

THE DANTALIEN MANEUVER

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

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Thay has put into action a plot against Aglarond. The only way to stop the threat is to send a group of adventurers to reinforce the handful of inexperienced soldiers currently stationed at Citadel Dantalien. A *Living Forgotten Realms* Adventure set in Aglarond for characters of the Paragon tier (levels 11-20).

This adventure is not a direct sequel to or prequel of any previous LFR adventure. It takes place at the same time as the events of Chapter 3 of the *Desolation* series and shows some of the consequences of the main plot line that are occurring around the world.

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

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

PREPARING FOR PLAY

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

Szass Tam is a clever lich and has plans just waiting for the right time to be hatched. Sometimes these plans come to fruition and others just fall by the way side. On this day one of those plans has come to fruition. With the upheaval in Elturgard (ELTU4-1 through 4-4, SPEC5-1, SPEC5-2 & ADCP5-1) and Urmlaspyr (SPEC4-5, CORE4-3, 4-4, 4-5 and 5-1) coupled with the increasing instability of the Ordulin Maelstrom (events in the Epic Campaign and SPEC4-6) most of the world's powers are focusing on Netheril and her allies.

A traitor, Gorstag Dulsær, has been placed in Citadel Dantalien and for several years this infiltrator has moved up the ranks to become one of the sub commanders. Gorstag Dulsær has kept his scouting parties away from those areas where the forces of Thay have been burrowing under the Umber River from Undumor to more easily move forces into Aglarond.

Now that all eyes are on the Netheril, Szass and the Zulkir council are making their move. Creatures from the Umber Marsh are making sorties against The Watchwall and a pirate attack influenced by Thay against the port of Escalant has the majority of the Simbarch Guard in South Eastern Aglarond. A huge force is amassing in the foothills of the Tannath Mountains. Veltalar is a strait shot West from Citadel

Dantalien. The Yuirwood is a dangerous place of plaguelands and hostile fey. With most of the Simbarch Guard in southeastern Aglarond their shortest path to reach the capital Veltalar is to travel along the foothills to Citadel Dantalien. If Thay were to take Citadel Dantalien they then could hold off the Simbarch Guard from reinforcing Veltalar as Thay attacked it. With the ability to constantly reinforce their forces from Undumor, the Thayans would be hard to defeat. The only thing standing in the way of this plan working is a bad feeling a member of the Simbarch Council has leading to their hiring a group of notable adventurers (the PCs) to reinforce Citadel Dantalien.

DM's INTRODUCTION

The adventure starts with the PCs arriving at Citadel Dantalien and finding it under attack by a small but sizable Thayan force of undead. After dealing with the threat the PCs or citadel guards find a letter and a set of keys on the leader of the force informing them of a traitor, Gorstag Dulsær, in the citadel, and a plot to take citadel Dantalien. Brom Scytheson, The commander of the citadel, asks the PCs to scout the area to the North-East where the river is narrowest and forces from Undumor could most easily cross. This is also the route that Gorstag's patrol was to take. While the PCs are doing that he requests reinforcements from Veltalar through the ritual circle in the citadel.

The PCs engage in a skill challenge to track down the Thayan camp. They find the Gorstag Dulsær's dead scouting party and track him back to the Thayan camp which is somewhere between seven and eight hundred strong. While the challenge is not difficult, if the PCs take too long to accomplish it there is a consequence later.

After discovering the threat and reporting back what they've found to Commander Scytheson. The PCs learn that the ritual circle was sabotaged by Gorstag Dulsær and the citadel was almost lost the since the portal opened right into Undumor. The portal is closed without major loss of life; however the circle can no longer be used. Commander Scytheson sends a message along Aglarond's wind talker system but it takes longer to get reinforcements. He asks the PCs to do anything they can to slow down the enemy forces while he prepares the defenses.

The PCs now engage in a skill challenge to try and slow down the approaching Thayan force. Each success lessens the time the defenders of Dantalien need to old out against the Thayans until reinforcements arrive.

Finally the PCs fight alongside the forces of Citadel Dantalien, holding off the Thayans until reinforcements arrive.

In the end the Thayans are either driven off when reinforcements arrive or the PCs and the Dantalien survivors retreat as best they can and Dantalien is lost.

PLAYER'S INTRODUCTION

Read or paraphrase the following:

It's your lucky day. One of the members of the Simbarch Council of Aglarond has hired you for some easy money. You're on your way to Citadel Dantalien where you'll report to Commander Brom Scytheson and assist him in any way he requires for several tendays. Besides defending the border with Thay, Citadel Dantalien is a training ground for new Aglarondan soldiers. Because of recent developments the Citadel is short of experienced staff to train these green recruits. That's where you come in.

If the PCs ask about getting to the Citadel via use of a portal add the following:

It would have been nice if they let you use the teleportation circle inside the Citadel. They said no, not

wanting to divulge the circle's location to non-military personnel, but it could have just been a budget thing.

Information the PCs might ask for:

- Citadel Dantalien was built directly south from Undumor. Once a fortress city of Aglarond, Undumor is now a Thayan outpost filled with all manner of undead and monstrous creatures.
- Problems at the Watchwall and attacks by pirates on the port of Escalant have tied up a majority of the Simbarch Guard in the southeastern part of Aglarond, leaving Citadel Dantalien with only the greenest of recruits and a small training staff.

The sounds of swords clattering and men yelling battle cries reach your ears as you see the top of Dantalien over the foothills of the Tannath Mountains. It's good to hear the soldiers sparring. At least you thought it was sparring until the base of the citadel comes into view and a throng of men are crawling up and over the citadels walls.

Continue to Encounter 1.

ENCOUNTER 1: THE BATTLE OUTSIDE CITADEL DANTALIEN

ENCOUNTER LEVEL 11/13/15/17/19

CREATURES

This encounter includes the following creatures:

1 Alucia Donata (A)

8 Strahd dread zombie (Z)

SCALING THE ENCOUNTER

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

Four PCs: Reduce Alucia's HP by 32, all her defenses by 2, and all of her attacks do 2 less damage.

Six PCs: Add 4 minion Zombies

SETUP

The PCs start on the edge of the map. There are sixtyish zombies attacking the citadel walls and Alucia is standing far back directing and watching the hordes attacking. The PCs just need to kill Alucia to stop the coordination of the Zombies attack and allow the defenders of Dantalien to repel the zombies.

Read this after setting up the map:

The battle makes more sense after you've taken a moment to assess the situation. The throngs of men are a couple hundred zombies and the citadel walls seem undermanned. It looks like they might be over run. A ways to your left a woman watches from a distance in the shade of a tree. She is mouthing words which coincide with the movements of the undead on and at the walls. Surrounding her is a surprisingly vigilant group of zombies.

The PCs have a short amount of time to access the battlefield before acting if they want to avoid having the citadel fall before they even arrive there.

FEATURES OF THE AREA

This area has the following important features.

Tree: The tree can be climbed with an easy DC Athletics check and has a one square wide trunk which can provide cover and is blocking terrain.

Pond: This is a shallow pool of water; however the bottom is muddy and slippery requiring a moderate DC Acrobatics check to avoid falling prone while moving thru it.

Rocks: There are three significant piles of rocks on the map. These require an easy Athletics check to climb. They are blocking terrain and provide superior cover for prone creatures.

Bushes: The bushes provide partial cover and are difficult terrain.

TACTICS

As soon as the PCs presence is known Alucia starts to call back some of her zombies. At the end of round two 4 Strahd dread zombies appear on the eastern edge of the map and take their turn in the last initiative slot on subsequent rounds.

Alucia tries to use the tree for cover, *grip of despair* to hinder melee combatants, *enfeebling curse* on bloodied PCs, and *grave terror* if 2 PCs are ever adjacent to her at the same time.

All in all this should be an easy fight for the PCs.

ENDING THE ENCOUNTER

Once Alucia is defeated you can end the encounter, the remaining zombies becoming unorganized and easy to dispatch.

If the PCs search Alucia's body they find a set of keys, they're to the armory, and other sensitive locations within the citadel, and a note written to Alucia Donata from Gorstag Dulsauer telling her he's sent out a third of the citadel's forces on scouting exercises leaving the citadel undermanned.

If the PCs don't search the body one of the guards of the citadel finds the note while removing the bodies of the zombies and Alucia.

A force comes out of the citadel after Alucia is defeated, thanks the PCs, asks them politely why they're here, and escorts them to see Commander Scytheson which begins Encounter 2.

MILESTONE

This encounter counts towards a milestone.

TREASURE

Aside from a set of keys and the note Alucia has a +3 *amulet of false life* at AL 11/13/15 and a +4 *amulet of false life* at AL 17/19.

ENCOUNTER 1: BATTLE OUTSIDE CITADEL DANTALIEN

(ADVENTURE LEVEL 12)

Alucia Donata	Level 11 Elite Controller (Leader)
Medium natural humanoid (undead)	XP 1200
HP 220; Bloodied 110	Initiative +4
AC 25, Fortitude 23, Reflex 21, Will 25	Perception +8
Speed 4	darkvision
Immune disease; Resist 10 Necrotic, 10 poison	
Saving Throws +2 (+5 vs charm and fear effects), Action Points 1	
TRAITS	
○ Command Undead • Aura 10	
Undead with an Intelligence of 9 or less follow her commands. Giving a command is a minor action. The undead continue to follow her command after they leave the aura until the end of the encounter.	
○ Regal Presence (Aura 5)	
Whenever an ally starts its turn in the aura, Alucia slides that ally up to 2 squares as a free action.	
○ Curse of Fear (fear) • Aura 3	
Enemies take a -2 penalty to all defenses against Alucia's attacks while in the aura.	
Flammable Corpus	
Whenever Alucia takes fire damage, she also takes ongoing 5 fire damage (save ends).	
STANDARD ACTIONS	
m Scepter (weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 2d8 + 8 damage.	
r Plague Chant (necrotic) • At-Will	
Attack: Ranged 10 (one creature); +14 vs. Fortitude	
Hit: 2d6 + 5 necrotic damage, and ongoing 5 necrotic damage (save ends). Each time the target takes this ongoing damage, each ally adjacent to it takes 5 necrotic damage.	
R Grip of Despair (fear, psychic) • At-Will	
Attack: Ranged 10 (one creature); +14 vs. Will	
Hit: 1d12 + 9 psychic damage, and the target is immobilized and takes a -2 penalty to attack rolls until the end of the mummy's next turn.	
R Sow Fear and Pestilence • At-Will	
Effect: Alucia uses plague chant and grip of despair.	
C Grave Terror (fear, psychic) • Encounter	
Attack: Close burst 3 (enemies in the burst); +14 vs. Will	
Hit: 2d10 + 12 psychic damage, and Alucia pushes the target up to 4 squares.	
Miss: Half damage, and Alucia pushes the target up to 2 squares.	
MINOR ACTIONS	
Enfeebling Curse • At-Will 1/round	
Effect: Ranged 10 (one creature). Whenever the target spends a healing surge, it becomes weakened until the end of its next turn. This effect lasts until Alucia uses this power again or until the target takes an extended rest.	
Skills Insight +13, Religion +12	
Str 20 (+10)	Dex 8 (+4)
Con 14 (+7)	Int 14 (+7)
	Wis 16 (+8)
	Cha 22 (+11)
Alignment evil	
Languages Common	
Based on Royal Mummy	

4-16 Strahd Dread Zombies	Level 12 Minion
Medium natural animate (undead)	XP 175
HP 1; a missed attack never damages a minion.	Initiative +7
AC 26, Fortitude 27, Reflex 23, Will 23	Perception +8;
Speed 5	blindsight 10
Immune disease, poison; Resist 10 necrotic;	Darkvision
Vulnerable 10 radiant	
TRAITS	
Rise Again	
If a zombie is reduced to 0 hit points by an attack that does not deal fire or radiant damage, the creature is not destroyed. The zombie falls prone and appears to be destroyed, but instead, the creature returns with 1 hit point at the beginning of its next turn.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 10 damage.	
M Zombie Smash • recharge 4, 5, 6	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 10 damage, and the target is knocked prone	
Str 22 (+12)	Dex 15 (+8)
Con 24 (+13)	Int 6 (+4)
	Wis 16 (+9)
	Cha 6 (+4)
Alignment unaligned	
Languages -	

ENCOUNTER 1: BATTLE OUTSIDE CITADEL DANTALIEN

(ADVENTURE LEVEL 14)

Alucia Donata	Level 13 Elite Controller (Leader)
Medium natural humanoid (undead)	XP 1600
HP 252; Bloodied 126	Initiative +5
AC 27, Fortitude 25, Reflex 23, Will 27	Perception +9
Speed 4	Darkvision
Immune disease; Resist 10 Necrotic, 10 poison	
Saving Throws +2 (+5 vs charm and fear effects)	
Action Points 1	
TRAITS	
O Command Undead • Aura 10	
Undead with an Intelligence of 9 or less follow her commands. Giving a command is a minor action. The undead continue to follow her command after they leave the aura until the end of the encounter.	
O Regal Presence (Aura 5)	
Whenever an ally starts its turn in the aura, Alucia slides that ally up to 2 squares as a free action.	
O Curse of Fear (fear) (Aura 3)	
Enemies take a -2 penalty to all defenses against Alucia's attacks while in the aura.	
Flammable Corpus	
Whenever Alucia takes fire damage, she also takes ongoing 5 fire damage (save ends).	
STANDARD ACTIONS	
m Scepter (weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d6 + 9 damage.	
r Plague Chant (necrotic) • At-Will	
Attack: Ranged 10 (one creature); +14 vs. Fortitude	
Hit: 2d6 + 7 necrotic damage, and ongoing 5 necrotic damage (save ends). Each time the target takes this ongoing damage, each ally adjacent to it takes 5 necrotic damage.	
R Grip of Despair (fear, psychic) • At-Will	
Attack: Ranged 10 (one creature); +14 vs. Will	
Hit: 1d12 + 10 psychic damage, and the target is immobilized and takes a -2 penalty to attack rolls until the end of the mummy's next turn.	
R Sow Fear and Pestilence • At-Will	
Effect: Alucia uses plague chant and grip of despair.	
C Grave Terror (fear, psychic) • Encounter	
Attack: Close burst 3 (enemies in the burst); +14 vs. Will	
Hit: 2d10 + 13 psychic damage, and Alucia pushes the target up to 4 squares.	
Miss: Half damage, and Alucia pushes the target up to 2 squares.	
MINOR ACTIONS	
Enfeebling Curse • At-Will 1/round	
Effect: Ranged 10 (one creature). Whenever the target spends a healing surge, it becomes weakened until the end of its next turn. This effect lasts until Alucia uses this power again or until the target takes an extended rest.	
Skills Insight +14, Religion +13	
Str 20 (+11)	Dex 8 (+5) Wis 16 (+9)
Con 14 (+8)	Int 14 (+8) Cha 22 (+12)
Alignment evil Languages Common	
Based on Royal Mummy	

4-16 Strahd Dread Zombies	Level 14 Brute Minion
Medium natural animate (undead)	XP 250
HP 1; a missed attack never damages a minion.	Initiative +8
AC 26, Fortitude 29, Reflex 24, Will 25	Perception +9;
Speed 5	blindsight 10
Immune disease, poison; Resist 10 necrotic;	
Vulnerable 10 radiant	
TRAITS	
Rise Again	
If a zombie is reduced to 0 hit points by an attack that does not deal fire or radiant damage, the creature is not destroyed. The zombie falls prone and appears to be destroyed, but instead, the creature returns with 1 hit point at the beginning of its next turn.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 13 damage.	
M Zombie Smash • recharge 4, 5, 6	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 13 damage, and the target is knocked prone	
Str 22 (+12)	Dex 15 (+8) Wis 16 (+9)
Con 24 (+13)	Int 6 (+4) Cha 6 (+4)
Alignment unaligned Languages -	

ENCOUNTER 1: BATTLE OUTSIDE CITADEL DANTALIEN (ADVENTURE LEVEL 16)

Alucia Donata	Level 15 Elite Controller (Leader)
Medium natural humanoid (undead)	XP 2400
HP 292; Bloodied 146	Initiative +6
AC 29, Fortitude 27, Reflex 25, Will 29	Perception +10
Speed 4	darkvision
Immune disease; Resist 10 Necrotic, 10 poison	
Saving Throws +2 (+5 vs charm and fear effects) Action Points 1	
TRAITS	
O Command Undead • Aura 10	
Undead with an Intelligence of 9 or less follow her commands. Giving a command is a minor action. The undead continue to follow her command after they leave the aura until the end of the encounter.	
O Regal Presence (Aura 5)	
Whenever an ally starts its turn in the aura, Alucia slides that ally up to 2 squares as a free action.	
O Curse of Fear (fear) (Aura 3)	
Enemies take a -2 penalty to all defenses against Alucia's attacks while in the aura.	
Flammable Corpus	
Whenever Alucia takes fire damage, she also takes ongoing 5 fire damage (save ends).	
STANDARD ACTIONS	
m Scepter (weapon) • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d6 + 11 damage.	
r Plague Chant (necrotic) • At-Will	
Attack: Ranged 10 (one creature); +18 vs. Fortitude	
Hit: 2d8 + 7 necrotic damage, and ongoing 5 necrotic damage (save ends). Each time the target takes this ongoing damage, each ally adjacent to it takes 5 necrotic damage.	
R Grip of Despair (fear, psychic) • At-Will	
Attack: Ranged 10 (one creature); +18 vs. Will	
Hit: 1d12 + 11 psychic damage, and the target is immobilized and takes a -2 penalty to attack rolls until the end of the mummy's next turn.	
R Sow Fear and Pestilence • At-Will	
Effect: Alucia uses plague chant and grip of despair.	
C Grave Terror (fear, psychic) • Encounter	
Attack: Close burst 3 (enemies in the burst); +18 vs. Will	
Hit: 2d10 + 15 psychic damage, and Alucia pushes the target up to 4 squares.	
Miss: Half damage, and Alucia pushes the target up to 2 squares.	
MINOR ACTIONS	
Enfeebling Curse • At-Will 1/round	
Effect: Ranged 10 (one creature). Whenever the target spends a healing surge, it becomes weakened until the end of its next turn. This effect lasts until Alucia uses this power again or until the target takes an extended rest.	
Skills Insight +15, Religion +14	
Str 20 (+12)	Dex 8 (+6) Wis 16 (+10)
Con 14 (+9)	Int 14 (+9) Cha 22 (+13)
Alignment evil	Languages Common

Based on Royal Mummy

4-16 Strahd Dread Zombies	Level 16 Brute Minion
Medium natural animate (undead)	XP 350
HP 1; a missed attack never damages a minion.	Initiative +9
AC 28, Fortitude 31, Reflex 26, Will 27	Perception +10;
Speed 5	blindsight 10
Immune disease, poison; Resist 10 necrotic;	darkvision
Vulnerable 10 radiant	
TRAITS	
Rise Again	
If a zombie is reduced to 0 hit points by an attack that does not deal fire or radiant damage, the creature is not destroyed. The zombie falls prone and appears to be destroyed, but instead, the creature returns with 1 hit point at the beginning of its next turn.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 14 damage.	
M Zombie Smash • recharge 4, 5, 6	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 14 damage, and the target is knocked prone	
Str 22 (+13)	Dex 15 (+9) Wis 16 (+10)
Con 24 (+14)	Int 6 (+5) Cha 6 (+5)
Alignment unaligned	Languages -

ENCOUNTER 1: BATTLE OUTSIDE CITADEL DANTALIEN (ADVENTURE LEVEL 18)

Alucia Donata	Level 17 Elite Controller (Leader)
Medium natural humanoid (undead)	XP 3200
HP 324; Bloodied 172	Initiative +7
AC 31, Fortitude 29, Reflex 27, Will 31	Perception +9
Speed 4	darkvision
Immune disease; Resist 15 Necrotic, 15 poison	
Saving Throws +2 (+5 vs charm and fear effects) Action Points 1	
TRAITS	
O Command Undead • Aura 10	
Undead with an Intelligence of 9 or less follow her commands. Giving a command is a minor action. The undead continue to follow her command after they leave the aura until the end of the encounter.	
O Regal Presence (Aura 5)	
Whenever an ally starts its turn in the aura, Alucia slides that ally up to 2 squares as a free action.	
O Curse of Fear (fear) (Aura 3)	
Enemies take a -2 penalty to all defenses against Alucia's attacks while in the aura.	
Flammable Corpus	
Whenever Alucia takes fire damage, she also takes ongoing 10 fire damage (save ends).	
STANDARD ACTIONS	
m Scepter (weapon) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d6 + 13 damage.	
r Plague Chant (necrotic) • At-Will	
Attack: Ranged 10 (one creature); +20 vs. Fortitude	
Hit: 2d8 + 9 necrotic damage, and ongoing 5 necrotic damage (save ends). Each time the target takes this ongoing damage, each ally adjacent to it takes 5 necrotic damage.	
R Grip of Despair (fear, psychic) • At-Will	
Attack: Ranged 10 (one creature); +20 vs. Will	
Hit: 1d12 + 12 psychic damage, and the target is immobilized and takes a -2 penalty to attack rolls until the end of the mummy's next turn.	
R Sow Fear and Pestilence • At-Will	
Effect: Alucia uses plague chant and grip of despair.	
C Grave Terror (fear, psychic) • Encounter	
Attack: Close burst 3 (enemies in the burst); +20 vs. Will	
Hit: 3d8 + 15 psychic damage, and Alucia pushes the target up to 4 squares.	
Miss: Half damage, and Alucia pushes the target up to 2 squares.	
MINOR ACTIONS	
Enfeebling Curse • At-Will 1/round	
Effect: Ranged 10 (one creature). Whenever the target spends a healing surge, it becomes weakened until the end of its next turn. This effect lasts until Alucia uses this power again or until the target takes an extended rest.	
Skills Insight +16, Religion +15	
Str 20 (+13)	Dex 8 (+7) Wis 16 (+11)
Con 14 (+10)	Int 14 (+10) Cha 22 (+14)
Alignment evil	Languages Common

Based on Royal Mummy

4-16 Strahd Dread Zombies	Level 18 Brute Minion
Medium natural animate (undead)	XP 500
HP 1; a missed attack never damages a minion.	Initiative +10
AC 30, Fortitude 33, Reflex 28, Will 29	Perception +11;
Speed 5	blindsight 10
Immune disease, poison; Resist 15 necrotic;	
Vulnerable 10 radiant	
TRAITS	
Rise Again	
If a zombie is reduced to 0 hit points by an attack that does not deal fire or radiant damage, the creature is not destroyed. The zombie falls prone and appears to be destroyed, but instead, the creature returns with 1 hit point at the beginning of its next turn.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 15 damage.	
M Zombie Smash • recharge 4, 5, 6	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 15 damage, and the target is knocked prone	
Str 22 (+14)	Dex 15 (+10) Wis 16 (+11)
Con 24 (+15)	Int 6 (+6) Cha 6 (+6)
Alignment unaligned	Languages -

ENCOUNTER 1: BATTLE OUTSIDE CITADEL DANTALIEN

(ADVENTURE LEVEL 20)

Alucia Donata		Level 19 Elite Controller (Leader)	
Medium natural humanoid (undead)		XP 4800	
HP 356; Bloodied 178		Initiative +8	
AC 33, Fortitude 31, Reflex 29, Will 33		Perception+10	
Speed 4		darkvision	
Immune disease; Resist 15 Necrotic, 15 poison			
Saving Throws +2 (+5 vs charm and fear effects) Action Points 1			
TRAITS			
○ Command Undead • Aura 10			
Undead with an Intelligence of 9 or less follow her commands. Giving a command is a minor action. The undead continue to follow her command after they leave the aura until the end of the encounter.			
○ Regal Presence (Aura 5)			
Whenever an ally starts its turn in the aura, Alucia slides that ally up to 2 squares as a free action.			
○ Curse of Fear (fear) (Aura 3)			
Enemies take a -2 penalty to all defenses against Alucia's attacks while in the aura.			
Flammable Corpus			
Whenever Alucia takes fire damage, she also takes ongoing 10 fire damage (save ends).			
STANDARD ACTIONS			
m Scepter (weapon) • At-Will			
Attack: Melee 1 (one creature); +24 vs. AC			
Hit: 3d8 + 12 damage.			
r Plague Chant (necrotic) • At-Will			
Attack: Ranged 10 (one creature); +22 vs. Fortitude			
Hit: 3d6 + 10 necrotic damage, and ongoing 5 necrotic damage (save ends). Each time the target takes this ongoing damage, each ally adjacent to it takes 5 necrotic damage.			
R Grip of Despair (fear, psychic) • At-Will			
Attack: Ranged 10 (one creature); +22 vs. Will			
Hit: 1d12 + 13 psychic damage, and the target is immobilized and takes a -2 penalty to attack rolls until the end of the mummy's next turn.			
R Sow Fear and Pestilence • At-Will			
Effect: Alucia uses plague chant and grip of despair.			
C Grave Terror (fear, psychic) • Encounter			
Attack: Close burst 3 (enemies in the burst); +22 vs. Will			
Hit: 4d6 + 16 psychic damage, and Alucia pushes the target up to 4 squares.			
Miss: Half damage, and Alucia pushes the target up to 2 squares.			
MINOR ACTIONS			
Enfeebling Curse • At-Will 1/round			
Effect: Ranged 10 (one creature). Whenever the target spends a healing surge, it becomes weakened until the end of its next turn. This effect lasts until Alucia uses this power again or until the target takes an extended rest.			
Skills Insight +17, Religion +16			
Str 20 (+14)	Dex 8 (+8)	Wis 16 (+12)	
Con 14 (+11)	Int 14 (+11)	Cha 22 (+15)	
Alignment evil Languages Common			
Based on Royal Mummy			

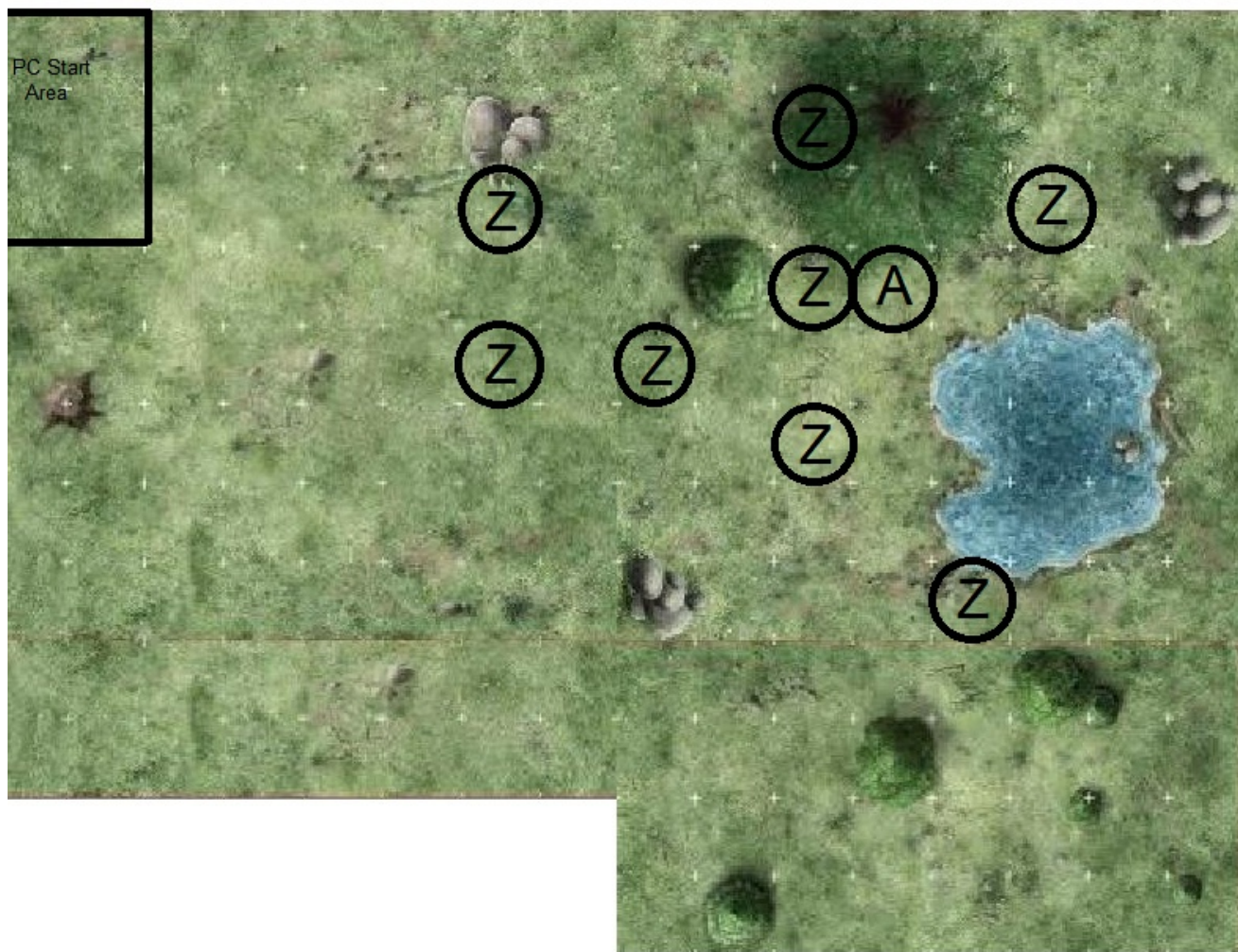
4-16 Strahd Dread Zombies		Level 20 Brute Minion	
Medium natural animate (undead)		XP 700	
HP 1; a missed attack never damages a minion.		Initiative +11	
AC 32, Fortitude 35, Reflex 30, Will 31		Perception +12:	
Speed 5		blindsight 10	
Immune disease, poison; Resist 15 necrotic;		darkvision	
Vulnerable 10 radiant			
TRAITS			
Rise Again			
If a zombie is reduced to 0 hit points by an attack that does not deal fire or radiant damage, the creature is not destroyed. The zombie falls prone and appears to be destroyed, but instead, the creature returns with 1 hit point at the beginning of its next turn.			
STANDARD ACTIONS			
m Slam • At-Will			
Attack: Melee 1 (one creature); +25 vs. AC			
Hit: 17 damage.			
M Zombie Smash • recharge 4, 5, 6			
Attack: Melee 1 (one creature); +25 vs. AC			
Hit: 17 damage, and the target is knocked prone			
Str 22 (+15)	Dex 15 (+11)	Wis 16 (+12)	
Con 24 (+16)	Int 6 (+7)	Cha 6 (+7)	
Alignment unaligned		Languages -	

ENCOUNTER 1: BATTLE OUTSIDE CITADEL DANTALIEN

TILE SETS NEEDED

Ruins of the Wild or *DTMS: The Wilderness*

A= Alucia Donata, Z= Strahd dread zombie



ENCOUNTER 2: CONVERSATION WITH THE COMMANDER

IMPORTANT NPC

Commander Scytheson, male human, Commander of Citadel Dantalien.

When the PCs have decided to enter Citadel Dantalien read or paraphrase the following:

Commander Scytheson has been tending to his troops and directing the clearing out the remaining zombies. Once that is well underway he suggests you all retire to his office. The old commander sits behind his desk still in his armor. His grey hair is neatly trimmed and a thick mustache adorns his ruddy face but his eyes seem worried.

"I appreciate the help, but what brings you here?"

If the PCs have the note found on Alucia Donata then ask them if they're going to share it with Commander Scytheson. If some of Scytheson's men found the letter then he's already had a chance to read it. If for some reason the PCs do not share the note then you need to adjust the following points of information. The patrols are still late and the Commander is worried about them, considering the events of the day so far.

What he can tell the PCs:

- The patrols he speaks of in the note left about 2 hours before the attack began. There had been no reported sightings in the area of undead for the last three tendays at least.
- However, in light of this note, perhaps it is simply he kept the patrols away from where the undead were gathering.
- Gorstag Dulsauer was his second in command.
- He was responsible for training the more advanced recruits.
- "A lot of the men liked him, heck I even liked and respected him. He's a good soldier, or was a good soldier."
- The keys would have given the intruders easy access to the armory and many other key locations in the citadel.

This conversation results in the commander asking the PCs to find out what happened to his scouting parties.

- There are two patrols consisting of fifteen men each.
- The patrols are about an hour and a half overdue now.
- Generally these are short training patrols of only three hours-they are not used to riding enough to handle longer patrols yet.
- The Commander is especially concerned with the patrol that Gorstag Dulsauer was leading; discover if there are more Thayan forces on this side of the river, and **report back on their findings**.
- He doesn't dare send out any of his other troops because of how green they are and information is vital if Thay is planning an attack.
- Gorstag's group was scouting the northeast area by the Tannath Mountain foothills. That is also the most likely place for Thayan forces to cross the river.

While the PCs are doing that Scytheson attempts to get reinforcements from Veltalar using the teleportation circle in the citadel's basement.

ENDING THE ENCOUNTER

Once the PCs agree to track the patrol, they are then offered horses, so they have a chance to catch up with the patrol. Continue with Encounter 3.

WHAT ABOUT THE TELEPORTATION CIRCLE?

If the PCs ask to use or inspect the teleportation circle Scytheson tells them only military personal loyal to the Simbarch Council are allowed to use and observe Aglarond's teleportation circles.

If the PCs come up with a plan that allows them to check out the teleportation circle then adjustments are necessary. A ritual has been used to change the destination of any portal opened with this circle to Undumor. This then gives the Thayans a direct access to the Citadel. Undumor is a stronghold on the other side of the river. Once the portal is closed a Magic Mouth ritual finishes a Stone to Mud ritual and destroys the circle.

The sabotage to the circle can be detected by a Hard DC Arcana check but the check then automatically activates the Magic Mouth ritual destroying the circle.

Once the circle is destroyed Commander Scytheson uses a Whispering Wind ritual to send his message along a series of outposts until it gets to Dlusk. This takes about twelve hours. From there a portal can be opened

to Veltalar and the forces needed to reinforce citadel Dantalien can be organized and come through a portal. This takes fourteen hours total. Even if a PC can create a teleportation circle to replace the destroyed one it is no longer linked to the circle in Veltalar. So the key that normally activates the circle for Scytheson is useless.

TREASURE

There is no treasure for this encounter.

MILESTONE

This encounter does not count towards a milestone.

ENCOUNTER 3: FINDING MORE THAN YOU BARGAINED FOR

SKILL CHALLENGE, COMPLEXITY SPECIAL

In this encounter you need to start keeping track of time. Use **DM Reference Sheet** to do so but don't show it to the players. The sheet has places where you can keep track of tallies the PCs gain in this encounter.

The PCs are sent out to discover what happened to the two patrols and to gather whatever information they can discover about the current situation.

SKILL CHALLENGE: FINDING THE CULPRITS

Goal: Find out what happened to Gorstag Dulsær.

Primary Skills: Arcana, Nature, Perception, Religion

Victory: The PCs find the Thayan encampment quickly.

Failure: The PCs find the Thayan encampment but take longer leaving less time to thwart the Thayan attack.

The skill challenge is very strait forward and consists of three scenes and three checks. Each scene is information the players gain as they follow the trail of Gorstag Dulsær's patrol. Failures mean it takes the PCs longer find the next scene which results in the PCs having less time to stall the Thayans as the Thayan army marches on Citadel Dantalien.

WHAT ACTUALLY HAPPENED

Gorstag led his scouting party to an ambush, turned on them in the middle of it; the slain soldiers were raised as zombies. Gorstag then took some of the Thayan soldiers and went after the other scouting patrol. Once that patrol was killed they also were raised as zombies. Gorstag then proceed on to the Thayan camp.

A tunnel was dug under the river from Undumor. This allows the undead army to simply walk through the tunnel. A camp was set up on Aglarond side of the river. Here they can a mass a large force before attacking the citadel.

SCENE 1: TRACKING GORSTAG

You begin your search for Gorstag's party by heading North-East. The ground is rocky near the foothills of the Tannath Mountains making it difficult to pick up the trail but difficult conditions have never stopped you before.

Nature or Perception (1 success per PC)

Each PC can help track Gorstag's party. Each success at the Moderate DC allows them to find the site of the battle faster. A success at the Hard DC counts as two successes.

For 4 PCs

- 0 Success: The PCs find the site of the battle but it takes longer. 0 tallies.
- 1 success: The PCs find the site of the battle after a reasonable amount of time. Award 1 tally.
- 3+ successes: The PCs find the site of the battle quickly. Award 3 tallies.

For 5 PCs

- 0 Success: The PCs find the site of the battle but it takes longer. 0 tallies.
- 1 success: The PCs find the site of the battle after a reasonable amount of time. Award 1 tally.
- 4+ successes: The PCs find the site of the battle quickly. Award 3 tallies.

For 6 PCs

- 0-1 success: The PCs find the site of the battle but it takes longer. 0 tallies.
- 2 successes: The PCs find the site of the battle after a reasonable amount of time. Award 1 tally.
- 5+ successes: The PCs find the site of the battle quickly. Award 3 tallies.

SCENE 2: A BLOODY BATTLE

You come upon the scene of a bloody battle. Horses lay dead upon the ground and several body parts lay here amidst the blood stains and pools of blood on the ground but there isn't a whole body to be seen.

The PCs can determine some information here by examining the situation.

The most expedient way is for each PC to search an area or attempt to identify if any type of magic happen here. PCs can gain **two bonus tallies** by attempting the checks here without using assists (spreading out to cover more ground quickly).

The PCs can gain a maximum of 4 tallies in this scene.

Arcana or Religion (1 success, 1 max per PC)

A PC can sense the residual magical aura's of the area.

- **Hard DC Success:** *The PC knows necromantic magic was used to raise the bodies of the slain here. They gain a tally due to the expedience of the determination.*
- **Moderate DC Success:** *The PC knows necromantic magic was used to raise the bodies of the slain here.*
- **Failure:** The spells are muddled but the PC can try again. It takes more time and the PCs lose a tally.

Nature or Perception (1 success, 1 max per PC)

A PC can determine what happened here by looking over the battlefield.

- **Hard DC Success:** *The PC knows the group from the citadel rode in from the south. The enemy, which smells similar to the zombies you fought before, was lying in ambush for an hour or so. The attack was sprung and the Citadel forces were doing well until one of their number on horse started attacking them. From there the fight turned swiftly, the soldiers laying on the ground then stood and a large amount of them moved west while a small group including a rider went east. The PCs gain a tally due to the expedience of the determination.*
- **Moderate DC Success:** *The PC knows the group from the citadel rode in from the south. The enemy, which smells similar to the zombies you fought before, was lying in ambush for an hour or so. The attack was sprung however, one of their number on horse started attacking the*

citadel forces. From there the fight turned swiftly, the soldiers laying on the ground then stood and a large amount of them moved west while a small group including a rider went east.

- **Failure:** *The battlefield is hard to read but a little more time should reveal results. The PCs lose a tally.*

SCENE 3: TRACKING TO THE CAMP

The question is do you follow the group who went east or west?

This is more of a choice than a skill check. If the PCs decide to follow the group which went east they find the scene of another battle similar to the first one. As at the previous battle site there are lots of blood and horse carcasses but no bodies.

If PCs want more information from the scene you tell them it's very similar to the first where the bodies fell and then stood up and made their way east (toward the Thayan camp).

From here the PCs can follow the tracks easily. If they choose to go west they come upon the Thayan camp much quicker.

The Choice

- **Going West:** 0 tallies
- **Going East:** Award 2 tallies

Trouble shooting:

It is possible that some PCs are not talented in any of the four primary skills. Keeping these PCs involved is going to be more difficult. For example: consider allowing someone with History to help with their knowledge of military maneuvers (bonus to a Perception check). Intimidate could be used to boost a PCs efforts. Reward imagination.

ENDING THE ENCOUNTER

Once the PCs have made their choice read or paraphrase the following:

You've ridden into the foothills of the Tannath Mountains and managed to follow the tracks to their source. Unfortunately their source is six to seven hundred Thayans. A large encampment is set up surrounding what looks to be a large cave or hole in the ground which more Thayan soldiers file out of.

RESULTS

Depending on how the PCs proceeded through the skill challenge determines what they find when they get to the camp:

Success: If the PCs have 4 or more tallies read or paraphrase the following:

The Thayans look like they're organizing to march but they're not quite ready yet. It appears it might be an hour, maybe less until they're ready to move out. There is a transparent figure fitting Gorstag Dulsauer's description riding a ghostly horse and assisting in organizing the march.

Failure: If the PCs have fewer than 4 tallies read or paraphrase the following:

The Thayans have organized into a marching formation and a horn blows as they make their way out of camp. At the head of the force rides a ghostly figure fitting Gorstag Dulsauer's description.

TREASURE

There is no treasure for this encounter.

MILESTONE

This encounter counts towards a milestone.

ENCOUNTER 4: REPORTING IN AND FINDING DISASTER

IMPORTANT NPC

Commander Scytheson, male human, Commander of Citadel Dantalien.

When the PCs return to Citadel Dantalien read or paraphrase the following:

The Citadel is in a tizzy as you return. You hear bits about a Thayan attack from within the citadel and the portal circle being destroyed. As you finally reach Commander Scytheson you see he's been injured, a bandage covers his head and his armor is blood stained and dented. When he sees you he says "Report!"

When Commander Scytheson tried to open the portal to Veltalar it instead opened to Undumor and Thayan forces tried to pour into the citadel. Scytheson held the portal room and with the help of some of his soldiers managed to drive back the Thayans and close the portal. Unfortunately a Magic Mouth ritual appeared and finished a stone to mud spell warping and destroying the portal circle.

Scytheson has gone to plan B and sent a Whispering Wind message to the closest outlying post. They send the message along until it gets to Dlusk.

Scytheson takes the news of loss of both patrols and the incoming force with restraint. He only curses once but seems to have expected the news.

After thinking for a moment he asks the PCs to try and slow down the approaching army. His outriders were eliminated by Gorstag and the Thayan forces. Now Scytheson needs time ready his remaining men to hold out as best as they can until reinforcements arrive.

TROUBLESHOOTING

If the PCs ask if they can help with the defenses Scytheson tells them any way they can slow down the Thayan forces would help the defense of the citadel far more than anything they could do here. Though if they have any scrolls of rituals that might help ward the walls or reinforce them he accepts the help with gratitude.

If the players seem reluctant to attempt such a Herculean task as delaying an army then Commander Scytheson suggests that the PCs should go to an area where the cliff could be collapsed and mention a monster wandering the foothills which might serve as a distraction.

Some groups might have the means to send back their report using a ritual, thereby saving them the time needed to return to the citadel and report. If it is a ritual that allows him to respond then he asks they to slow/delay the approaching force as best they can. Reward these groups by adding another circle to the Hold Out Track on the **DM Reference Sheet**.

TREASURE

There is no treasure for this encounter.

MILESTONE

This encounter does not count towards a milestone.

ENCOUNTER 5: WE'RE SLOWING DOWN AN ARMY?

SKILL CHALLENGE, COMPLEXITY SPECIAL

Make sure you have the **DM Reference Sheet** available. If the PCs fail a scene then they gain an X on the Hold Out Track.

If the players failed the skill challenge in Scene 3 then they only have two chances to slow down the Thayans and avoid making an X on the hold out track. If they succeeded they have three chances.

Goal: Slow down the approaching Thayan army

Primary Skills: Varies by scene

Victory: The PCs slow down the Thayans advance

Failure: The forces of Dantalien need to hold out longer.

DM INFORMATION

This skill challenge gives you the freedom to improvise and let your players have some creative control especially if they are interested in coming up with their own plans for how to stall an army of the dead. If the players don't have a plan there are some scenes below you can use. Most of these scenes could be suggestions Commander Scytheson gives them before they leave. He could suggest the area where the cliff could be collapsed and mention a monster wandering the foothills which might serve as a distraction.

Whatever the PCs come up with I would try and push it towards being a group check so everyone can be involved. Keep the DC to succeed at Moderate.

In the end this short skill challenge should give the players a chance to describe these scenes and how they want to deal with them. They have to figure out some way to create elements within the scene to justify using the skill. You need to work with them and be open to their suggestions. Help guide the creation of these scenes along.

The size of the apposing force is such that the PCs can not destroy them on their own.

Special Rule: For each attempt the PCs are unsuccessful make an X on **The Hold Out Track** on **The DM Reference Sheet** showing how long the PCs have before the citadel is over run.

OPTIONAL SCENE 1: SNIPER ATTACK

Armies tend to slow down when their officers are killed. It is a little harder when said officers are undead, but that does not mean it is impossible

Perception or Nature

A PC spots or figures out a good place to launch an attack without being overrun by the army. (If more than one PC is planning to attack either a separate check must be made for each OR the DC increase by +5.

- **Moderate DC Success:** The PCs find the spot (range 20 squares) away from a target.
- **Hard DC Success:** the PC finds a location that is hard enough to get to that, they can get closer to the target and not be in danger (Range 10 squares).
- **Failure:** They can not find a good spot less than 30 squares away.

Having found a place to attack from the PC can use any ranged or area attack.

An officer's defenses are AL +15 (so for AL12 it would be 27). To keep things simple 6 successful hits takes out an officer (Critical hits count as 3 hits).

Taking out 2 officers can delay the army enough to count as a success.

Enough of the army keeps moving that the PCs can only attempt this from one location. They can get ahead of the army and try again but a new set of Perception checks need to be made.

OPTIONAL SCENE 2: COLLAPSING A CLIFF

The easiest approach for the Thayan army would pass through this path. While it would be too dangerous to try and collapse a bunch of rocks on the army, creating a road block here would slow the undead down.

Perception or Nature

A PC spots or figures out the best place on the cliff to bring down a rock slide to clog up the road.

- **Moderate DC Success:** The PCs find the spot on the cliff which would clog up the road. With a little bit of work the group causes the rock slide just before the Thayans get there and it forces them to clear the road or take an alternate path.
- **Failure:** They bring down part of the cliff but it doesn't block the road enough to noticeably slow down the Thayans as they come around the bend.

Notes:

- If the players come up with creative ways to assist the primary that add to the narrative let the primary have it.
- If someone is willing to spend a daily attack power and can explain how it fits into the narrative of creating the rock slide the check gains a +5.

OPTIONAL SCENE 3: ZOMBIES TASTE GOOD

You notice a bunch of claw marks in the stone leading to a cave smelling of ozone. Upon further inspection you find a large, many-legged lizard in the cave. A young Behir! Surely THAT would slow down the Thayans.

Arcana, Nature, Stealth or Acrobatics

This is a group check. The PCs can lure the Behir into the Thayan army. Whichever skill they use just requires the players to have some part in the plan. If a PC chooses not to take part it counts as a -2 to the rest of the people involved in the group check. Half the group, who participates, rounding up, must succeed for success.

- **Moderate DC Success:** The Behir is lured into the Thayan forces and slows them down as they deal with the creature.
- **Failure:** The Behir chases the PCs around and never runs into the Thayan forces.

OPTIONAL SCENE 4: A SACRIFICE FOR THE GREATER GOOD

You're pondering how to slow down an army of the walking dead when you hear the call of sheep. Just on the other side of a hill is a flock of them. They could be a promising distraction for flesh eating zombies but there's a shepherd and his dog.

Bluff, Diplomacy or Intimidate

The PCs just need to convince Thom that his herd is needed to slow down an invasion of Thayan forces.

- **Moderate DC Success:** Thom agrees slowing down the Thayan forces is more important than his sheep and he helps you maneuver the sheep into the oncoming hordes path in which they are eaten by the zombies, slowing the Thayans down.
- **Failure:** Thom doesn't want to help the PCs and moves his flock away.

Note: Even if the PCs kill Thom they can't herd the sheep without a **DC Hard Nature check**. They'll also need to kill the dog or a PC suffers 1 healing surge of damage as the dog attacks whoever killed Thom.

ENDING THE ENCOUNTER

Once the PCs have finished attempting to slow down the Thayans read or paraphrase the following:

You enter Citadel Dantalien and are met by Commander Scytheson.

"Thanks for trying to slow them down. I know it couldn't have been easy. I have the men here as ready as I can. Now we just have to hold out until reinforcements arrive."

Results

DM Reference Sheet shows how "long" the PCs need to hold out for.

If the PCs have zero Xs on **The Hold Out Track** at the end of this encounter they receive the minor quest reward **Thorn in the Thayans Side** and story reward **Thayan Respect**.

TREASURE

There is no treasure for this encounter.

MILESTONE

This encounter does count towards a milestone.

ENCOUNTER 6: PROTECT THE REAR

ENCOUNTER LEVEL 12/14/16/18/20

CREATURES

This encounter includes the following creatures:

(4+) howling spirits (H)

(1+) Thayan spirit knight-commanders (T)

SCALING THE ENCOUNTER

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

Four PCs: Only add 2 howling spirits at the end of each round and take 20 hp away from each Thayan spirit knight-commander. **See Special Rules.**

Six PCs: Add a howling spirit at the end of each round. **See Special Rules.**

SETUP

When the PCs first arrive at this encounter, read or paraphrase the following:

The approaching Thayan forces loom large in your vision as they make their way towards the citadel. The men around you ready bows and the two catapults the citadel has. Once the enemy comes in range bolts are loosed and rocks are flung. Undead bodies fall and rise again as the leaders of the Thayan forces stay towards the back ranks and weave magic to raise the fallen.

The battle goes well for a time, the zombies coming in waves but not all at once. In fact it seems like they're holding back.

"I'm a fool." says Scytheson. "The keys. The other patrol commander had a set too. The escape tunnel! Hurry and secure the door. You must stop them before they come through."

At that moment the Thayan forces rush towards the walls. Scytheson curses and looks to you.

"We need to hold here. Take your group and secure that entrance. Hurry or they'll pincer us inside and outside the citadel."

Rushing down into the basement of the citadel you find the rear door open and Thayan ghosts entering the citadel led by the ghost of Gorstag Dulsauer.

The doors to the escape tunnel are enchanted to prevent being broken so if the PCs shut and bar the door can secure this entrance.

The first Thayan spirit knight-commander into the citadel is Gorstag Dulsauer. He's never met the PCs before so he won't have much to say to them but feel free to have him taunt them. He knows this place, had to deal with the fools here for years to set up this plan. Now he can live forever and his master shall take this citadel and then the rest of Aglarond.

FEATURES OF THE AREA

This area has a few important features.

Stairs: The stairs count as difficult terrain.

Crypts: The Crypts aren't crypts. They are storage containers containing supplies for the citadel. They have rope, cloth, weapons, food stuffs and other dry storage goods.

Walls: The walls of citadel Dantalien have been enchanted over the years to not allow for spirits to pass through them. Creatures with phasing can't pass through the walls.

The Furniture: The beds and tables can be used to create barricades which could be set on fire. If any of the Thayan creatures passes through fire they need to make a saving throw or take 10 fire damage.

The Door: Closing the door takes a minor action and throwing the bolt takes another minor action.

SPECIAL RULES

Unless the door is closed and locked at the end of each round three more howling spirits and a Thayan spirit knight-commander enter the basement of the citadel. Place them on the stairs by the door to be closed.

You need to keep track of any howling spirits or Thayan spirit knight-commanders manage to leave the basement. There is a section on the DM Reference Sheet to keep track this. Each howling spirit counts as 1 and each Thayan spirit knight-commander counts as 4. At the end of the encounter add these numbers up and divide by 3. The result is the number of circles that are too marked off the Hold Out Track.

TACTICS

The first knight-commander on the map tries to mark as many PCs as it can by using *keeningsoulbound backword* if they can only attack one PC or *Thayan oath* if they can target multiple PCs. If there are multiple knight commanders on the map then the others focus on getting farther into the citadel, ignoring the PCs and taking attacks of opportunity. If the first knight

commander dies then the knight commander to farthest from the door tries to mark PCs.

The howling spirits only make opportunity attacks as they attempt to make their way to the door. Remember they can not phase through these walls.

ENDING THE ENCOUNTER

Once the door is closed and there are no monsters on the board check then add the numbers up. Divide the total by three to determine how many circles to mark off of the Hold Out Track. This represents how long it takes the PCs to track down and kill the remaining Thayans inside the citadel.

Go to Encounter 7.

MILESTONE

This encounter counts towards a milestone.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 6: PROTECT THE REAR (ADVENTURE LEVEL 12)

Howling Spirit		Level 12 Skirmisher Minion	
Medium shadow humanoid (undead)		XP 175	
HP 1; a missed attack never damages a minion.		Initiative +13	
AC 28, Fortitude 24, Reflex 26, Will 24		Perception +13	
Speed fly 8 (hover); phasing		Darkvision	
Immune disease, poison; Resist 10 necrotic, insubstantial			
TRAITS			
O Choir of Madness • Aura 1			
Any enemy within the aura that takes damage from a power that has the fear or psychic keyword takes 5 extra psychic damage.			
STANDARD ACTIONS			
m Spectral Strafe (necrotic) • At-Will			
The howling spirit shifts up to 1 square before or after the attack			
Attack: Melee 1 (one creature); +15 vs. Reflex			
Hit: 10 necrotic damage.			
Str 6 (+4)	Dex 24 (+13)	Wis 14 (+8)	
Con 12 (+7)	Int 6 (+4)	Cha 21 (+11)	
Alignment evil		Languages common	

Thayan Spirit Knight-Commander		Level 12 Soldier
Medium shadow humanoid (undead)		XP 700
HP 80; Bloodied 40		Initiative +11
AC 28, Fortitude 25, Reflex 22, Will 24		Perception +16
Speed 6, phasing		Darkvision
Immune disease, poison		
TRAITS		
Insubstantial		
The knight-commander takes only half damage from any damage source, except force.		
Unrelenting Brigade		
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the knight-commander, the knight-commander gains a +2 power bonus to attack rolls until the end of its next turn.		
STANDARD ACTIONS		
m Keening Soulbound Backsword (psychic, thunder, weapon) • At-Will		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 3d6 + 10 psychic and thunder damage		
Effect: The target is marked until the end of the knight-commander's next turn.		
M Soul Strike • Recharge 5,6		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 4d8 + 13 psychic damage, and the knight-commander gains 10 temporary hit points.		
C Thayan Oath • At-Will		
Attack: Close burst 1 (enemies in the burst); +15 vs. Fortitude		
Hit: 2d10 + 4 psychic damage		
Effect: The target is marked until the end of the knight-commander's next turn.		
TRIGGERED ACTIONS		
Call to Arms • At-Will		
Trigger: An enemy marked by the knight-commander and within 2 squares of it uses an attack power that doesn't include it as a target.		
Effect (Immediate Reaction): Close burst 5 (one ally in the burst). The target can take a free action to shift up to 3 squares and make a melee basic attack against the triggering enemy.		
Skills Athletics +15, Endurance +14		
Str 23 (+12)	Dex 17 (+9)	Wis 20 (+11)
Con 17 (+10)	Int 19 (+10)	Cha 20 (+11)
Alignment evil		Languages common

Note: Based on Phantom Brigade Knight-Commander

ENCOUNTER 6: PROTECT THE REAR (ADVENTURE LEVEL 14)

Howling Spirit	Level 14 Skirmisher Minion
Medium shadow humanoid (undead)	XP 250
HP 1; a missed attack never damages a minion.	Initiative +14
AC 30 Fortitude 26, Reflex 30, Will 28	Perception +14
Speed fly 8 (hover); phasing	Darkvision
Immune disease, poison; Resist 10 necrotic, insubstantial	
TRAITS	
O Choir of Madness • Aura 1	
Any enemy within the aura that takes damage from a power that has the fear or psychic keyword takes 5 extra psychic damage.	
STANDARD ACTIONS	
m Spectral Strafe (necrotic) • At-Will	
The howling spirit shifts up to 1 square before or after the attack	
Attack: Melee 1 (one creature); +17 vs. Reflex	
Hit: 11 necrotic damage.	
Str 6 (+5)	Dex 24 (+14)
Con 12 (+8)	Int 6 (+5)
	Wis 14 (+9)
	Cha 21 (+12)
Alignment evil	Languages common

Thayan Spirit Knight-Commander		Level 14 Soldier
Medium shadow humanoid (undead)		XP 1000
HP 96; Bloodied 48		Initiative +12
AC 30, Fortitude 27, Reflex 24, Will 26		Perception +17
Speed 6, phasing		Darkvision
Immune disease, poison		
TRAITS		
Insubstantial		
The knight-commander takes only half damage from any damage source, except force.		
Unrelenting Brigade		
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the knight-commander, the knight-commander gains a +2 power bonus to attack rolls until the end of its next turn.		
STANDARD ACTIONS		
m Keening Soulbound Backsword (psychic, thunder, weapon) • At-Will		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 3d6 + 12 psychic and thunder damage		
Effect: The target is marked until the end of the knight-commander's next turn.		
M Soul Strike • Recharge 5,6		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 4d8 + 15 psychic damage, and the knight-commander gains 10 temporary hit points.		
C Thayan Oath • At-Will		
Attack: Close burst 1 (enemies in the burst); +17 vs. Fortitude		
Hit: 2d10 + 6 psychic damage		
Effect: The target is marked until the end of the knight-commander's next turn.		
TRIGGERED ACTIONS		
Call to Arms • At-Will		
Trigger: An enemy marked by the knight-commander and within 2 squares of it uses an attack power that doesn't include it as a target.		
Effect (Immediate Reaction): Close burst 5 (one ally in the burst). The target can take a free action to shift up to 3 squares and make a melee basic attack against the triggering enemy.		
Skills Athletics +16, Endurance +15		
Str 23 (+13)	Dex 17 (+10)	Wis 20 (+12)
Con 17 (+10)	Int 19 (+11)	Cha 20 (+12)
Alignment evil	Languages common	

Note: based on Phantom Brigade Knight-Commander

ENCOUNTER 6: PROTECT THE REAR (ADVENTURE LEVEL 16)

Howling Spirit		Level 16 Skirmisher Minion
Medium shadow humanoid (undead)		XP 350
HP 1; a missed attack never damages a minion		Initiative +15
AC 32, Fortitude 28, Reflex 32, Will 30		Perception +15
Speed fly 8 (hover); phasing		Darkvision
Immune disease, poison; Resist 10 necrotic, insubstantial		
TRAITS		
O Choir of Madness • Aura 1		
Any enemy within the aura that takes damage from a power that has the fear or psychic keyword takes 5 extra psychic damage.		
STANDARD ACTIONS		
m Spectral Strafe (necrotic) • At-Will		
The howling spirit shifts up to 1 square before or after the attack		
Attack: Melee 1 (one creature); +19 vs. Reflex		
Hit: 12 necrotic damage.		
Str 6 (+6)	Dex 24 (+15)	Wis 14 (+10)
Con 12 (+9)	Int 6 (+6)	Cha 21 (+13)
Alignment evil		Languages common

Thayan Spirit Knight-Commander		Level 16 Soldier
Medium shadow humanoid (undead)		XP 1400
HP 112; Bloodied 56		Initiative +13
AC 32, Fortitude 29, Reflex 26, Will 28		Perception +18
Speed 6, phasing		Darkvision
Immune disease, poison		
TRAITS		
Insubstantial		
The knight-commander takes only half damage from any damage source, except force.		
Unrelenting Brigade		
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the knight-commander, the knight-commander gains a +2 power bonus to attack rolls until the end of its next turn.		
STANDARD ACTIONS		
m Keening Soulbound Backsword (psychic, thunder, weapon) • At-Will		
Attack: Melee 1 (one creature); +21 vs. AC		
Hit: 3d8 + 11 psychic and thunder damage		
Effect: The target is marked until the end of the knight-commander's next turn.		
M Soul Strike • Recharge 5,6		
Attack: Melee 1 (one creature); +21 vs. AC		
Hit: 4d8 + 19 psychic damage, and the knight-commander gains 10 temporary hit points.		
C Thayan Oath • At-Will		
Attack: Close burst 1 (enemies in the burst); +19 vs. Fortitude		
Hit: 2d10 + 8 psychic damage		
Effect: The target is marked until the end of the knight-commander's next turn.		
TRIGGERED ACTIONS		
Call to Arms • At-Will		
Trigger: An enemy marked by the knight-commander and within 2 squares of it uses an attack power that doesn't include it as a target.		
Effect (Immediate Reaction): Close burst 5 (one ally in the burst). The target can take a free action to shift up to 3 squares and make a melee basic attack against the triggering enemy.		
Skills Athletics +17, Endurance +16		
Str 23 (+14)	Dex 17 (+11)	Wis 20 (+13)
Con 17 (+11)	Int 19 (+12)	Cha 20 (+13)
Alignment evil		Languages common

Note: based on Phantom Brigade Knight-Commander

ENCOUNTER 6: PROTECT THE REAR (ADVENTURE LEVEL 18)

Howling Spirit		Level 18 Skirmisher Minion	
Medium shadow humanoid (undead)		XP 500	
HP 1; a missed attack never damages a minion		Initiative +16	
AC 34, Fortitude 30, Reflex 34, Will 32		Perception +16	
Speed fly 8 (hover); phasing		Darkvision	
Immune disease, poison; Resist 10 necrotic, insubstantial			
TRAITS			
O Choir of Madness • Aura 1			
Any enemy within the aura that takes damage from a power that has the fear or psychic keyword takes 10 extra psychic damage.			
STANDARD ACTIONS			
m Spectral Strafe (necrotic) • At-Will			
The howling spirit shifts up to 1 square before or after the attack			
Attack: Melee 1 (one creature); +23 vs. Reflex			
Hit: 13 necrotic damage.			
Str 6 (+7)	Dex 24 (+16)	Wis 14 (+13)	
Con 12 (+12)	Int 6 (+7)	Cha 21 (+14)	
Alignment evil		Languages common	

Thayan Spirit Knight-Commander		Level 18 Soldier
Medium shadow humanoid (undead)		XP 2000
HP 128; Bloodied 64		Initiative +14
AC 34, Fortitude 31, Reflex 28, Will 30		Perception +19
Speed 6, phasing		Darkvision
Immune disease, poison		
TRAITS		
Insubstantial		
The knight-commander takes only half damage from any damage source, except force.		
Unrelenting Brigade		
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the knight-commander, the knight-commander gains a +2 power bonus to attack rolls until the end of its next turn.		
STANDARD ACTIONS		
m Keening Soulbound Backsword (psychic, thunder, weapon) • At-Will		
Attack: Melee 1 (one creature); +23 vs. AC		
Hit: 3d8 + 13 psychic and thunder damage		
Effect: The target is marked until the end of the knight-commander's next turn.		
M Soul Strike • Recharge 5,6		
Attack: Melee 1 (one creature); +23 vs. AC		
Hit: 4d10 + 15 psychic damage, and the knight-commander gains 15 temporary hit points.		
C Thayan Oath • At-Will		
Attack: Close burst 1 (enemies in the burst); +21 vs. Fortitude		
Hit: 2d10 + 9 psychic damage		
Effect: The target is marked until the end of the knight-commander's next turn.		
TRIGGERED ACTIONS		
Call to Arms • At-Will		
Trigger: An enemy marked by the knight-commander and within 2 squares of it uses an attack power that doesn't include it as a target.		
Effect (Immediate Reaction): Close burst 5 (one ally in the burst). The target can take a free action to shift up to 3 squares and make a melee basic attack against the triggering enemy.		
Skills Athletics +18, Endurance +17		
Str 23 (+15)	Dex 17 (+12)	Wis 20 (+14)
Con 17 (+12)	Int 19 (+13)	Cha 20 (+14)
Alignment evil	Languages common	

Note: based on Phantom Brigade Knight-Commander

ENCOUNTER 6: PROTECT THE REAR (ADVENTURE LEVEL 20)

Howling Spirit		Level 20 Skirmisher Minion	
Medium shadow humanoid (undead)		XP 700	
HP 1; a missed attack never damages a minion		Initiative +17	
AC 36, Fortitude 32, Reflex 36, Will 34		Perception +17	
Speed fly 8 (hover); phasing		Darkvision	
Immune disease, poison; Resist 10 necrotic, insubstantial			
TRAITS			
O Choir of Madness • Aura 1			
Any enemy within the aura that takes damage from a power that has the fear or psychic keyword takes 10 extra psychic damage.			
STANDARD ACTIONS			
m Spectral Strafe (necrotic) • At-Will			
The howling spirit shifts up to 1 square before or after the attack			
Attack: Melee 1 (one creature); +25 vs. Reflex			
Hit: 14 necrotic damage.			
Str 6 (+9)	Dex 24 (+18)	Wis 14 (+13)	
Con 12 (+12)	Int 6 (+9)	Cha 21 (+16)	
Alignment evil		Languages common	

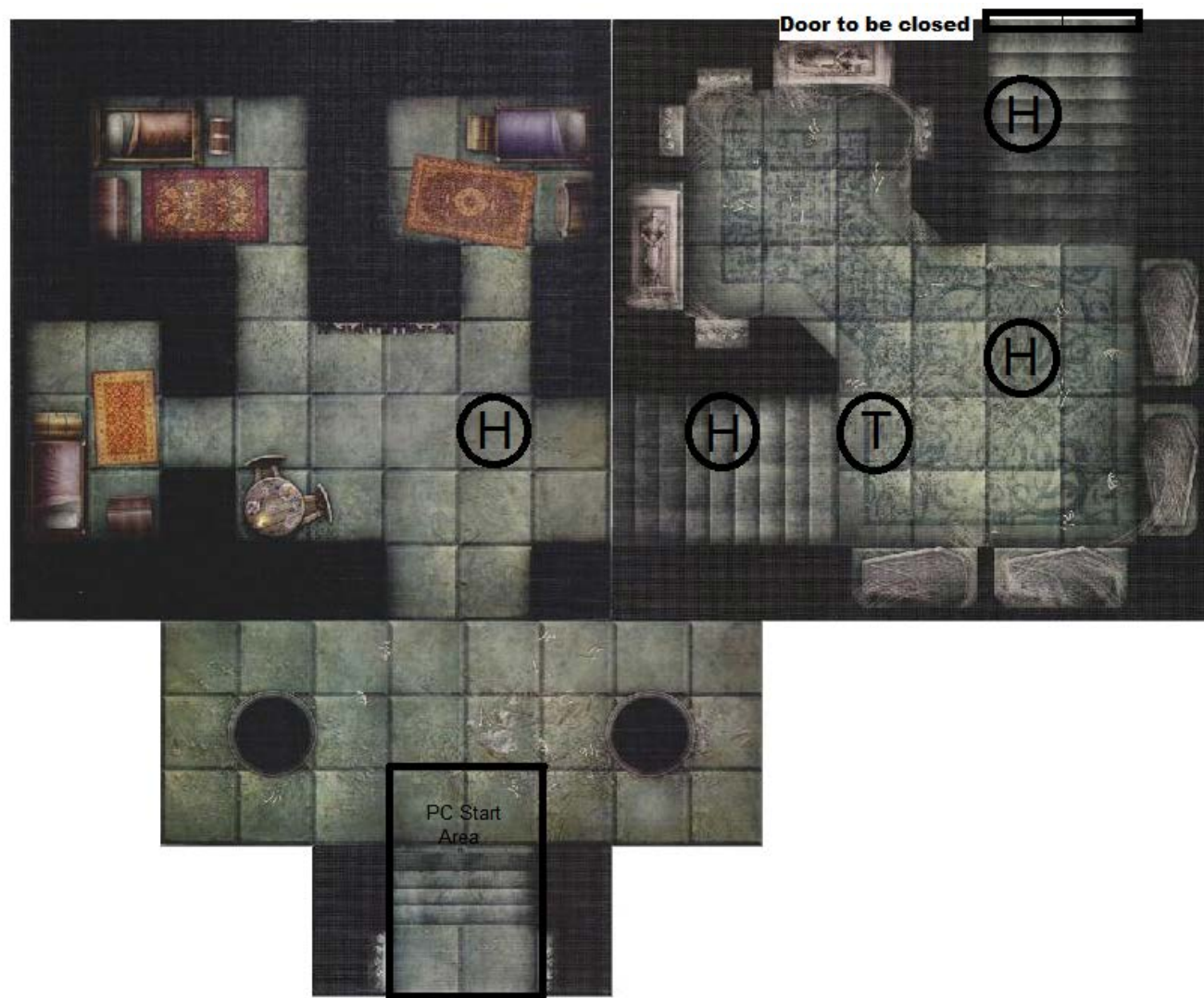
Thayan Spirit Knight-Commander		Level 20 Soldier
Medium shadow humanoid (undead)		XP 2800
HP 144; Bloodied 72		Initiative +15
AC 36, Fortitude 33, Reflex 30, Will 32		Perception +20
Speed 6, phasing		Darkvision
Immune disease, poison		
TRAITS		
Insubstantial		
The knight-commander takes only half damage from any damage source, except force.		
Unrelenting Brigade		
Whenever an ally who also has this trait drops to 0 hit points within 5 squares of the knight-commander, the knight-commander gains a +2 power bonus to attack rolls until the end of its next turn.		
STANDARD ACTIONS		
m Keening Soulbound Backsword (psychic, thunder, weapon) • At-Will		
Attack: Melee 1 (one creature); +25 vs. AC		
Hit: 3d8 + 15 psychic and thunder damage		
Effect: The target is marked until the end of the knight-commander's next turn.		
M Soul Strike • Recharge 5,6		
Attack: Melee 1 (one creature); +25 vs. AC		
Hit: 4d10 + 18 psychic damage, and the knight-commander gains 15 temporary hit points.		
C Thayan Oath • At-Will		
Attack: Close burst 1 (enemies in the burst); +23 vs. Fortitude		
Hit: 2d12 + 10 psychic damage		
Effect: The target is marked until the end of the knight-commander's next turn.		
TRIGGERED ACTIONS		
Call to Arms • At-Will		
Trigger: An enemy marked by the knight-commander and within 2 squares of it uses an attack power that doesn't include it as a target.		
Effect (Immediate Reaction): Close burst 5 (one ally in the burst). The target can take a free action to shift up to 3 squares and make a melee basic attack against the triggering enemy.		
Skills Athletics +19, Endurance +18		
Str 23 (+16)	Dex 17 (+13)	Wis 20 (+15)
Con 17 (+13)	Int 19 (+14)	Cha 20 (+15)
Alignment evil	Languages common	

Note: based on Phantom Brigade Knight-Commander

ENCOUNTER 6: PROTECT THE REAR

TILE SETS NEEDED

Shadowghast Manor



H= howling spirits, T= Thayan spirit knight-commander

ENCOUNTER 7: THE LAST STAND

ENCOUNTER LEVEL 12/14/16/18/20

CREATURES

This encounter includes the following creatures:

3 inferno bats (B)

1 slaughter wight (W)

zombie tombwalker (Z)

Commander Scytheson (S)

SCALING THE ENCOUNTER

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

Four PCs: Add a number of zombie tombwalkers equal to the number of PCs and start the slaughter wight at its bloodied value.

Six PCs: Add a number of zombie tombwalkers equal to the number of PCs.

SETUP

When the PCs begin this encounter, read or paraphrase the following:

Just as you enter the courtyard you hear an explosion followed by the painful screaming of soldiers. Zombies are crawling over the walls onto the ramparts, some have pieces of metal jutting out of them, flying creatures are diving at a soldier, and the gates are being beat on.

Scytheson is in the courtyard calling orders out but he looks hurt. When he sees you he yells

"We need to hold out. It shouldn't be much longer."

The PCs only need to hold off the Thayans for four rounds. If they can do that and the hold out track doesn't fill up they win. If they can't then the Thayans overrun the citadel. Make sure the players can be aware of how many circles are remaining on the Hold Out Track and how each objective can impact the track.

FEATURES OF THE AREA

This area has a few important features.

Walls: The walls are 4 squares high. The outer edge is a 5' parapet that grants cover from those below. Going up the stairs from the wall is difficult terrain; however going down them does not cost extra movement.

Trees: Ignore the trees on the map this is simply a grassy area.

Building with well: This building is 2 squares tall. The door is not locked.

Building next to gate: The top of this building is 4 squares high. A PC within the building has superior cover and can use range or area attacks through the arrow slits.

Catapults: The catapults count as cover and are a target of the Thayans. If a catapult is destroyed X 2 circles from **The Hold Out Track**. See the stat blocks for the catapults defenses. Hit Points are a reflection of the efforts of the defenders trying to keep the undead from destroying it.

If the catapult is on fire it gets a saving throw at the end of the round.

The Gates: If the gates are breached X 3 circles from **The Hold Out Track**. The gates defenses are 23/25/27/29/31 and the gate can take 20/25/30/35/40 hp of damage from the wight before it breaks. Only the wight can do significant damage to the gates because they are thick and fire proofed.

The Towers: The top of towers are 2 squares taller than the wall. If a tower is breached X 2 circles from **The Hold Out Track**. It costs 3 squares of movement to move from the door on the ramparts to the top of circular stairs. Knocking down the door requires a Hard DC Athletic check from the enemies.

Scytheson: Scytheson has a broken leg, zero hp and zero surges left. If a PC wishes to move him the PC is considered grabbing Scytheson and is slowed. Because of *lasting command* Scytheson stays conscious even below 0 hp and can still issue orders to his men and move very slowly.

If Scytheson is healed (using the skill) he has 1 hp but his leg is still broken and his speed remains 1. If he's healed by some other means that doesn't require surges he gains his surge value (plus any bonuses). But his leg is still broken.

If Scytheson is killed X 4 circles from **The Hold Out Track**. There is a stat block included on each Adventure Level stat block page.

SPECIAL RULES

At the beginning of every round a number of zombies equal to the number of PCs participating in the scenario appear in the red areas. They should be as evenly distributed as possible.

Be sure to have the holdout track visible to the players so they can see how close they are to being overrun. In the features of the area it tells how many points come off the track for losing certain parts of the citadel. This information is also listed in the Appendix.

TACTICS

The Thayans want the citadel so taking objectives should be their primary concern.

The bats attack both the catapults and PCs with their swoop attacks.

The wight focuses on the gate and then the next closest objective such as a catapult.

The zombies focus first on the tower doors, then the catapults and finally Scytheson.

TROUBLESHOOTING

There is a large battle raging around the citadel. Placing miniatures or place markers for the soldiers and zombies on the map is an option to illustrate the raging battle. Another option is to describe the battle raging around the citadel. The monsters that appear on the map are the ones the PCs need to deal with the rest of the battle is abstracted out.

The catapults and the doors of the towers are manned by soldiers. Their hp and defenses listed are for the men holding these areas.

CONCLUDING THE ADVENTURE

If the PCs hold off the Thayans for four rounds read or paraphrase the following:

Flashes of light come from outside the walls followed by thunder assaulting your ears. Reinforcements have finally arrived.

Over the next hour they sweep in and with your help destroy and drive off the Thayan forces.

The Commander, if alive, gives credit to the PCs for the Citadel withstanding the attack until reinforcements arrived. If the PCs wish to help destroy the camp and the tunnel their help is gratefully accepted. In any case certain items rescued from the battlefield or the camp are offered to the PCs by the Commander: *shallow grave armor* +3/+4 (AL18 & AL 20 only) and *life-draining gauntlets*.

When the report of their actions reaches the Simbarch Council the PCs are offered their choice of any uncommon ring from a player resource, with an item level up to the PCs level plus 2

If the holdout track fills up at any time during the final battle read or paraphrase the following:

The Thayan forces flood into the citadel and while you manage to cut your way free from them Citadel

Dantalien is lost. As you are fleeing, you see the reinforcements appearing out of thin air to the west. If only you held out a little longer.

The reinforcements surround the citadel and begin setting up for a siege. The remnants of the citadel's forces and, if they wish, the PCs can circle back around and meet up with the reinforcement force. The situation is less than ideal; however ritual casters believe that they can collapse the tunnel under the river. If the PCs wish they can assist in assaulting whatever forces were left at the Thayan camp. For their assistance the PCs are granted access to *life-draining gauntlets* found in the wreckage of the camp. The PCs do not have to assist, but they lose access to the gauntlets if they do not.

Aglarond is in for a long protract siege if they wish to retake the citadel. The enemy forces are mainly undead creatures and therefore lack of supplies or sleep is not an issue as it would be in most sieges.

STORY AWARDS

If the PCs successfully defended Citadel Dantalien they gain Story Award CORE105 **Defenders of Aglarond**.

If the PCs failed in defending Citadel Dantalien they gain Story Award AGLA26 **The Simbarch Council's Ire**.

(The award for success has code CORE because it applies throughout the Sea of Fallen Stars; the award for failure has a code AGLA because it applies primarily in Aglarond.)

TREASURE

The PCs are paid the remainder of their fee 1,200 / 2,070 / 4,1250 / 8250 / 12,375 gp regardless of whether they succeeded or not.

If the PCs are successful in defending the citadel they gain *shallow grave armor* +3/+4 (AL18 & AL 20 only) and *life-draining gauntlets*.

If the PCs defended Citadel Dantalien until reinforcements arrived they are offered his or her choice of any uncommon ring from a player resource, with an item level up to the PCs level plus 2. This is a gift from the Simbarch member who hired the PCs.

If the citadel falls the PCs have the opportunity to gain *life-draining gauntlets*.

ENCOUNTER 7: THE LAST STAND (ADVENTURE LEVEL 12)

Inferno Bat	Level 13 Skirmisher
Medium elemental beast (fire)	XP 800
HP 128; Bloodied 64	Initiative +16
AC 27, Fortitude 23, Reflex 27, Will 21	Perception +12
Speed 2 (clumsy), fly 8 (see fiery swoop)	Darkvision
Resist fire 20	
STANDARD ACTIONS	
m Inferno Touch • At-Will	
Attack: Melee 1 (one creature); +18 vs. Reflex	
Hit: 2d6 + 6 fire damage, and ongoing 10 fire damage (save ends).	
Failed saving throw: Each ally of the target, within 2 squares of the target, takes 10 fire damage.	
M Fiery Swoop • At-Will	
The inferno bat shifts 4 squares and can move through occupied squares as it moves. It makes a melee basic attack against any creature whose space it enters. The inferno bat cannot attack a target more than once in this fashion, and must end its movement in an unoccupied square.	
TRIGGERED ACTIONS	
Heatseeker • At-Will	
Trigger: When the inferno bat is damaged by an enemy's ranged attack.	
Effect (Immediate Reaction): The inferno bat shifts 2 squares towards the triggering enemy.	
Str 8 (+5)	Dex 27 (+14) Wis 12 (+7)
Con 16 (+9)	Int 2 (+2) Cha 9 (+5)
Alignment unaligned	Languages -

Zombie Tombwalker	Level 13 Minion
Medium natural animate (undead)	XP 200
HP 1; a missed attack never damages a minion.	Initiative +8
AC 25, Fortitude 25, Reflex 22, Will 23	Perception +9
Speed 5	Darkvision
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 10 damage	
M Flesh Ripping Bite • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 12 damage plus ongoing 5 necrotic damage	
TRIGGERED ACTIONS	
C Death Burst • At-Will	
Trigger: When the zombie tombwalker is reduced to 0 HP.	
Effect (Immediate Reaction): The tombwalker explodes.	
Attack: Close burst 1. +14 vs. Fortitude; 10 necrotic damage.	
Str 20 (+11)	Dex 14 (+8) Wis 12 (+7)
Con 15 (+8)	Int 9 (+5) Cha 8 (+5)
Alignment unaligned	Languages -

Slaughter Wight	Level 12 Brute
Large natural humanoid (undead)	XP 2000
HP 122; Bloodied 61	Initiative +11
AC 24, Fortitude 24, Reflex 21, Will 20	Perception +10
Speed 7	Darkvision
Immune disease, poison; Resist 5 necrotic, Vulnerable 10 radiant	
STANDARD ACTIONS	
m Claw (necrotic) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 2d6 + 3 necrotic damage, the target loses a healing surge, and is weakened until the end of its next turn.	
TRIGGERED ACTIONS	
C Death Wail • At-Will	
Trigger: The slaughter wight drops to 0 hp.	
Attack (No Action): Close burst 5 (enemies in the burst); +15 vs. Fortitude	
Hit: 3d6 + 2 necrotic damage.	
Effect: Each undead ally in the burst can make a basic attack as a free action.	
Str 26 (+14)	Dex 20 (+11) Wis 9 (+5)
Con 22 (+12)	Int 12 (+7) Cha 18 (+10)
Alignment Chaotic evil	Languages Common

Commander Scytheson	Level 11
HP 112 bloodied 56 Current 0	Initiative +10
Surge Value 28 Surges 0	Perception +6
AC 27, Fortitude 25, Reflex 22, Will 30	
Speed 1	
TRAIT	
Lasting Command	
Commander Scytheson's strong will and training allow him to remain conscious and in command when others would succumb to their wounds. He remains conscious until death and has a +5 bonus to death saves.	
STANDARD ACTIONS	
m Long Sword • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 3d6+9 damage	
Str 22 (+11)	Dex 16 (+8) Wis 12 (+6)
Con 16 (+8)	Int 17 (+8) Cha 18 (+9)
Alignment Good	Languages Common

2 Catapults
HP 20
AC 23, Fortitude 23, Reflex 23, Will 23

Gate
HP 20
AC 23, Fortitude 23, Reflex 23, Will 23

ENCOUNTER 7: THE LAST STAND (ADVENTURE LEVEL 14)

Inferno Bat	Level 15 Skirmisher
Medium elemental beast (fire)	XP 1200
HP 144; Bloodied 72	Initiative +17
AC 29, Fortitude 25, Reflex 29, Will 23	Perception +13
Speed 2 (clumsy), fly 8 (see fiery swoop)	Darkvision
Resist fire 20	
STANDARD ACTIONS	
m Inferno Touch • At-Will	
Attack: Melee 1 (one creature); +20 vs. Reflex	
Hit: 3d6 + 8 fire damage, and ongoing 10 fire damage (save ends).	
Failed saving throw: Each ally of the target, within 2 squares of the target, takes 10 fire damage.	
M Fiery Swoop • At-Will	
The inferno bat shifts 4 squares and can move through occupied squares as it moves. It makes a melee basic attack against any creature whose space it enters. The inferno bat cannot attack a target more than once in this fashion, and must end its movement in an unoccupied square.	
TRIGGERED ACTIONS	
Heatseeker • At-Will	
Trigger: When the inferno bat is damaged by an enemy's ranged attack.	
Effect (Immediate Reaction): The inferno bat shifts 2 squares towards the triggering enemy.	
Str 8 (+6)	Dex 27 (+15) Wis 12 (+8)
Con 16 (+10)	Int 2 (+3) Cha 9 (+6)
Alignment unaligned	Languages -

Zombie Tombwalker	Level 15 Minion
Medium natural animate (undead)	XP 300
HP 1; a missed attack never damages a minion.	Initiative +9
AC 27, Fortitude 27, Reflex 24, Will 25	Perception +10
Speed 5	Darkvision
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 11 damage	
M Flesh Ripping Bite • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 13 damage plus ongoing 5 necrotic damage	
TRIGGERED ACTIONS	
C Death Burst • At-Will	
Trigger: When the zombie tombwalker is reduced to 0 HP.	
Effect (Immediate Reaction): The tombwalker explodes.	
Attack: Close burst 1. +16 vs. Fortitude; 11 necrotic damage.	
Str 20 (+12)	Dex 14 (+9) Wis 12 (+8)
Con 15 (+9)	Int 9 (+6) Cha 8 (+6)
Alignment unaligned	Languages -

Slaughter Wight	Level 14 Brute
Large natural humanoid (undead)	XP 1000
HP 142; Bloodied 71	Initiative +12
AC 26, Fortitude 26, Reflex 23, Will 22	Perception +11
Speed 7	Darkvision
Immune disease, poison; Resist 5 necrotic, Vulnerable 10 radiant	
STANDARD ACTIONS	
m Claw (necrotic) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 2d6 + 5 necrotic damage, the target loses a healing surge, and is weakened until the end of its next turn.	
TRIGGERED ACTIONS	
C Death Wail • At-Will	
Trigger: The slaughter wight drops to 0 hp.	
Attack (No Action): Close burst 5 (enemies in the burst); +17 vs. Fortitude	
Hit: 3d6 + 4 necrotic damage.	
Effect: Each undead ally in the burst can make a basic attack as a free action.	
Str 26 (+15)	Dex 20 (+12) Wis 9 (+6)
Con 22 (+13)	Int 12 (+8) Cha 18 (+11)
Alignment Chaotic evil	Languages Common

Commander Scytheson	Level 13
HP 128 bloodied 66 Current 0	Initiative +11
Surge Value 33 Surges 0	Perception +7
AC 29, Fortitude 27, Reflex 24, Will 31	
Speed 1	
TRAIT	
Lasting Command	
Commander Scytheson's strong will and training allow him to remain conscious and in command when others would succumb to their wounds. He remains conscious until death and has a +5 bonus to death saves.	
STANDARD ACTIONS	
m Long Sword • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d6 +11 damage	
Str 22 (+12)	Dex 16 (+9) Wis 12 (+7)
Con 16 (+9)	Int 17 (+9) Cha 18 (+10)
Alignment Good	Languages Common

2 Catapult
HP 25
AC 25, Fortitude 25, Reflex 25, Will 25

Gate
HP 25
AC 25, Fortitude 25, Reflex 25, Will 25

ENCOUNTER 7: THE LAST STAND (ADVENTURE LEVEL 16)

Inferno Bat	Level 17 Skirmisher
Medium elemental beast (fire)	XP 1600
HP 160; Bloodied 80	Initiative +18
AC 31, Fortitude 27, Reflex 31, Will 25	Perception +14
Speed 2 (clumsy), fly 8 (see fiery swoop)	Darkvision
Resist fire 20	
STANDARD ACTIONS	
m Inferno Touch • At-Will	
Attack: Melee 1 (one creature); +22 vs. Reflex	
Hit: 3d6 + 10 fire damage, and ongoing 10 fire damage (save ends).	
Failed saving throw: Each ally of the target, within 2 squares of the target, takes 10 fire damage.	
M Fiery Swoop • At-Will	
The inferno bat shifts 4 squares and can move through occupied squares as it moves. It makes a melee basic attack against any creature whose space it enters. The inferno bat cannot attack a target more than once in this fashion, and must end its movement in an unoccupied square.	
TRIGGERED ACTIONS	
C Heatseeker • At-Will	
Trigger: When the inferno bat is damaged by an enemy's ranged attack.	
Effect (Immediate Reaction): The inferno bat shifts 2 squares towards the triggering enemy.	
Str 8 (+7)	Dex 27 (+16) Wis 12 (+9)
Con 16 (+11)	Int 2 (+4) Cha 9 (+7)
Alignment unaligned	Languages -

Zombie Tombwalker	Level 17 Minion
Medium natural animate (undead)	XP 400
HP 1; a missed attack never damages a minion.	Initiative +10
AC 29, Fortitude 29, Reflex 26, Will 27	Perception +11
Speed 5	Darkvision
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 12 damage	
M Flesh Ripping Bite • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 14 damage plus ongoing 5 necrotic damage	
TRIGGERED ACTIONS	
C Death Burst • At-Will	
Trigger: When the zombie tombwalker is reduced to 0 HP.	
Effect (Immediate Reaction): The tombwalker explodes.	
Attack: Close burst 1. +18 vs. Fortitude; 12 necrotic damage.	
Str 20 (+13)	Dex 14 (+10) Wis 12 (+9)
Con 15 (+10)	Int 9 (+7) Cha 8 (+7)
Alignment unaligned	Languages -

Slaughter Wight	Level 16 Brute
Large natural humanoid (undead)	XP 1400
HP 162; Bloodied 81	Initiative +13
AC 28, Fortitude 28, Reflex 25, Will 24	Perception +12
Speed 7	Darkvision
Immune disease, poison; Resist 10 necrotic, Vulnerable 15 radiant	
STANDARD ACTIONS	
m Claw (necrotic) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 2d6 + 7 necrotic damage, the target loses a healing surge, and is weakened until the end of its next turn.	
TRIGGERED ACTIONS	
C Death Wail • At-Will	
Trigger: The slaughter wight drops to 0 hp.	
Attack (No Action): Close burst 5 (enemies in the burst); +19 vs. Fortitude	
Hit: 3d8 + 3 necrotic damage.	
Effect: Each undead ally in the burst can make a basic attack as a free action.	
Str 26 (+16)	Dex 20 (+13) Wis 9 (+7)
Con 22 (+14)	Int 12 (+9) Cha 18 (+12)
Alignment Chaotic evil	Languages Common

Commander Scytheson	Level 15
HP 144 Bloodied 72 Current 0	Initiative +12
Surge Value 33 Surges 0	Perception +8
AC 31, Fortitude 29, Reflex 26, Will 32	
Speed 1	
TRAIT	
Lasting Command	
Commander Scytheson's strong will and training allow him to remain conscious and in command when others would succumb to their wounds. He remains conscious until death and has a +5 bonus to death saves.	
STANDARD ACTIONS	
m Long Sword • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d6+13 damage	
Str 22 (+13)	Dex 16 (+10) Wis 12 (+8)
Con 16 (+10)	Int 17 (+10) Cha 18 (+11)
Alignment Good	Languages Common

2 Catapult
HP 30
AC 27, Fortitude 27, Reflex 27, Will 27

Gate
HP 30
AC 27, Fortitude 27, Reflex 27, Will 27

ENCOUNTER 7: THE LAST STAND (ADVENTURE LEVEL 18)

Inferno Bat	Level 19 Skirmisher
Medium elemental beast (fire)	XP 2400
HP 176; Bloodied 88	Initiative +19
AC 33, Fortitude 29, Reflex 33, Will 27	Perception +15
Speed 2 (clumsy), fly 8 (see fiery swoop)	Darkvision
Resist fire 20	
STANDARD ACTIONS	
m Inferno Touch • At-Will	
Attack: Melee 1 (one creature); +24 vs. Reflex	
Hit: 3d8 + 9 fire damage, and ongoing 10 fire damage (save ends).	
Failed saving throw: Each ally of the target, within 2 squares of the target, takes 10 fire damage.	
M Fiery Swoop • At-Will	
The inferno bat shifts 4 squares and can move through occupied squares as it moves. It makes a melee basic attack against any creature whose space it enters. The inferno bat cannot attack a target more than once in this fashion, and must end its movement in an unoccupied square.	
TRIGGERED ACTIONS	
C Heatseeker • At-Will	
Trigger: When the inferno bat is damaged by an enemy's ranged attack.	
Effect (Immediate Reaction): The inferno bat shifts 2 squares towards the triggering enemy.	
Str 8 (+8)	Dex 27 (+17) Wis 12 (+10)
Con 16 (+12)	Int 2 (+5) Cha 9 (+8)
Alignment unaligned	Languages -

Zombie Tombwalker	Level 19 Minion
Medium natural animate (undead)	XP 600
HP 1; a missed attack never damages a minion.	Initiative +11
AC 31, Fortitude 31, Reflex 28, Will 29	Perception +12
Speed 5	Darkvision
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 13 damage	
M Flesh Ripping Bite • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 15 damage plus ongoing 5 necrotic damage	
TRIGGERED ACTIONS	
C Death Burst • At-Will	
Trigger: When the zombie tombwalker is reduced to 0 HP.	
Effect (Immediate Reaction): The tombwalker explodes.	
Attack: Close burst 1. +20 vs. Fortitude; 13 necrotic damage.	
Str 20 (+14)	Dex 14 (+11) Wis 12 (+10)
Con 15 (+11)	Int 9 (+8) Cha 8 (+8)
Alignment unaligned	Languages -

Slaughter Wight	Level 18 Brute
Large natural humanoid (undead)	XP 2000
HP 182; Bloodied 91	Initiative +14
AC 30, Fortitude 30, Reflex 27, Will 26	Perception +13
Speed 7	Darkvision
Immune disease, poison; Resist 10 necrotic, Vulnerable 15 radiant	
STANDARD ACTIONS	
m Claw (necrotic) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 2d6 + 9 necrotic damage, the target loses a healing surge, and is weakened until the end of its next turn.	
TRIGGERED ACTIONS	
C Death Wail • At-Will	
Trigger: The slaughter wight drops to 0 hp.	
Attack (No Action): Close burst 5 (enemies in the burst); +21 vs. Fortitude	
Hit: 4d6 + 4 necrotic damage.	
Effect: Each undead ally in the burst can make a basic attack as a free action.	
Str 26 (+17)	Dex 20 (+14) Wis 9 (+8)
Con 22 (+15)	Int 12 (+10) Cha 18 (+13)
Alignment Chaotic evil	Languages Common

Commander Scytheson	Level 17
HP 160 bloodied 80 Current 0	Initiative +13
Surge Value 40 Surges 0	Perception +9
AC 33, Fortitude 31, Reflex 28, Will 34	
Speed 1	
TRAIT	
Lasting Command	
Commander Scytheson's strong will and training allow him to remain conscious and in command when others would succumb to their wounds. He remains conscious until death and has a +5 bonus to death saves.	
STANDARD ACTIONS	
m Long Sword • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d8+12 damage	
Str 22 (+14)	Dex 16 (+11) Wis 12 (+9)
Con 16 (+11)	Int 17 (+11) Cha 18 (+12)
Alignment Good	Languages Common

2 Catapult
HP 35
AC 29, Fortitude 29, Reflex 29, Will 29
Gate
HP 35
AC 29, Fortitude 29, Reflex 29, Will 29

ENCOUNTER 7: THE LAST STAND (ADVENTURE LEVEL 20)

Inferno Bat	Level 21 Skirmisher
Medium elemental beast (fire)	XP 3200
HP 192; Bloodied 96	Initiative +20
AC 35, Fortitude 31, Reflex 35, Will 29	Perception +16
Speed 2 (clumsy), fly 8 (see fiery swoop)	Darkvision
Resist fire 20	
STANDARD ACTIONS	
m Inferno Touch • At-Will	
Attack: Melee 1 (one creature); +26 vs. Reflex	
Hit: 3d8 + 11 fire damage, and ongoing 10 fire damage (save ends).	
Failed saving throw: Each ally of the target, within 2 squares of the target, takes 10 fire damage.	
M Fiery Swoop • At-Will	
The inferno bat shifts 4 squares and can move through occupied squares as it moves. It makes a melee basic attack against any creature whose space it enters. The inferno bat cannot attack a target more than once in this fashion, and must end its movement in an unoccupied square.	
TRIGGERED ACTIONS	
C Heatseeker • At-Will	
Trigger: When the inferno bat is damaged by an enemy's ranged attack.	
Effect (Immediate Reaction): The inferno bat shifts 2 squares towards the triggering enemy.	
Str 8 (+9)	Dex 27 (+18) Wis 12 (+11)
Con 16 (+13)	Int 2 (+6) Cha 9 (+9)
Alignment unaligned	Languages -

Zombie Tombwalker	Level 21 Minion
Medium natural animate (undead)	XP 800
HP 1; a missed attack never damages a minion.	Initiative +12
AC 33, Fortitude 33, Reflex 30, Will 31	Perception +13
Speed 5	Darkvision
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 14 damage	
M Flesh Ripping Bite • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 16 damage plus ongoing 10 necrotic damage	
TRIGGERED ACTIONS	
C Death Burst • At-Will	
Trigger: When the zombie tombwalker is reduced to 0 HP.	
Effect (Immediate Reaction): The tombwalker explodes.	
Attack: Close burst 1. +22 vs. Fortitude; 14 necrotic damage.	
Str 20 (+15)	Dex 14 (+12) Wis 12 (+11)
Con 15 (+12)	Int 9 (+9) Cha 8 (+9)
Alignment unaligned	Languages -

Slaughter Wight	Level 20 Brute
Large natural humanoid (undead)	XP 2800
HP 202; Bloodied 101	Initiative +15
AC 32, Fortitude 32, Reflex 29, Will 28	Perception +14
Speed 7	Darkvision
Immune disease, poison; Resist 10 necrotic, Vulnerable 15 radiant	
STANDARD ACTIONS	
m Claw (necrotic) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 2d6 + 11 necrotic damage, the target loses a healing surge, and is weakened until the end of its next turn.	
TRIGGERED ACTIONS	
C Death Wail • At-Will	
Trigger: The slaughter wight drops to 0 hp.	
Attack (No Action): Close burst 5 (enemies in the burst); +21 vs. Fortitude	
Hit: 4d6 + 4 necrotic damage.	
Effect: Each undead ally in the burst can make a basic attack as a free action.	
Str 26 (+18)	Dex 20 (+15) Wis 9 (+9)
Con 22 (+16)	Int 12 (+11) Cha 18 (+14)
Alignment Chaotic evil	Languages Common

Commander Scytheson	Level 19
HP 176 bloodied 88 Current 0	Initiative +14
Surge Value 44 Surges 0	Perception +10
AC 35, Fortitude 33, Reflex 30, Will 36	
Speed 1	
TRAIT	
Lasting Command	
Commander Scytheson's strong will and training allow him to remain conscious and in command when others would succumb to their wounds. He remains conscious until death, and has a +5 bonus to saves while in negative hit points.	
STANDARD ACTIONS	
m Long Sword • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 3d8+14 damage	
Str 22 (+15)	Dex 16 (+12) Wis 12 (+10)
Con 16 (+12)	Int 17 (+12) Cha 18 (+13)
Alignment Good	Languages Common

2 Catapult
HP 40
AC 31, Fortitude 31, Reflex 31, Will 31
Gate
HP 40
AC 31, Fortitude 31, Reflex 31, Will 31

ENCOUNTER 7: THE LAST STAND

D&D Essentials - Dungeon Master's Kit Poster Map

B= inferno bats, S= Commander Scytheson, W= slaughter wight, zombie tombwalkers appear in the red boxes



REWARDS SUMMARY

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

EXPERIENCE POINTS AND BASE GOLD

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

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

ADVENTURE LEVEL 12

Minimum Possible XP: 1280 XP

Thorn in the Thayan's Side +280 XP
Successfully defended the Citadel 840 XP

Maximum Possible XP: 2400 XP

Base Gold per PC: 1600 gp

ADVENTURE LEVEL 14

Minimum Possible XP: 1800 XP

Thorn in the Thayan's Side +400 XP
Successfully defended the Citadel 1200 XP

Maximum Possible XP: 3400 XP

Base Gold per PC: 2750 gp

ADVENTURE LEVEL 16

Minimum Possible XP: 2510 XP

Thorn in the Thayan's Side +560 XP
Successfully defended the Citadel 1680 XP

Maximum Possible XP: 4750 XP per PC

Base Gold per PC: 5500 gp

ADVENTURE LEVEL 18

Minimum Possible XP: 3600 XP

Thorn in the Thayan's Side +800 XP
Successfully defended the Citadel 2600 XP

Maximum Possible XP: 6800 XP

Base Gold per PC: 11000 gp

ADVENTURE LEVEL 20

Minimum Possible XP: 5020 XP

Thorn in the Thayan's Side +1120 XP
Successfully defended the Citadel 3360 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 PCs 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:

Treasure A: +3 *amulet of false life*

Found in Encounter 1 (level 14: DMK)

Treasure B: +3 *shallow grave armor*

Found in Encounter 7 (level 14: MME)

Treasure C: *life-draining gauntlets*

Found in Encounter 7 (level 16: MME)

Add if they successfully defend Citadel Dantalien

Treasure D: Any Common or Uncommon magic ring of the PCs level + 2 or less (maximum item level 20) from a player resource

At AL 18+, add the following:

Treasure E: +4 *amulet of false life*

Found in Encounter 1 (level 19: DMK)

Treasure F: +4 *shallow grave armor*

Found in Encounter 7 (level 19: MME)

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

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

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

AL 12: *bead of force* (level 15) plus 0 gp

AL 14: *bead of force* (level 15) plus 750 gp

AL 16: *bead of force* (level 15) plus 2500 gp

AL 18: *bead of force* (level 20) plus 2000 gp

AL 20: *bead of force* (level 20) plus 6000 gp

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

AL 12: 1000 gp

AL 14: 1750 gp

AL 16: 3500 gp

AL 18: 7000 gp

AL 20: 11000 gp

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their Story Awards. Note that Story Awards CORE105 and AGLA26 are mutually exclusive.

PCs that successfully defended Citadel Dantalien gain:

CORE105 Defenders of Dantalien

You successfully defended Aglarond from a Thayan invasion plot. You are considered a hero in Aglarond and an enemy of Thay.

Your fame quickly spreads across the Sea of Fallen Stars. This can result in a favorable reaction from allies of Aglarond (bonus to appropriate skill checks at the DM's discretion). Thayan NPCs and other enemies of Aglarond may also have heard of you (affecting appropriate skill checks for good or ill, as decided by the DM).

At the very least you occasionally get a free meal or drink because of your fame.

PCs who failed to defend Citadel Dantalien gain:

AGLA26 The Simbarchs' Ire

With the fall of Citadel Dantalien the Simbarchs went looking for a scapegoat, and you made an excellent choice. Your name is now a curse word in Aglarond. When you buy supplies in Aglarond, they cost more than usual (10% increase in cost for mundane items). You are distrusted by the populace (-2 penalty on all social skill checks in Aglarond). The DM may devise other effects of this Story Award as appropriate.

PCs who achieved the "Thorn in the Thayans' Side" minor objective award (Encounter 5) gain:

CORE106 Thayan Respect

Your small band managed to slow down and harm a much larger force. This has earned you the grudging respect of the Thayan leaders. This could be beneficial in your dealings with them in the future (possible bonuses to social skills when dealing with Thayan NPCs). It could also mean assassins in the night; at the very least you are considered a dangerous opponent in any combat (Thayan NPCs and their allies target you first).

NEW RULES

Amulet of False Life Level 14+ Uncommon

Lvl 14 +3 21,000 gp
Lvl 19 +4 105,000 gp

Item Slot: Neck

Enhancement Bonus: Fortitude, Reflex, and Will

Power • Daily (Minor Action):

Use this power when you are bloodied to gain your temporary hit points equal to your healing surge value.

Source: Player's Handbook pg 249, Dungeon Master's Kit pg 266

Shallow Grave Armor Level 14+ Uncommon

Lvl 14 +3 21,000 gp
Lvl 19 +4 105,000 gp

Armor: Any

Enhancement: AC

Utility Power (Healing) • Daily (No Action).

Trigger: You start your turn and are dying

Effect: You can spend a healing surge and can stand up as a free action. Until the end of the encounter, you gain necrotic resistance and radiant vulnerability equal to 5 + this armor's enhancement bonus.

Source: Mordenkainen's Magnificent Emporium page 17

Life-Draining Gauntlets Level 16 Rare

Lvl 16 45,000 gp

Item Slot: Hand

Property: You gain a +4 item bonus to necrotic damage rolls

Utility Power • Daily (Nor Action):

Trigger: You hit a creature with an attack and deal necrotic damage to it

Effect: You gain temporary hit points equal to 4 + the gauntlets' level.

Source: Mordenkainen's Magnificent Emporium pg 66

Bead of Force Level 15+ Uncommon

Lvl 15 1,000 gp
Lvl 20 5,000 gp

Consumable

Attack Power (Force): Consumable (Standard Action).

Attack: Range 10 (one creature medium size or smaller) the beads level +3 vs. Reflex

Hit: The target is restrained, cannot teleport, and takes ongoing 10 force damage (save ends all). Until the effect ends, line of effect cannot be traced into or out of the target's space, and attacks cannot enter or exit it.

Miss: The target is slowed and takes ongoing 5 force damage (save ends both).

Source: Mordenkainen's Magnificent Emporium pg 98

EVENT SUMMARY

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

<https://www.surveymonkey.com/s/CORE0508LFR>

The survey period closes on **01 August 2013**. The adventure remains playable after that date, but we will tabulate the results at the end of the survey period and that will be the official result for the campaign as a whole.

If played at a convention, what slot:

Table Number:

DM's Name:

Question 1: What was the fate of the Dantalien Citadel?

- a. The Citadel fell to the Thayans.
- b. The Citadel forces held out until reinforcements arrived
- c. The players ran out of time in the game slot before the final battle
- d. The PCs did not survive long enough for Encounter 7 (Final Battle) to be run

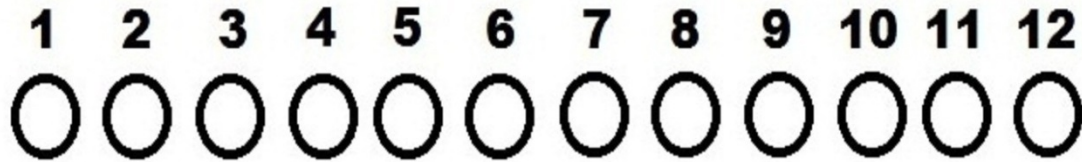
Question 2: How do the players rate this adventure on a scale from 1 to 5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?

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

Question 3: How do you, the DM, rate this adventure, using the same 5-point scale?

DM Reference Sheet

The Hold Out Track



Skill Challenge 1
Finding More Than You Bargained For
Tallies

Encounter 6
Defend the Rear

Encounter 7
The Last Stand
Rounds
1 2 3 4

APPENDIX: USING THE DM REFERENCE SHEET

This whole adventure is about dealing with the hold out track and how each encounter affects it. The following will assist you in doing so:

Encounter 3: Finding More than You Bargained For

The result of this encounter rolls into *Encounter 5: We're slowing down an Army?* This encounter requires you to make tallies on the DM Reference sheet to keep count, or something similar if you prefer. If the PCs fail in this encounter then X out the first circle on the Hold Out track.

Encounter 4: If the PCs have a method to contact Commander Scytheson without physically retuning to the Citadel and use it, then they can save enough time to gain an additional circle on the Hold Track

Encounter 5: We're slowing down an Army?

If the PCs succeeded during Encounter 3 they have three chances to slow down the army. If they failed they only have two chances. Each time the PCs fail a scene in this encounter you X out one from the Hold Out track.

Encounter 6: Defend the Rear

The goal for the NPC's is to gain entry into the citadel and cause as much havoc as possible. Write the number four down every time one of the knight-commander spirits gets through the door closest to the PC start area and put the number one down every time a howling spirit gets through the door closest to the PC start area. **Remember the walls are magically treated so the ghosts can't phase through them.** Once the encounter is over then add up the numbers then divide by three and round down. X out a number of circles equal to the result on the Hold Out track.

Encounter 7: The Last Stand

Everything leads to this encounter which is very objective based. The PCs need to hold out for 4 rounds so you need to track rounds and Mark the Hold Out Track when objectives fall. The objectives and their worth are as follows:

- | | |
|-------------------------------|-------------------|
| • The Catapults | 2 Xs per catapult |
| • The Towers | 2 Xs per tower |
| • The Gates | 3 Xs |
| • Commander Scytheson's Death | 4 Xs |

DUNGEONS & DRAGONS **LIVING FORGOTTEN REALMS**

(character name)

HAS RECEIVED STORY AWARDS FROM

CORE5~8 THE DANTALIEN MANEUVER

CORE105 Defenders of Dantalien

You successfully defended Aglarond from a Thayan invasion plot. You are considered a hero in Aglarond and an enemy of Thay.

Your fame quickly spreads across the Sea of Fallen Stars. This can result in a favorable reaction from allies of Aglarond (bonus to appropriate skill checks at the DM's discretion). Thayan NPCs and other enemies of Aglarond may also have heard of you (affecting appropriate skill checks for good or ill, as decided by the DM).

At the very least you occasionally get a free meal or drink because of your fame.

AGLA26 The Simbarchs' Ire

With the fall of Citadel Dantalien the Simbarchs went looking for a scapegoat, and you made an excellent choice. Your name is now a curse word in Aglarond. When you buy supplies in Aglarond, they cost more than usual (10% increase in cost for mundane items). You are distrusted by the populace (-2 penalty on all social skill checks in Aglarond). The DM may devise other effects of this Story Award as appropriate.

CORE106 Thayan Respect

Your small band managed to slow down and harm a much larger force. This has earned you the grudging respect of the Thayan leaders. This could be beneficial in your dealings with them in the future (possible bonuses to social skills when dealing with Thayan NPCs). It could also mean assassins in the night; at the very least you are considered a dangerous opponent in any combat (Thayan NPCs and their allies target you first).

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

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

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

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

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

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1	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
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DUNGEONS & DRAGONS

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

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DUNGEONS & DRAGONS

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