS	
<b>Furious Flock</b>	
The ravenspeaker can score a critical hit on a roll of 19-20 against an enemy that has one or more of the ravenspeaker's allies adjacent to it.	
STANDARD ACTIONS	
<b>m Morningstar (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 2d10 + 11 damage.	
<b>r Midwinter Wind (cold, necrotic) • At-Will</b>	
Attack: Ranged 10 (one creature); +20 vs. Reflex	
Hit: 2d12 + 11 cold and necrotic damage, and the ravenspeaker can slide the target 1 square.	
<b>A Swirling Ravens (zone) • Encounter</b>	
Attack: Area burst 2 within 10 (enemies in the burst); +20 vs. Fortitude	
Hit: 3d8 + 13 damage.	
Miss: Half damage.	
Effect: The burst creates a zone that lasts until the end of the ravenspeaker's next turn. Enemies in the zone are slowed and take a -5 penalty to attack rolls against creatures not adjacent to them.	
Sustain Minor: The zone persists until the end of the ravenspeaker's next turn, and the ravenspeaker can move the center of the zone up to 3 squares.	
TRIGGERED ACTIONS	
<b>Unkind Flight (polymorph) • Encounter</b>	
Requirement: The ravenspeaker must be bloodied.	
Trigger: The ravenspeaker is damaged by a melee attack.	
Effect (Immediate Reaction): The ravenspeaker assumes the form of a flock of swirling ravens and flies up to 8 squares. While in this form, the ravenspeaker is insubstantial and can move through enemies' spaces. Each time the ravenspeaker enters an enemy's space during this movement, that enemy takes ongoing 10 damage (save ends). The form ends at the end of this movement.	
<b>Skills</b> Arcana +17, Nature +17	
<b>Str</b> 12 (+8)	<b>Dex</b> 10 (+7) <b>Wis</b> 23 (+13)
<b>Con</b> 18 (+11)	<b>Int</b> 20 (+12) <b>Cha</b> 12 (+8)
<b>Alignment</b> evil	<b>Languages</b> Common
<b>Equipment</b> robes, morningstar	

## ENCOUNTER 3: DEFEND SAKKORS (AL 16)

Shade Enclave Dragon	Level 18 Elite Brute
Huge shadow magical beast (dragon)	XP 4000
HP 426; Bloodied 213	Initiative +11
AC 32, Fortitude 31, Reflex 30, Will 30	Perception +17
Speed 8, fly 8	Darkvision
Resist 10 necrotic	
Saving Throws +2; Action Points 1	
TRAITS	
Action Recovery	
Whenever the dragon ends its turn, any dazing, stunning, or dominating effect on it ends.	
Instinctive Rampage	
On an initiative of 10 + its initiative check, the dragon can use a free action to move up to its speed, to charge, or to use bite or claw. If the dragon cannot take a free action due to a dazing, dominating, or stunning effect, then that effect ends instead of the dragon taking the action.	
Savage Blood	
While bloodied, the dragon scores critical hits on a roll of 17-20.	
STANDARD ACTIONS	
<b>m Bite (necrotic) • At-Will</b>	
Attack: Melee 3 (one creature); +23 vs. AC	
Hit: 4d6 + 14 damage and ongoing 10 necrotic damage (save ends).	
Miss: Half damage.	
<b>M Claw • At-Will</b>	
Attack: Melee 3 (one creature); +23 vs. AC	
Hit: 4d6 + 19 damage.	
<b>M Dragon's Fury • At-Will</b>	
Effect: The dragon uses claw twice.	
<b>R Shadow Tomb (necrotic) • Recharge</b> when first bloodied	
Attack: Ranged 10 (one creature); +21 vs. Reflex	
Hit: The target is stunned, cannot be pulled, pushed, or slid, and takes ongoing 30 necrotic damage (save ends all).	
Aftereffect: The target is weakened and takes ongoing 15 necrotic damage (save ends both).	
<b>C Breath Weapon (necrotic) • Encounter</b>	
Attack: Close blast 5 (creatures in the blast); +21 vs. Reflex	
Hit: 3d8 + 6 necrotic damage, and ongoing 10 necrotic damage (save ends).	
Miss: Half damage, and ongoing 5 necrotic damage (save ends).	

TRIGGERED ACTIONS
<b>M Tail Slap • At-Will</b>
Trigger: An enemy hits the dragon while flanking it.
Attack (Opportunity Action): Melee 3 (the triggering enemy); +21 vs. Fortitude
Hit: 3d6 + 9 damage, and the dragon pushes the enemy up to 5 squares.
<b>M Tail Sweep • At-Will</b>
Trigger: An enemy misses the dragon with a melee attack.
Attack (Opportunity Action): Melee 3 (the triggering enemy); +21 vs. Reflex
Hit: 3d6 + 9 damage, and the target falls prone. In addition, each enemy adjacent to the target takes 10 damage.
<b>Bloodied Breath • Encounter</b>
Trigger: The dragon is first bloodied.
Effect (Free Action): Breath weapon recharges, and the dragon uses it.
<b>Skills Athletics +20</b>
Str 22 (+15)      Dex 14 (+11)      Wis 16 (+12)
Con 23 (+15)      Int 13 (+10)      Cha 13 (+10)
Alignment evil      Languages Common, Draconic

Shade Enclave Defender	Level 18 Soldier
Medium shadow humanoid, human	XP 2000
HP 171; Bloodied 85	Initiative +14
AC 34, Fortitude 29, Reflex 29, Will 31	Perception +17
Speed 6	Darkvision
STANDARD ACTIONS	
<b>m Scourge (weapon) • At-Will</b>	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 3d8 + 13 damage.	
Effect: The target is marked until the end of the defender's next turn.	
<b>M Ensnares Lash (weapon) • At-Will</b>	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 3d8 + 13 damage, and the target is grabbed (escape DC 23). Until the grab ends, the target takes ongoing 15 damage. The grab ends automatically if the defender uses this power again.	
TRIGGERED ACTIONS	
<b>M Retributive Flogging • At-Will</b>	
Trigger: An enemy within 2 squares of the defender and marked by it deals damage to one of the defender's allies.	
Effect (Immediate Reaction): The defender makes a melee basic attack against the triggering enemy.	
Str 18 (+13)      Dex 17 (+12)      Wis 16 (+12)	
Con 19 (+13)      Int 19 (+13)      Cha 22 (+15)	
Alignment evil      Languages Common	
Equipment chainmail, scourge	



## ENCOUNTER 3: DEFEND SAKKORS (AL 16 CONTINUED)

Shade Enclave Duelist	Level 17 Skirmisher
Medium shadow humanoid, human	XP 1600
HP 162; Bloodied 81	Initiative +17
AC 31, Fortitude 28, Reflex 30, Will 30	Perception +12
Speed 6	Darkvision
TRAITS	
<b>Perfect Duelist</b>	
The duelist gains a +4 power bonus to AC and Reflex against attacks triggered by his movement.	
STANDARD ACTIONS	
<b>m Rapier (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d8 + 12 damage, or 3d8 + 22 against a prone target.	
<b>M Backhand • At-Will</b>	
Attack: Melee 1 (one creature); +20 vs. Reflex	
Hit: 3d8 + 7 damage. If the attack roll was even, the target falls prone. If the attack roll was odd, the target grants combat advantage (save ends).	
<b>M Fist and Pommel (weapon) • Recharge</b> when first bloodied	
Effect: The duelist uses <i>backhand</i> and then <i>rapier</i> . He can shift up to 2 squares before, in between, and after the attacks. If both attacks hit the same target, that target is dazed (save ends).	
<b>M Quick Temper • Recharge</b> when an enemy the duelist can see uses an action point	
Effect: The duelist shifts up to his speed and uses <i>backhand</i> .	
TRIGGERED ACTIONS	
<b>Cunning Strategist • Encounter</b>	
Trigger: An ally the duelist can see and who can hear the duelist misses with an attack roll.	
Effect (Immediate Interrupt): The triggering ally rerolls the triggering attack roll and uses the better result.	
<b>Skills</b> Acrobatics +20, Bluff +19, Diplomacy +19, Insight +17	
<b>Str</b> 20 (+13)	<b>Dex</b> 24 (+15)
<b>Con</b> 18 (+12)	<b>Int</b> 19 (+12)
	<b>Wis</b> 19 (+12)
	<b>Cha</b> 22 (+14)
<b>Alignment</b> evil	<b>Languages</b> Common
<b>Equipment</b> leather armor, rapier	

Shade Enclave Ravenspeaker	Level 17 Artillery
Medium shadow humanoid, human	XP 1600
HP 126; Bloodied 63	Initiative +8
AC 31, Fortitude 28, Reflex 29, Will 30	Perception +14
Speed 6	Darkvision
TRAITS	
<b>Furious Flock</b>	
The ravenspeaker can score a critical hit on a roll of 19-20 against an enemy that has one or more of the ravenspeaker's allies adjacent to it.	
STANDARD ACTIONS	
<b>m Morningstar (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d10 + 9 damage.	
<b>r Midwinter Wind (cold, necrotic) • At-Will</b>	
Attack: Ranged 10 (one creature); +20 vs. Reflex	
Hit: 3d12 + 7 cold and necrotic damage, and the ravenspeaker can slide the target 1 square.	
<b>A Swirling Ravens (zone) • Encounter</b>	
Attack: Area burst 2 within 10 (enemies in the burst); +20 vs. Fortitude	
Hit: 3d8 + 15 damage.	
Miss: Half damage.	
Effect: The burst creates a zone that lasts until the end of the ravenspeaker's next turn. Enemies in the zone are slowed and take a -5 penalty to attack rolls against creatures not adjacent to them.	
Sustain Minor: The zone persists until the end of the ravenspeaker's next turn, and the ravenspeaker can move the center of the zone up to 3 squares.	
TRIGGERED ACTIONS	
<b>Unkind Flight (polymorph) • Encounter</b>	
Requirement: The ravenspeaker must be bloodied.	
Trigger: The ravenspeaker is damaged by a melee attack.	
Effect (Immediate Reaction): The ravenspeaker assumes the form of a flock of swirling ravens and flies up to 8 squares. While in this form, the ravenspeaker is insubstantial and can move through enemies' spaces. Each time the ravenspeaker enters an enemy's space during this movement, that enemy takes ongoing 10 damage (save ends). The form ends at the end of this movement.	
<b>Skills</b> Arcana +18, Nature +18	
<b>Str</b> 12 (+9)	<b>Dex</b> 10 (+8)
<b>Con</b> 18 (+12)	<b>Int</b> 20 (+13)
	<b>Wis</b> 23 (+14)
	<b>Cha</b> 12 (+9)
<b>Alignment</b> evil	<b>Languages</b> Common
<b>Equipment</b> robes, morningstar	

## ENCOUNTER 3: DEFEND SAKKORS (AL 18)

Shade Enclave Dragon	Level 20 Elite Brute
Huge shadow magical beast (dragon)	XP 5600
HP 466; Bloodied 233	Initiative +12
AC 34, Fortitude 33, Reflex 32, Will 32	Perception +18
Speed 8, fly 8	Darkvision
Resist 10 necrotic	
Saving Throws +2; Action Points 1	
TRAITS	
Action Recovery	
Whenever the dragon ends its turn, any dazing, stunning, or dominating effect on it ends.	
Instinctive Rampage	
On an initiative of 10 + its initiative check, the dragon can use a free action to move up to its speed, to charge, or to use bite or claw. If the dragon cannot take a free action due to a dazing, dominating, or stunning effect, then that effect ends instead of the dragon taking the action.	
Savage Blood	
While bloodied, the dragon scores critical hits on a roll of 17-20.	
STANDARD ACTIONS	
<b>m Bite (necrotic) • At-Will</b>	
Attack: Melee 3 (one creature); +25 vs. AC	
Hit: 4d8 + 12 damage and ongoing 15 necrotic damage (save ends).	
Miss: Half damage.	
<b>M Claw • At-Will</b>	
Attack: Melee 3 (one creature); +25 vs. AC	
Hit: 4d8 + 17 damage.	
<b>M Dragon's Fury • At-Will</b>	
Effect: The dragon uses claw twice.	
<b>R Shadow Tomb (necrotic) • Recharge</b> when first bloodied	
Attack: Ranged 10 (one creature); +23 vs. Reflex	
Hit: The target is stunned, cannot be pulled, pushed, or slid, and takes ongoing 40 necrotic damage (save ends all).	
Aftereffect: The target is weakened and takes ongoing 20 necrotic damage (save ends both).	
<b>C Breath Weapon (necrotic) • Encounter</b>	
Attack: Close blast 5 (creatures in the blast); +23 vs. Reflex	
Hit: 3d8 + 8 necrotic damage, and ongoing 15 necrotic damage (save ends).	
Miss: Half damage, and ongoing 10 necrotic damage (save ends).	

TRIGGERED ACTIONS
<b>M Tail Slap • At-Will</b>
Trigger: An enemy hits the dragon while flanking it.
Attack (Opportunity Action): Melee 3 (the triggering enemy); +23 vs. Fortitude
Hit: 3d8 + 9 damage, and the dragon pushes the enemy up to 5 squares.
<b>M Tail Sweep • At-Will</b>
Trigger: An enemy misses the dragon with a melee attack.
Attack (Opportunity Action): Melee 3 (the triggering enemy); +23 vs. Reflex
Hit: 3d8 + 9 damage, and the target falls prone. In addition, each enemy adjacent to the target takes 12 damage.
<b>Bloodied Breath • Encounter</b>
Trigger: The dragon is first bloodied.
Effect (Free Action): Breath weapon recharges, and the dragon uses it.
Skills Athletics +21
Str 22 (+16)      Dex 14 (+12)      Wis 16 (+13)
Con 23 (+16)      Int 13 (+11)      Cha 13 (+11)
Alignment evil      Languages Common, Draconic

Shade Enclave Defender	Level 20 Soldier
Medium shadow humanoid, human	XP 2800
HP 187; Bloodied 93	Initiative +15
AC 36, Fortitude 31, Reflex 31, Will 33	Perception +16
Speed 6	Darkvision
STANDARD ACTIONS	
<b>m Scourge (weapon) • At-Will</b>	
Attack: Melee 2 (one creature); +25 vs. AC	
Hit: 3d8 + 15 damage.	
Effect: The target is marked until the end of the defender's next turn.	
<b>M Ensnaing Lash (weapon) • At-Will</b>	
Attack: Melee 2 (one creature); +25 vs. AC	
Hit: 3d8 + 15 damage, and the target is grabbed (escape DC 24). Until the grab ends, the target takes ongoing 20 damage. The grab ends automatically if the defender uses this power again.	
TRIGGERED ACTIONS	
<b>M Retributive Flogging • At-Will</b>	
Trigger: An enemy within 2 squares of the defender and marked by it deals damage to one of the defender's allies.	
Effect (Immediate Reaction): The defender makes a melee basic attack against the triggering enemy.	
Str 18 (+14)      Dex 17 (+13)      Wis 16 (+13)	
Con 19 (+14)      Int 19 (+14)      Cha 22 (+16)	
Alignment evil      Languages Common	
Equipment chainmail, scourge	



## ENCOUNTER 3: DEFEND SAKKORS (AL 18 CONTINUED)

Shade Enclave Duelist	Level 19 Skirmisher
Medium shadow humanoid, human	XP 2400
HP 178; Bloodied 89	Initiative +18
AC 33, Fortitude 30, Reflex 32, Will 32	Perception +13
Speed 6	Darkvision
TRAITS	
<b>Perfect Duelist</b>	
The duelist gains a +4 power bonus to AC and Reflex against attacks triggered by his movement.	
STANDARD ACTIONS	
<b>m Rapier (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 3d8 + 14 damage, or 3d8 + 24 against a prone target.	
<b>M Backhand • At-Will</b>	
Attack: Melee 1 (one creature); +22 vs. Reflex	
Hit: 3d8 + 9 damage. If the attack roll was even, the target falls prone. If the attack roll was odd, the target grants combat advantage (save ends).	
<b>M Fist and Pommel (weapon) • Recharge</b> when first bloodied	
Effect: The duelist uses <i>backhand</i> and then <i>rapier</i> . He can shift up to 2 squares before, in between, and after the attacks. If both attacks hit the same target, that target is dazed (save ends).	
<b>M Quick Temper • Recharge</b> when an enemy the duelist can see uses an action point	
Effect: The duelist shifts up to his speed and uses <i>backhand</i> .	
TRIGGERED ACTIONS	
<b>Cunning Strategist • Encounter</b>	
Trigger: An ally the duelist can see and who can hear the duelist misses with an attack roll.	
Effect (Immediate Interrupt): The triggering ally rerolls the triggering attack roll and uses the better result.	
Skills Acrobatics +21, Bluff +20, Diplomacy +20, Insight +18	
Str 20 (+14)	Dex 24 (+16) Wis 19 (+13)
Con 18 (+13)	Int 19 (+13) Cha 22 (+15)
Alignment evil	Languages Common
Equipment leather armor, rapier	

Shade Enclave Ravenspeaker	Level 19 Artillery
Medium shadow humanoid, human	XP 2400
HP 138; Bloodied 69	Initiative +9
AC 33, Fortitude 30, Reflex 31, Will 32	Perception +15
Speed 6	Darkvision
TRAITS	
<b>Furious Flock</b>	
The ravenspeaker can score a critical hit on a roll of 19-20 against an enemy that has one or more of the ravenspeaker's allies adjacent to it.	
STANDARD ACTIONS	
<b>m Morningstar (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 3d10 + 11 damage.	
<b>r Midwinter Wind (cold, necrotic) • At-Will</b>	
Attack: Ranged 10 (one creature); +22 vs. Reflex	
Hit: 3d12 + 9 cold and necrotic damage, and the ravenspeaker can slide the target 1 square.	
<b>A Swirling Ravens (zone) • Encounter</b>	
Attack: Area burst 2 within 10 (enemies in the burst); +22 vs. Fortitude	
Hit: 4d6 + 16 damage.	
Miss: Half damage.	
Effect: The burst creates a zone that lasts until the end of the ravenspeaker's next turn. Enemies in the zone are slowed and take a -5 penalty to attack rolls against creatures not adjacent to them.	
Sustain Minor: The zone persists until the end of the ravenspeaker's next turn, and the ravenspeaker can move the center of the zone up to 3 squares.	
TRIGGERED ACTIONS	
<b>Unkind Flight (polymorph) • Encounter</b>	
Requirement: The ravenspeaker must be bloodied.	
Trigger: The ravenspeaker is damaged by a melee attack.	
Effect (Immediate Reaction): The ravenspeaker assumes the form of a flock of swirling ravens and flies up to 8 squares. While in this form, the ravenspeaker is insubstantial and can move through enemies' spaces. Each time the ravenspeaker enters an enemy's space during this movement, that enemy takes ongoing 10 damage (save ends). The form ends at the end of this movement.	
Skills Arcana +19, Nature +19	
Str 12 (+10)	Dex 10 (+9) Wis 23 (+15)
Con 18 (+13)	Int 20 (+14) Cha 12 (+10)
Alignment evil	Languages Common
Equipment robes, morningstar	

## ENCOUNTER 3: DEFEND SAKKORS (AL 20)

Shade Enclave Dragon	Level 22 Elite Brute
Huge shadow magical beast (dragon)	XP 8300
HP 506; Bloodied 253	Initiative +13
AC 36, Fortitude 35, Reflex 34, Will 34	Perception +19
Speed 8, fly 8	Darkvision
Resist 15 necrotic	
Saving Throws +2; Action Points 1	
TRAITS	
Action Recovery	
Whenever the dragon ends its turn, any dazing, stunning, or dominating effect on it ends.	
Deadly Necrosis	
The dragon's attacks ignore the first 5 points of a target's necrotic resistance.	
Instinctive Rampage	
On an initiative of 10 + its initiative check, the dragon can use a free action to move up to its speed, to charge, or to use bite or claw. If the dragon cannot take a free action due to a dazing, dominating, or stunning effect, then that effect ends instead of the dragon taking the action.	
Savage Blood	
While bloodied, the dragon scores critical hits on a roll of 17-20.	
STANDARD ACTIONS	
<b>m Bite (necrotic) • At-Will</b>	
Attack: Melee 3 (one creature); +27 vs. AC	
Hit: 4d8 + 15 damage and ongoing 15 necrotic damage (save ends).	
Miss: Half damage.	
<b>M Claw • At-Will</b>	
Attack: Melee 3 (one creature); +27 vs. AC	
Hit: 4d8 + 20 damage.	
<b>M Dragon's Fury • At-Will</b>	
Effect: The dragon uses claw twice.	
<b>R Shadow Tomb (necrotic) • Recharge</b> when first bloodied	
Attack: Ranged 10 (one creature); +25 vs. Reflex	
Hit: The target is stunned, cannot be pulled, pushed, or slid, and takes ongoing 50 necrotic damage (save ends all).	
Afterside: The target is weakened and takes ongoing 25 necrotic damage (save ends both).	
<b>C Breath Weapon (necrotic) • Encounter</b>	
Attack: Close blast 5 (creatures in the blast); +25 vs. Reflex	
Hit: 3d8 + 10 necrotic damage, and ongoing 15 necrotic damage (save ends).	
Miss: Half damage, and ongoing 10 necrotic damage (save ends).	

TRIGGERED ACTIONS
<b>M Tail Slap • At-Will</b>
Trigger: An enemy hits the dragon while flanking it.
Attack (Opportunity Action): Melee 3 (the triggering enemy); +25 vs. Fortitude
Hit: 3d8 + 15 damage, and the dragon pushes the enemy up to 5 squares.
<b>M Tail Sweep • At-Will</b>
Trigger: An enemy misses the dragon with a melee attack.
Attack (Opportunity Action): Melee 3 (the triggering enemy); +25 vs. Reflex
Hit: 3d8 + 15 damage, and the target falls prone. In addition, each enemy adjacent to the target takes 15 damage.
<b>Bloodied Breath • Encounter</b>
Trigger: The dragon is first bloodied.
Effect (Free Action): Breath weapon recharges, and the dragon uses it.
<b>Skills Athletics +22</b>
Str 22 (+17)      Dex 14 (+13)      Wis 16 (+14)
Con 23 (+17)      Int 13 (+12)      Cha 13 (+12)
Alignment evil      Languages Common, Draconic

Shade Enclave Defender	Level 22 Soldier
Medium shadow humanoid, human	XP 4150
HP 203; Bloodied 101	Initiative +16
AC 38, Fortitude 33, Reflex 33, Will 35	Perception +17
Speed 6	Darkvision
STANDARD ACTIONS	
<b>m Scourge (weapon) • At-Will</b>	
Attack: Melee 2 (one creature); +27 vs. AC	
Hit: 4d6 + 16 damage.	
Effect: The target is marked until the end of the defender's next turn.	
<b>M Ensnaing Lash (weapon) • At-Will</b>	
Attack: Melee 2 (one creature); +27 vs. AC	
Hit: 4d6 + 16 damage, and the target is grabbed (escape DC 25). Until the grab ends, the target takes ongoing 25 damage. The grab ends automatically if the defender uses this power again.	
TRIGGERED ACTIONS	
<b>M Retributive Flogging • At-Will</b>	
Trigger: An enemy within 2 squares of the defender and marked by it deals damage to one of the defender's allies.	
Effect (Immediate Reaction): The defender makes a melee basic attack against the triggering enemy.	
Str 18 (+15)      Dex 17 (+14)      Wis 16 (+14)	
Con 19 (+15)      Int 19 (+15)      Cha 22 (+17)	
Alignment evil      Languages Common	
Equipment chainmail, scourge	

## ENCOUNTER 3: DEFEND SAKKORS (AL 20 CONTINUED)

Shade Enclave Duelist	Level 22 Skirmisher
Medium shadow humanoid, human	XP 4150
HP 202; Bloodied 101	Initiative +20
AC 36, Fortitude 33, Reflex 35, Will 35	Perception +15
Speed 6	Darkvision
TRAITS	
<b>Perfect Duelist</b>	
The duelist gains a +4 power bonus to AC and Reflex against attacks triggered by his movement.	
<b>Precise Strike</b>	
The duelist scores critical hits on a roll of 19-20.	
STANDARD ACTIONS	
<b>m Rapier (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 4d6 + 16 damage, or 4d6 + 30 against a prone target.	
<b>M Backhand • At-Will</b>	
Attack: Melee 1 (one creature); +25 vs. Reflex	
Hit: 4d6 + 16 damage. If the attack roll was even, the target falls prone. If the attack roll was odd, the target grants combat advantage (save ends).	
<b>M Fist and Pommel (weapon) • Recharge</b> when first bloodied	
Effect: The duelist uses <i>backhand</i> and then <i>rapier</i> . He can shift up to 2 squares before, in between, and after the attacks. If both attacks hit the same target, that target is dazed (save ends).	
<b>M Quick Temper • Recharge</b> when an enemy the duelist can see uses an action point	
Effect: The duelist shifts up to his speed and uses <i>backhand</i> .	
TRIGGERED ACTIONS	
<b>Cunning Strategist • Encounter</b>	
Trigger: An ally the duelist can see and who can hear the duelist misses with an attack roll.	
Effect (Immediate Interrupt): The triggering ally rerolls the triggering attack roll and uses the better result.	
<b>Skills</b> Acrobatics +23, Bluff +22, Diplomacy +22, Insight +20	
<b>Str</b> 20 (+16) <b>Dex</b> 24 (+18) <b>Wis</b> 19 (+15)	
<b>Con</b> 18 (+15) <b>Int</b> 19 (+15) <b>Cha</b> 22 (+17)	
<b>Alignment</b> evil	<b>Languages</b> Common
<b>Equipment</b> leather armor, rapier	

Shade Enclave Ravenspeaker	Level 22 Artillery
Medium shadow humanoid, human	XP 4150
HP 156; Bloodied 78	Initiative +11
AC 36, Fortitude 33, Reflex 34, Will 35	Perception +17
Speed 6	Darkvision
TRAITS	
<b>Furious Flock</b>	
The ravenspeaker can score a critical hit on a roll of 18-20 against an enemy that has one or more of the ravenspeaker's allies adjacent to it.	
STANDARD ACTIONS	
<b>m Morningstar (weapon) • At-Will</b>	
Attack: Melee 1 (one creature); +27 vs. AC	
Hit: 3d10 + 14 damage.	
<b>r Midwinter Wind (cold, necrotic) • At-Will</b>	
Attack: Ranged 10 (one creature); +25 vs. Reflex	
Hit: 3d12 + 12 cold and necrotic damage, and the ravenspeaker can slide the target 1 square.	
<b>A Swirling Ravens (zone) • Encounter</b>	
Attack: Area burst 2 within 10 (enemies in the burst); +25 vs. Fortitude	
Hit: 4d6 + 19 damage.	
Miss: Half damage.	
Effect: The burst creates a zone that lasts until the end of the ravenspeaker's next turn. Enemies in the zone are slowed and take a -5 penalty to attack rolls against creatures not adjacent to them.	
<b>Sustain Minor:</b> The zone persists until the end of the ravenspeaker's next turn, and the ravenspeaker can move the center of the zone up to 3 squares.	
TRIGGERED ACTIONS	
<b>Unkind Flight (polymorph) • Encounter</b>	
Requirement: The ravenspeaker must be bloodied.	
Trigger: The ravenspeaker is damaged by a melee attack.	
Effect (Immediate Reaction): The ravenspeaker assumes the form of a flock of swirling ravens and flies up to 8 squares. While in this form, the ravenspeaker is insubstantial and can move through enemies' spaces. Each time the ravenspeaker enters an enemy's space during this movement, that enemy takes ongoing 10 damage (save ends). The form ends at the end of this movement.	
<b>Skills</b> Arcana +21, Nature +21	
<b>Str</b> 12 (+12) <b>Dex</b> 10 (+11) <b>Wis</b> 23 (+17)	
<b>Con</b> 18 (+15) <b>Int</b> 20 (+16) <b>Cha</b> 12 (+12)	
<b>Alignment</b> evil	<b>Languages</b> Common
<b>Equipment</b> robes, morningstar	

## ENCOUNTER 4: FIND THE CONTROL ROOM

### TREASURE

There is no treasure in this encounter.

### SKILL CHALLENGE

With the initial assault turned aside, the volunteer garrison on Sakkors seals up the city's innermost defenses and prepares to fight a holding action. The goal is not to defeat the Netherese army in a pitched battle, simply to keep the Netherese from reaching the control room of Sakkors long enough for the PCs to find and destroy the control room of Shade Enclave.

#### **Boxed text**

Sakkors crashes into Shade Enclave with a thunderous clash and a grinding of metal and stone. The PCs make their way into Shade Enclave and must complete a skill challenge to locate the control room and break the magical wards protecting its entrance. Obviously, they need to do this while drawing as little attention to themselves as possible, because if they get into a pitched battle with the defenders of Shade Enclave, they will be overwhelmed.

#### **Boxed text**

**Skill challenge** for the PCs to get onto Shade Enclave undetected, make their way through the city undetected, find the control room, and get into the control room (opening the door requires solving a puzzle).

#### **Boxed text**

## UNLOCKING THE CONTROL ROOM

Getting into the control room requires solving a puzzle.

#### **Boxed text**

Instructions for how to run the puzzle.

## ENDING THE ENCOUNTER

Once the PCs reach the control room and start working on the puzzle, they must be standing on the ramp outside the tower. Go ahead and put out the battle map for Encounter 5 and have them set up anywhere along the ramp outside the main tower. The combat doesn't actually begin until they enter the control room, however.

### MILESTONE

This encounter does not count toward a milestone.

## ENCOUNTER 5: KILL SHADE ENCLAVE

### COMBAT (EL = AL + 3)

The PCs have reached the heart of Shade Enclave (literally as well as figuratively). They must enter the control room and kill the flying citadel by destroying its core and its eye. Only then will Sakkors be able to drive both itself and Shade Enclave into the ground.

### CREATURES

**AL 12 (6100 XP):**

**Core of Shade Enclave (level 13 solo)**

**Eye of Shade Enclave (level 12 elite)**

**6 Spawn of Shade Enclave (level 12 minions)**

**AL 14 (8000 XP):**

**Core of Shade Enclave (level 14 solo)**

**Eye of Shade Enclave (level 14 elite)**

**6 Spawn of Shade Enclave (level 14 minions)**

**AL 16 (12,200 XP):**

**Core of Shade Enclave (level 17 solo)**

**Eye of Shade Enclave (level 16 elite)**

**6 Spawn of Shade Enclave (level 16 minions)**

**AL 18 (16,000 XP):**

**Core of Shade Enclave (level 18 solo)**

**Eye of Shade Enclave (level 18 elite)**

**6 Spawn of Shade Enclave (level 18 minions)**

**AL 20 (25,600 XP):**

**Core of Shade Enclave (level 21 solo)**

**Eye of Shade Enclave (level 21 elite)**

**6 Spawn of Shade Enclave (level 21 minion)**

### SCALING THE ENCOUNTER

**Four PCs:** Reduce the Eye of Shade Enclave's hit points by 50% (this does not make the Eye easier to kill immediately, due to the *soul link* ability that it shares with the Core, but it makes the encounter easier by approximately one creature's worth of hit points).

Also consider lowering the maximum number of Spawn that can be on the map from 6 to 5 (or even to 4 if the party is on the low end of the level range for the AL or has demonstrated low damage output).

Lowering the number of Spawn is a double-edged sword; although it means fewer creatures for the PCs to deal with, the Core takes damage every time it creates more of them, so if the maximum is lower, that reduces the amount of damage the Core can deal to itself every round.

**Six PCs:** Increase the Eye of Shade Enclave's hit points by 50% (same rationale as the 4-player scaling, in reverse).

If the party is on the high end of the level range for the AL, consider reducing the amount of damage that the Core deals to itself from 8 to 4 per spawn (or remove the damage entirely if the party has already demonstrated very high damage output).

If 6 spawn (plus the Eye and the Core, which are effectively a single creature for purposes of damage) isn't enough to sufficiently threaten the party, consider increasing the maximum number that can be on the map to 8 or even 10. You may wish to combine this change with lowering the damage that the Core takes per spawn it creates, however, or else it might burn up the shared pool of hit points very quickly if the PCs are killing 6-8 spawn per round and also inflicting heavy damage on the Core and/or the Eye.

### ENDING THE ENCOUNTER

The PCs must kill the core (it cannot be reasoned with the way Sakkors was) and then barricade themselves inside the control room to ensure that the Netherese cannot do anything to stop Shade Enclave's fall. (If the PCs chicken out at this point and teleport or fly away instead of riding Shade Enclave to its final death, the Netherese are able to minimize their losses, although the flying citadel is still grounded.)

### MILESTONE

This encounter counts toward a milestone.

### TREASURE

There is no treasure in this encounter. (There probably ought to be something cool in the control room, but I haven't thought of it yet, and anyway if the PCs are doing what they signed up to do, they won't be taking it with them.)

## ENCOUNTER 5: KILL SHADE ENCLAVE (AL 12)

Core of Shade Enclave	Level 13 Solo Controller
Large shadow magical beast	XP 4000
HP 556; Bloodied 278	Initiative +12
AC 27, Fortitude 26, Reflex 24, Will 24	Perception +11
Speed 6; phasing	Darkvision, tremorsense 10
Immune dominated; Resist 10 acid	
Saving Throws +5; Action Points 2	
TRAITS	
<b>One with the Enclave</b>	
The core cannot leave the tower, and it is immune to any effect that would remove it from play or transport it outside the tower.	
<b>Soul Link</b>	
At the start of the encounter, the core and the eye combine their hit points into one sum. Damage to either creature deducts from that total. When that total is reduced to 0, both creatures are destroyed simultaneously.	
<b>Threatening Reach</b>	
The core can make opportunity attacks against any creature within 3 squares of it.	
<b>Undaunted</b>	
If the core is stunned, it is dazed instead.	
STANDARD ACTIONS	
<b>m Slam • At-Will</b>	
Attack: Melee 3 (one creature); +18 vs. AC	
Hit: 3d8 + 14 damage.	
Effect: The core slides the target up to 3 squares.	
<b>M Grab • At-Will</b>	
Attack: Melee 3 (one, two, or three creatures); +16 vs. Reflex	
Hit: 3d8 + 14 damage, and the target is grabbed (escape DC 20).	
MINOR ACTIONS	
<b>C Rippling Architecture • Recharge</b> when first bloodied	
Attack: Close burst 5 (enemies in the burst); +16 vs. Reflex	
Hit: 2d8 + 6 damage, the target is forced to the ground if it is flying, the target falls prone, and the target loses its fly speed and is slowed (save ends both).	
FREE ACTIONS	
<b>M Maw of Doom (acid) • At-Will</b> 1/round	
Requirement: It must be the core's turn.	
Attack: Melee 3 (one creature grabbed by the core); +16 vs. Fortitude	
Hit: The core slides the target up to 3 squares to a square adjacent to itself or to a wall of the tower. The target then takes 3d6 + 11 acid damage.	
<b>The Walls are Alive • At-Will</b> 1/round	
Requirement: It must be the core's turn and there must be fewer than six spawns of Shade Enclave on the map.	
Effect: The core creates one or more spawns in unoccupied squares anywhere within the tower. There can never be more than six spawns on the map. The core takes 8 damage for each spawn it creates.	
Skills Bluff +17, Stealth +17	
Str 25 (+13) Dex 22 (+12) Wis 21 (+11)	
Con 27 (+14) Int 20 (+11) Cha 22 (+12)	
Alignment unaligned	Languages telepathy 20

Eye of Shade Enclave	Level 12 Elite Lurker
Large shadow magical beast	XP 1400
HP 194; Bloodied 97	Initiative +16
AC 26, Fortitude 24, Reflex 25, Will 24	Perception +15
Speed 0, fly 6 (hover)	Darkvision
Immune dominated	
Saving Throws +2; Action Points 1	
TRAITS	
<b>All-Around Vision</b>	
Enemies can't gain combat advantage by flanking the eye.	
<b>Combat Advantage</b>	
The eye deals 2d6 extra damage against creatures granting combat advantage to it.	
<b>One with the Enclave</b>	
The eye cannot leave the tower, and it is immune to any effect that would remove it from play or transport it outside the tower.	
<b>Soul Link</b>	
At the start of the encounter, the core and the eye combine their hit points into one sum. Damage to either creature deducts from that total. When that total is reduced to 0, both creatures are destroyed simultaneously.	
STANDARD ACTIONS	
<b>m Bite • At-Will</b>	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d6 + 10 damage.	
<b>R Eye Rays • At-Will</b>	
Effect: The eye uses one or two of the following eye rays without provoking opportunity attacks. Each ray must target a different enemy.	
<b>1 Blinding Ray (radiant)</b>	
Attack: Ranged 10 (one creature); +15 vs. Reflex	
Hit: 3d6 + 5 radiant damage, and the target is blinded until the end of its next turn.	
<b>2 Thundering Ray (thunder)</b>	
Attack: Ranged 10 (one creature); +15 vs. Fortitude	
Hit: 3d6 + 10 thunder damage, and the target is deafened until the end of its next turn.	
<b>3 Shadowbond Ray (necrotic)</b>	
Attack: Ranged 10 (one creature); +15 vs. Will	
Hit: 3d6 + 5 necrotic damage, and the target is immobilized (save ends).	
MOVE ACTIONS	
<b>Vanish into Shadow (illusion, teleportation) • Recharge</b> 4 5 6	
Effect: The eye teleports 20 squares and becomes invisible until it attacks or until the end of its next turn.	
MINOR ACTIONS	
<b>R Central Eye (fear) • At-Will</b> 1/round	
Special: This attack does not provoke opportunity attacks.	
Attack: Ranged 5 (one creature); +15 vs. Will	
Hit: The target grants combat advantage until the end of the eye's next turn.	
Skills Stealth +17	
Str 18 (+10) Dex 22 (+12) Wis 19 (+10)	
Con 19 (+10) Int 19 (+10) Cha 16 (+9)	
Alignment unaligned	Languages telepathy 20

## ENCOUNTER 5: KILL SHADE ENCLAVE (AL 12 CONTINUED)

Spawn of Shade Enclave		Level 12 Minion Lurker	
Medium shadow magical beast		XP 175	
HP 1; a missed attack roll never damages a minion.		Initiative +16	
AC 26, Fortitude 24, Reflex 25, Will 23		Perception +10	
Speed 6; see also tower phasing		Darkvision, tremorsense 5	
Resist 10 acid			
TRAITS			
Ambush			
The spawn deals 2 extra damage against creatures granting combat advantage to it, and when it charges. These bonuses stack.			
One with the Enclave			
The spawn cannot leave the tower. Any effect that would cause it to be removed from play or transport it outside the tower instead kills it.			
Tower Phasing			
The spawn can phase through the walls of the tower and through creatures that are part of the tower (the core, the eye, and other spawn of Shade Enclave), but not through other creatures.			
STANDARD ACTIONS			
m Slam • At-Will			
Attack: Melee 1 (one creature); +17 vs. AC			
Hit: 10 damage.			
Skills Stealth +17			
Str 21 (+11)		Dex 23 (+12)	
Con 19 (+10)		Int 19 (+10)	
		Wis 19 (+10)	
		Cha 16 (+9)	
Alignment unaligned		Languages --	



## ENCOUNTER 5: KILL SHADE ENCLAVE (AL 14)

Core of Shade Enclave	Level 14 Solo Controller
Large shadow magical beast	XP 5000
HP 588; Bloodied 294	Initiative +13
AC 28, Fortitude 27, Reflex 25, Will 25	Perception +12
Speed 6; phasing	Darkvision, tremorsense 10
Immune dominated; Resist 10 acid	
Saving Throws +5; Action Points 2	
TRAITS	
<b>One with the Enclave</b>	
The core cannot leave the tower, and it is immune to any effect that would remove it from play or transport it outside the tower.	
<b>Soul Link</b>	
At the start of the encounter, the core and the eye combine their hit points into one sum. Damage to either creature deducts from that total. When that total is reduced to 0, both creatures are destroyed simultaneously.	
<b>Threatening Reach</b>	
The core can make opportunity attacks against any creature within 3 squares of it.	
<b>Undaunted</b>	
If the core is stunned, it is dazed instead.	
STANDARD ACTIONS	
<b>m Slam • At-Will</b>	
Attack: Melee 3 (one creature); +19 vs. AC	
Hit: 3d8 + 15 damage.	
Effect: The core slides the target up to 3 squares.	
<b>M Grab • At-Will</b>	
Attack: Melee 3 (one, two, or three creatures); +17 vs. Reflex	
Hit: 3d8 + 15 damage, and the target is grabbed (escape DC 21).	
MINOR ACTIONS	
<b>C Rippling Architecture • Recharge</b> when first bloodied	
Attack: Close burst 5 (enemies in the burst); +17 vs. Reflex	
Hit: 2d8 + 7 damage, the target is forced to the ground if it is flying, the target falls prone, and the target loses its fly speed and is slowed (save ends both).	
FREE ACTIONS	
<b>M Maw of Doom (acid) • At-Will</b> 1/round	
Requirement: It must be the core's turn.	
Attack: Melee 3 (one creature grabbed by the core); +17 vs. Fortitude	
Hit: The core slides the target up to 3 squares to a square adjacent to itself or to a wall of the tower. The target then takes 3d6 + 12 acid damage.	
<b>The Walls are Alive • At-Will</b> 1/round	
Requirement: It must be the core's turn and there must be fewer than six spawns of Shade Enclave on the map.	
Effect: The core creates one or more spawns in unoccupied squares anywhere within the tower. There can never be more than six spawns on the map. The core takes 8 damage for each spawn it creates.	
<b>Skills</b> Bluff +18, Stealth +18	
<b>Str</b> 25 (+14)	<b>Dex</b> 22 (+13) <b>Wis</b> 21 (+12)
<b>Con</b> 27 (+15)	<b>Int</b> 20 (+12) <b>Cha</b> 22 (+13)
<b>Alignment</b> unaligned	<b>Languages</b> telepathy 20

Eye of Shade Enclave	Level 14 Elite Lurker
Large shadow magical beast	XP 2000
HP 226; Bloodied 113	Initiative +17
AC 28, Fortitude 26, Reflex 27, Will 26	Perception +16
Speed 0, fly 6 (hover)	Darkvision
Immune dominated	
Saving Throws +2; Action Points 1	
TRAITS	
<b>All-Around Vision</b>	
Enemies can't gain combat advantage by flanking the eye.	
<b>Combat Advantage</b>	
The eye deals 2d8 extra damage against creatures granting combat advantage to it.	
<b>One with the Enclave</b>	
The eye cannot leave the tower, and it is immune to any effect that would remove it from play or transport it outside the tower.	
<b>Soul Link</b>	
At the start of the encounter, the core and the eye combine their hit points into one sum. Damage to either creature deducts from that total. When that total is reduced to 0, both creatures are destroyed simultaneously.	
STANDARD ACTIONS	
<b>m Bite • At-Will</b>	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d6 + 12 damage.	
<b>R Eye Rays • At-Will</b>	
Effect: The eye uses one or two of the following eye rays without provoking opportunity attacks. Each ray must target a different enemy.	
<b>1 Blinding Ray (radiant)</b>	
Attack: Ranged 10 (one creature); +17 vs. Reflex	
Hit: 3d6 + 7 radiant damage, and the target is blinded until the end of its next turn.	
<b>2 Thundering Ray (thunder)</b>	
Attack: Ranged 10 (one creature); +17 vs. Fortitude	
Hit: 3d6 + 12 thunder damage, and the target is deafened until the end of its next turn.	
<b>3 Shadowbond Ray (necrotic)</b>	
Attack: Ranged 10 (one creature); +17 vs. Will	
Hit: 3d6 + 7 necrotic damage, and the target is immobilized (save ends).	
MOVE ACTIONS	
<b>Vanish into Shadow (illusion, teleportation) • Recharge</b> 4 5 6	
Effect: The eye teleports 20 squares and becomes invisible until it attacks or until the end of its next turn.	
MINOR ACTIONS	
<b>R Central Eye (fear) • At-Will</b> 1/round	
Special: This attack does not provoke opportunity attacks.	
Attack: Ranged 5 (one creature); +17 vs. Will	
Hit: The target grants combat advantage until the end of the eye's next turn.	
<b>Skills</b> Stealth +18	
<b>Str</b> 18 (+11)	<b>Dex</b> 22 (+13) <b>Wis</b> 19 (+11)
<b>Con</b> 19 (+11)	<b>Int</b> 19 (+11) <b>Cha</b> 16 (+10)
<b>Alignment</b> unaligned	<b>Languages</b> telepathy 20



## ENCOUNTER 5: KILL SHADE ENCLAVE (AL 14 CONTINUED)

Spawn of Shade Enclave		Level 14 Minion Lurker	
Medium shadow magical beast		XP 250	
HP 1; a missed attack roll never damages a minion.		Initiative +17	
AC 28, Fortitude 26, Reflex 27, Will 25		Perception +11	
Speed 6; see also tower phasing		Darkvision, tremorsense 5	
Resist 10 acid			
TRAITS			
Ambush			
The spawn deals 2 extra damage against creatures granting combat advantage to it, and when it charges. These bonuses stack.			
One with the Enclave			
The spawn cannot leave the tower. Any effect that would cause it to be removed from play or transport it outside the tower instead kills it.			
Tower Phasing			
The spawn can phase through the walls of the tower and through creatures that are part of the tower (the core, the eye, and other spawn of Shade Enclave), but not through other creatures.			
STANDARD ACTIONS			
m Slam • At-Will			
Attack: Melee 1 (one creature); +19 vs. AC			
Hit: 11 damage.			
Skills Stealth +18			
Str 21 (+12)	Dex 23 (+13)	Wis 19 (+11)	
Con 19 (+11)	Int 19 (+11)	Cha 16 (+10)	
Alignment unaligned		Languages --	

## ENCOUNTER 5: KILL SHADE ENCLAVE (AL 16)

Core of Shade Enclave	Level 17 Solo Controller
Large shadow magical beast	XP 8000
HP 684; Bloodied 342	Initiative +14
AC 31, Fortitude 30, Reflex 28, Will 28	Perception +13
Speed 6; phasing	Darkvision, tremorsense 10
Immune dominated; Resist 10 acid	
Saving Throws +5; Action Points 2	
TRAITS	
<b>One with the Enclave</b>	
The core cannot leave the tower, and it is immune to any effect that would remove it from play or transport it outside the tower.	
<b>Soul Link</b>	
At the start of the encounter, the core and the eye combine their hit points into one sum. Damage to either creature deducts from that total. When that total is reduced to 0, both creatures are destroyed simultaneously.	
<b>Threatening Reach</b>	
The core can make opportunity attacks against any creature within 3 squares of it.	
<b>Undaunted</b>	
If the core is stunned, it is dazed instead.	
STANDARD ACTIONS	
<b>m Slam • At-Will</b>	
Attack: Melee 3 (one creature); +22 vs. AC	
Hit: 4d6 + 18 damage.	
Effect: The core slides the target up to 3 squares.	
<b>M Grab • At-Will</b>	
Attack: Melee 3 (one, two, or three creatures); +20 vs. Reflex	
Hit: 4d6 + 18 damage, and the target is grabbed (escape DC 22).	
MINOR ACTIONS	
<b>C Rippling Architecture • Recharge</b> when first bloodied	
Attack: Close burst 5 (enemies in the burst); +20 vs. Reflex	
Hit: 3d6 + 8 damage, the target is forced to the ground if it is flying, the target falls prone, and the target loses its fly speed and is slowed (save ends both).	
FREE ACTIONS	
<b>M Maw of Doom (acid) • At-Will</b> 1/round	
Requirement: It must be the core's turn.	
Attack: Melee 3 (one creature grabbed by the core); +20 vs. Fortitude	
Hit: The core slides the target up to 3 squares to a square adjacent to itself or to a wall of the tower. The target then takes 3d8 + 12 acid damage.	
<b>The Walls are Alive • At-Will</b> 1/round	
Requirement: It must be the core's turn and there must be fewer than six spawns of Shade Enclave on the map.	
Effect: The core creates one or more spawns in unoccupied squares anywhere within the tower. There can never be more than six spawns on the map. The core takes 8 damage for each spawn it creates.	
Skills Bluff +19, Stealth +19	
Str 25 (+15)	Dex 22 (+14) Wis 21 (+13)
Con 27 (+16)	Int 20 (+13) Cha 22 (+14)
Alignment unaligned	Languages telepathy 20

Eye of Shade Enclave	Level 16 Elite Lurker
Large shadow magical beast	XP 2800
HP 258; Bloodied 129	Initiative +18
AC 30, Fortitude 28, Reflex 29, Will 28	Perception +17
Speed 0, fly 6 (hover)	Darkvision
Immune dominated	
Saving Throws +2; Action Points 1	
TRAITS	
<b>All-Around Vision</b>	
Enemies can't gain combat advantage by flanking the eye.	
<b>Combat Advantage</b>	
The eye deals 3d6 extra damage against creatures granting combat advantage to it.	
<b>One with the Enclave</b>	
The eye cannot leave the tower, and it is immune to any effect that would remove it from play or transport it outside the tower.	
<b>Soul Link</b>	
At the start of the encounter, the core and the eye combine their hit points into one sum. Damage to either creature deducts from that total. When that total is reduced to 0, both creatures are destroyed simultaneously.	
STANDARD ACTIONS	
<b>m Bite • At-Will</b>	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d8 + 11 damage.	
<b>R Eye Rays • At-Will</b>	
Effect: The eye uses one or two of the following eye rays without provoking opportunity attacks. Each ray must target a different enemy.	
<b>1 Blinding Ray (radiant)</b>	
Attack: Ranged 10 (one creature); +19 vs. Reflex	
Hit: 3d8 + 6 radiant damage, and the target is blinded until the end of its next turn.	
<b>2 Thundering Ray (thunder)</b>	
Attack: Ranged 10 (one creature); +19 vs. Fortitude	
Hit: 3d8 + 11 thunder damage, and the target is deafened until the end of its next turn.	
<b>3 Shadowbond Ray (necrotic)</b>	
Attack: Ranged 10 (one creature); +19 vs. Will	
Hit: 3d8 + 6 necrotic damage, and the target is immobilized (save ends).	
MOVE ACTIONS	
<b>Vanish into Shadow (illusion, teleportation) • Recharge</b> 4 5 6	
Effect: The eye teleports 20 squares and becomes invisible until it attacks or until the end of its next turn.	
MINOR ACTIONS	
<b>R Central Eye (fear) • At-Will</b> 1/round	
Special: This attack does not provoke opportunity attacks.	
Attack: Ranged 5 (one creature); +19 vs. Will	
Hit: The target grants combat advantage until the end of the eye's next turn.	
Skills Stealth +19	
Str 18 (+12)	Dex 22 (+14) Wis 19 (+12)
Con 19 (+12)	Int 19 (+12) Cha 16 (+11)
Alignment unaligned	Languages telepathy 20

## ENCOUNTER 5: KILL SHADE ENCLAVE (AL 16 CONTINUED)

Spawn of Shade Enclave		Level 16 Minion Lurker
Medium shadow magical beast		XP 350
HP 1; a missed attack roll never damages a minion.		Initiative +18
AC 30, Fortitude 28, Reflex 29, Will 27		Perception +12
Speed 6; see also tower phasing		Darkvision, tremorsense 5
Resist 10 acid		
TRAITS		
Ambush		
The spawn deals 2 extra damage against creatures granting combat advantage to it, and when it charges. These bonuses stack.		
One with the Enclave		
The spawn cannot leave the tower. Any effect that would cause it to be removed from play or transport it outside the tower instead kills it.		
Tower Phasing		
The spawn can phase through the walls of the tower and through creatures that are part of the tower (the core, the eye, and other spawn of Shade Enclave), but not through other creatures.		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +21 vs. AC		
Hit: 12 damage.		
Skills Stealth +19		
Str 21 (+13)	Dex 23 (+14)	Wis 19 (+12)
Con 19 (+12)	Int 19 (+12)	Cha 16 (+11)
Alignment unaligned		Languages --

## ENCOUNTER 5: KILL SHADE ENCLAVE (AL 18)

Core of Shade Enclave	Level 18 Solo Controller
Large shadow magical beast	XP 10000
HP 716; Bloodied 358	Initiative +15
AC 32, Fortitude 31, Reflex 29, Will 29	Perception +14
Speed 6; phasing	Darkvision, tremorsense 10
Immune dominated; Resist 10 acid	
Saving Throws +5; Action Points 2	
TRAITS	
<b>One with the Enclave</b>	
The core cannot leave the tower, and it is immune to any effect that would remove it from play or transport it outside the tower.	
<b>Soul Link</b>	
At the start of the encounter, the core and the eye combine their hit points into one sum. Damage to either creature deducts from that total. When that total is reduced to 0, both creatures are destroyed simultaneously.	
<b>Threatening Reach</b>	
The core can make opportunity attacks against any creature within 3 squares of it.	
<b>Undaunted</b>	
If the core is stunned, it is dazed instead.	
STANDARD ACTIONS	
<b>M Slam • At-Will</b>	
Attack: Melee 3 (one creature); +23 vs. AC	
Hit: 4d6 + 19 damage.	
Effect: The core slides the target up to 3 squares.	
<b>M Grab • At-Will</b>	
Attack: Melee 3 (one, two, or three creatures); +21 vs. Reflex	
Hit: 4d6 + 19 damage, and the target is grabbed (escape DC 23).	
MINOR ACTIONS	
<b>C Rippling Architecture • Recharge</b> when first bloodied	
Attack: Close burst 5 (enemies in the burst); +21 vs. Reflex	
Hit: 3d6 + 9 damage, the target is forced to the ground if it is flying, the target falls prone, and the target loses its fly speed and is slowed (save ends both).	
FREE ACTIONS	
<b>M Maw of Doom (acid) • At-Will</b> 1/round	
Requirement: It must be the core's turn.	
Attack: Melee 3 (one creature grabbed by the core); +21 vs. Fortitude	
Hit: The core slides the target up to 3 squares to a square adjacent to itself or to a wall of the tower. The target then takes 3d8 + 13 acid damage.	
<b>The Walls are Alive • At-Will</b> 1/round	
Requirement: It must be the core's turn and there must be fewer than six spawns of Shade Enclave on the map.	
Effect: The core creates one or more spawns in unoccupied squares anywhere within the tower. There can never be more than six spawns on the map. The core takes 8 damage for each spawn it creates.	
Skills Bluff +20, Stealth +20	
Str 25 (+16) Dex 22 (+15) Wis 21 (+14)	
Con 27 (+17) Int 20 (+14) Cha 22 (+15)	
Alignment unaligned	Languages telepathy 20

Eye of Shade Enclave	Level 18 Elite Lurker
Large shadow magical beast	XP 4000
HP 290; Bloodied 145	Initiative +19
AC 32, Fortitude 30, Reflex 31, Will 30	Perception +18
Speed 0, fly 6 (hover)	Darkvision
Immune dominated	
Saving Throws +2; Action Points 1	
TRAITS	
<b>All-Around Vision</b>	
Enemies can't gain combat advantage by flanking the eye.	
<b>Combat Advantage</b>	
The eye deals 3d8 extra damage against creatures granting combat advantage to it.	
<b>One with the Enclave</b>	
The eye cannot leave the tower, and it is immune to any effect that would remove it from play or transport it outside the tower.	
<b>Soul Link</b>	
At the start of the encounter, the core and the eye combine their hit points into one sum. Damage to either creature deducts from that total. When that total is reduced to 0, both creatures are destroyed simultaneously.	
STANDARD ACTIONS	
<b>M Bite • At-Will</b>	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d8 + 13 damage.	
<b>R Eye Rays • At-Will</b>	
Effect: The eye uses one or two of the following eye rays without provoking opportunity attacks. Each ray must target a different enemy.	
<b>1 Blinding Ray (radiant)</b>	
Attack: Ranged 10 (one creature); +21 vs. Reflex	
Hit: 3d8 + 8 radiant damage, and the target is blinded until the end of its next turn.	
<b>2 Thundering Ray (thunder)</b>	
Attack: Ranged 10 (one creature); +21 vs. Fortitude	
Hit: 3d8 + 13 thunder damage, and the target is deafened until the end of its next turn.	
<b>3 Shadowbond Ray (necrotic)</b>	
Attack: Ranged 10 (one creature); +21 vs. Will	
Hit: 3d8 + 8 necrotic damage, and the target is immobilized (save ends).	
MOVE ACTIONS	
<b>Vanish into Shadow (illusion, teleportation) • Recharge</b> 4 5 6	
Effect: The eye teleports 20 squares and becomes invisible until it attacks or until the end of its next turn.	
MINOR ACTIONS	
<b>R Central Eye (fear) • At-Will</b> 1/round	
Special: This attack does not provoke opportunity attacks.	
Attack: Ranged 5 (one creature); +21 vs. Will	
Hit: The target grants combat advantage until the end of the eye's next turn.	
Skills Stealth +20	
Str 18 (+13) Dex 22 (+15) Wis 19 (+13)	
Con 19 (+13) Int 19 (+13) Cha 16 (+12)	
Alignment unaligned	Languages telepathy 20

## ENCOUNTER 5: KILL SHADE ENCLAVE (AL 18 CONTINUED)

Spawn of Shade Enclave		Level 18 Minion Lurker	
Medium shadow magical beast		XP 500	
HP 1; a missed attack roll never damages a minion.		Initiative +19	
AC 32, Fortitude 30, Reflex 31, Will 29		Perception +13	
Speed 6; see also tower phasing		Darkvision, tremorsense 5	
Resist 10 acid			
TRAITS			
Ambush			
The spawn deals 2 extra damage against creatures granting combat advantage to it, and when it charges. These bonuses stack.			
One with the Enclave			
The spawn cannot leave the tower. Any effect that would cause it to be removed from play or transport it outside the tower instead kills it.			
Tower Phasing			
The spawn can phase through the walls of the tower and through creatures that are part of the tower (the core, the eye, and other spawn of Shade Enclave), but not through other creatures.			
STANDARD ACTIONS			
m Slam • At-Will			
Attack: Melee 1 (one creature); +23 vs. AC			
Hit: 13 damage.			
Skills Stealth +20			
Str 21 (+14)		Dex 23 (+15)	
Con 19 (+13)		Int 19 (+13)	
		Wis 19 (+13)	
		Cha 16 (+12)	
Alignment unaligned		Languages --	

## ENCOUNTER 5: KILL SHADE ENCLAVE (AL 20)

Core of Shade Enclave	Level 21 Solo Controller
Large shadow magical beast	XP 16000
HP 812; Bloodied 406	Initiative +16
AC 35, Fortitude 34, Reflex 32, Will 32	Perception +15
Speed 6; phasing	Darkvision, tremorsense 10
Immune dominated; Resist 15 acid	
Saving Throws +5; Action Points 2	
TRAITS	
<b>One with the Enclave</b>	
The core cannot leave the tower, and it is immune to any effect that would remove it from play or transport it outside the tower.	
<b>Soul Link</b>	
At the start of the encounter, the core and the eye combine their hit points into one sum. Damage to either creature deducts from that total. When that total is reduced to 0, both creatures are destroyed simultaneously.	
<b>Threatening Reach</b>	
The core can make opportunity attacks against any creature within 3 squares of it.	
<b>Undaunted</b>	
If the core is stunned, it is dazed instead.	
STANDARD ACTIONS	
<b>m Slam • At-Will</b>	
Attack: Melee 3 (one creature); +26 vs. AC	
Hit: 4d8 + 18 damage.	
Effect: The core slides the target up to 3 squares.	
<b>M Grab • At-Will</b>	
Attack: Melee 3 (one, two, or three creatures); +24 vs. Reflex	
Hit: 4d8 + 18 damage, and the target is grabbed (escape DC 25).	
MINOR ACTIONS	
<b>C Rippling Architecture • Recharge</b> when first bloodied	
Attack: Close burst 5 (enemies in the burst); +24 vs. Reflex	
Hit: 3d8 + 9 damage, the target is forced to the ground if it is flying, the target falls prone, and the target loses its fly speed and is slowed (save ends both).	
FREE ACTIONS	
<b>M Maw of Doom (acid) • At-Will</b> 1/round	
Requirement: It must be the core's turn.	
Attack: Melee 3 (one creature grabbed by the core); +24 vs. Fortitude	
Hit: The core slides the target up to 3 squares to a square adjacent to itself or to a wall of the tower. The target then takes 4d6 + 15 acid damage.	
<b>The Walls are Alive • At-Will</b> 1/round	
Requirement: It must be the core's turn and there must be fewer than six spawns of Shade Enclave on the map.	
Effect: The core creates one or more spawns in unoccupied squares anywhere within the tower. There can never be more than six spawns on the map. The core takes 8 damage for each spawn it creates.	
<b>Skills</b> Bluff +21, Stealth +21	
<b>Str</b> 25 (+17)	<b>Dex</b> 22 (+16) <b>Wis</b> 21 (+15)
<b>Con</b> 27 (+18)	<b>Int</b> 20 (+15) <b>Cha</b> 22 (+16)
<b>Alignment</b> unaligned	<b>Languages</b> telepathy 20

Eye of Shade Enclave	Level 21 Elite Lurker
Large shadow magical beast	XP 6400
HP 290; Bloodied 145	Initiative +20
AC 35, Fortitude 33, Reflex 34, Will 33	Perception +19
Speed 0, fly 6 (hover)	Darkvision
Immune dominated	
Saving Throws +2; Action Points 1	
TRAITS	
<b>All-Around Vision</b>	
Enemies can't gain combat advantage by flanking the eye.	
<b>Combat Advantage</b>	
The eye deals 4d6 extra damage against creatures granting combat advantage to it.	
<b>One with the Enclave</b>	
The eye cannot leave the tower, and it is immune to any effect that would remove it from play or transport it outside the tower.	
<b>Soul Link</b>	
At the start of the encounter, the core and the eye combine their hit points into one sum. Damage to either creature deducts from that total. When that total is reduced to 0, both creatures are destroyed simultaneously.	
STANDARD ACTIONS	
<b>m Bite • At-Will</b>	
Attack: Melee 1 (one creature); +26 vs. AC	
Hit: 4d8 + 18 damage.	
<b>R Eye Rays • At-Will</b>	
Effect: The eye uses one or two of the following eye rays without provoking opportunity attacks. Each ray must target a different enemy.	
<b>1 Blinding Ray (radiant)</b>	
Attack: Ranged 10 (one creature); +24 vs. Reflex	
Hit: 4d6 + 10 radiant damage, and the target is blinded until the end of its next turn.	
<b>2 Thundering Ray (thunder)</b>	
Attack: Ranged 10 (one creature); +24 vs. Fortitude	
Hit: 4d6 + 15 thunder damage, and the target is deafened until the end of its next turn.	
<b>3 Shadowbond Ray (necrotic)</b>	
Attack: Ranged 10 (one creature); +24 vs. Will	
Hit: 4d6 + 10 necrotic damage, and the target is immobilized (save ends).	
MOVE ACTIONS	
<b>Vanish into Shadow (illusion, teleportation) • Recharge</b> 4 5 6	
Effect: The eye teleports 20 squares and becomes invisible until it attacks or until the end of its next turn.	
MINOR ACTIONS	
<b>R Central Eye (fear) • At-Will</b> 1/round	
Special: This attack does not provoke opportunity attacks.	
Attack: Ranged 5 (one creature); +24 vs. Will	
Hit: The target grants combat advantage until the end of the eye's next turn.	
<b>Skills</b> Stealth +21	
<b>Str</b> 18 (+14)	<b>Dex</b> 22 (+16) <b>Wis</b> 19 (+14)
<b>Con</b> 19 (+14)	<b>Int</b> 19 (+14) <b>Cha</b> 16 (+13)
<b>Alignment</b> unaligned	<b>Languages</b> telepathy 20

## ENCOUNTER 5: KILL SHADE ENCLAVE (AL 20 CONTINUED)

Spawn of Shade Enclave		Level 21 Minion Lurker	
Medium shadow magical beast		XP 800	
HP 1; a missed attack roll never damages a minion.		Initiative +20	
AC 35, Fortitude 33, Reflex 34, Will 32		Perception +14	
Speed 6; see also tower phasing		Darkvision, tremorsense 5	
Resist 15 acid			
TRAITS			
Ambush			
The spawn deals 2 extra damage against creatures granting combat advantage to it, and when it charges. These bonuses stack.			
One with the Enclave			
The spawn cannot leave the tower. Any effect that would cause it to be removed from play or transport it outside the tower instead kills it.			
Tower Phasing			
The spawn can phase through the walls of the tower and through creatures that are part of the tower (the core, the eye, and other spawn of Shade Enclave), but not through other creatures.			
STANDARD ACTIONS			
m Slam • At-Will			
Attack: Melee 1 (one creature); +26 vs. AC			
Hit: 15 damage.			
Skills Stealth +21			
Str 21 (+15)		Dex 23 (+16)	
Con 19 (+14)		Int 19 (+14)	
		Wis 19 (+14)	
		Cha 16 (+13)	
Alignment unaligned		Languages --	

## CONCLUDING THE ADVENTURE

In order to achieve a complete success, the PCs must defeat both combat encounters and sacrifice themselves to crash Shade Enclave. They can achieve a partial success if they defeat both combat encounters but leave before the final moment when Shade Enclave and Sakkors collide with the surface of Faerûn. They fail if they do not defeat both combat encounters.

### FAILURE

What happens?

#### IMPACT ON THE BATTLE

Sakkors is recaptured and that combined with Shade Enclave's survival enables Netheril to easily gain air superiority. Things look grim for Suzail.

#### STORY AWARDS

Text

#### TREASURE

Text

### PARTIAL SUCCESS

What happens?

#### IMPACT ON THE BATTLE

Sakkors is destroyed and Shade Enclave's crash landing deals a significant blow to Netheril. However, because the PCs did not stay, the Netherese were able to reduce their losses. Netheril does not begin the BI with air superiority, but its army's strength is not weakened as much as it could have been. The PCs are not openly criticized for their decision to abandon the suicide part of their suicide mission, but there is some level of unspoken scorn. Of course, truly and permanently sacrificing oneself is much easier said than done.

#### STORY AWARDS

Text

#### TREASURE

Text

### COMPLETE SUCCESS

Sakkors and Shade Enclave are both destroyed. The Netherese take significant losses, weakening their assault on Suzail. Cormyr has a chance to begin the battle with air superiority if SPEC6-1 was a success. If Cormyr wins the battle, then there is a chance that the PCs' bodies can be recovered from the wreckage of

Shade Enclave (this basically boils down to each individual player's decision about what they want for their character). These PCs cannot participate in ADCP6-1, but they do not have to be permanently dead, either. If a player does choose to retire his character as a result of this adventure, however, then the player gets a special legacy certificate that can be given to a different character, representing a bequest from the character who sacrificed him or herself.

#### STORY AWARDS

Text

#### TREASURE

Text



## 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.

Note that if the PCs stay for the entire ride to the ground (i.e. they successfully complete their suicide mission) then each player has to decide whether or not to retire the character.

Those who choose retirement can bequeath a legacy item onto another character belonging to the same player. These players simply need Story Award PREQXX; they don't need to worry about XP and treasure (the character's sacrifice will be remembered, but there are no earthly rewards to worry about).

Those who do not wish to retire their characters permanently may instead choose to have some piece of the dead PC's body discovered in the wreckage of Shade Enclave following the battle, and earn the listed XP and treasure (characters who succeeded at the overall mission and completed the suicide mission do not suffer the 20% XP penalty for dying, but characters who died before the Conclusion do suffer the penalty as usual). These characters do not get to bequeath a legacy item, and cannot play ADCP6-1, but otherwise may continue with their adventuring careers.

#### ADVENTURE LEVEL 12

##### Minimum Possible XP: 1400 XP

Defeat the initial Netherese assault: +XXX XP

Find the control room: +YYY XP

Kill the Core of Shade Enclave: +ZZZ XP

##### Maximum Possible XP: 2400 XP

##### Base Gold per PC: 1600 gp

#### ADVENTURE LEVEL 14

##### Minimum Possible XP: 1800 XP

Defeat the initial Netherese assault: +XXX XP

Find the control room: +YYY XP

Kill the Core of Shade Enclave: +ZZZ XP

##### Maximum Possible XP: 3400 XP

##### Base Gold per PC: 2750 gp

#### ADVENTURE LEVEL 16

##### Minimum Possible XP: 2510 XP per PC

Defeat the initial Netherese assault: +XXX XP

Find the control room: +YYY XP

Kill the Core of Shade Enclave: +ZZZ XP

##### Maximum Possible XP: 4750 XP per PC

##### Base Gold per PC: 5500 gp

#### ADVENTURE LEVEL 18

##### Minimum Possible XP: 3600 XP

Defeat the initial Netherese assault: +XXX XP

Find the control room: +YYY XP

Kill the Core of Shade Enclave: +ZZZ XP

##### Maximum Possible XP: 6800 XP

##### Base Gold per PC: 11000 gp

#### ADVENTURE LEVEL 20

##### Minimum Possible XP: 5020 XP

Defeat the initial Netherese assault: +XXX XP

Find the control room: +YYY XP

Kill the Core of Shade Enclave: +ZZZ XP

##### Maximum Possible XP: 9500 XP

##### Gold per PC: 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:

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 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 these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their Story Awards.

Story award information goes here

<b>PREQXX Story Award Title</b> Story Award Text
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Story award information goes here

<b>PREQYY Story Award Title</b> Story Award Text
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Story award information goes here

<b>PREQZZ Story Award Title</b> Story Award Text
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Any other information needed goes here