

PURIFYING THE PROPHET

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

BY RYAN CANNON AND MICKEY TAN

DEVELOPED BY JOHN DU BOIS AND PIETER SLEIJPEN

PLAYTESTED BY DAN ANDERSON, LORI ANDERSON, BUDDY ARNOLD, DAVID
BERGE, DOUG HOPKINS, SEPH McNAMARA, LIZ RHODES, KEITH RICHMOND,
MARK SCHAIVO, RON SEVERSON, MONTEL WYSINGER, AND FRED UPTON

The Netherese sought to control the Oracle of Spellgard Keep, and nearly succeeded. She was only saved by binding her spirit inside a sentient golem. But for Lady Saharel to be useful to the Harpers, you must find a way to place her beyond the reach of her former masters. A *Living Forgotten Realms* adventure set in Luruar for characters of the Paragon tier (levels 11-20).

Note: This adventure is the third and final part of the *Foresight* trilogy, which began in *NETH4-1* and *NETH4-2*. We recommend that you play the previous two adventures (in either order) before playing this adventure.

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

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

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

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

© 2012 Wizards of the Coast LLC

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

Permission is granted to photocopy this document for personal use.

THE WIZARDS PLAY NETWORK

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

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

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

PREPARING FOR PLAY

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

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

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

READING MONSTER STAT BLOCKS

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

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

IMPORTANT DM INFORMATION

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

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

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

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

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

APPROPRIATE CHARACTER LEVELS

This adventure supports the entire Heroic tier of play (levels 1-10). Paragon-tier and Epic-tier characters may not play this adventure. Any Heroic-tier character can play, but the highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

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

The group may not choose an Adventure Level that is more than three levels above the lowest-level character in the party. For example, a group with a level 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

In *ADCP3-2 From Dawn Till Dusk* the oracle Saharel was rescued from Netherese enslavement by merging her essence with the construct Coura. Shortly afterwards the newly merged being began to prophecy doom for her rescuers, the Harpers, unless she was “repaired”. Investigating, the Harpers found that when Coura and Saharel merged, shadow essence had corrupted the ritual. The corruption was likely the result of the shadow magic used by the Netherese to enslave Saharel earlier. The Harpers were unable to determine the precise effect of the shadow essence on Coura/Saharel’s abilities, but they were able to find a ritual predating the Spellplague that could purge the shadow essence from them.

After further research, the Harpers determined that they needed two things to complete the ritual. First of all, they required something to consume the shadow energy after its release from Coura/Saharel. They also require a sufficiently powerful ritual caster who is familiar with the ritual. They found the first in shadow mites – energy beings that feed on shadow energy – and the second in Taliss Muirwood, a new member of the Harpers and one of the authors of the original ritual. With adventurers able to secure shadow mites at the site of the expanding Ordulin Maelstrom in *NETH4-1* and able to gain Taliss’s assistance in *NETH4-2*, now all that

remains is to perform the ritual itself at a location of sufficient power.

What the Harpers do not know are the effects of the shadow energy on Coura/Saharel. First, due to the machinations of the Netherese in Spellgard, the merged entity is unable to see, prophecy about, or otherwise detect agents of the Netherese Empire. Second, the Netherese are able to use the shadow energy as a beacon to determine Coura/Saharel’s location. To this point, the wards on the Harpers’ headquarters in Silvermoon has prevented the Netherese from using the shadow energy in this way. The ritual must be performed at the site of an earth node outside the protection of the Harper’s headquarters, the Harpers are about to inadvertently reveal themselves to the Netherese.

The Netherese, on the other hand, have anticipated that the Harpers may eventually discover the shadow essence bound to Coura/Saharel, and have made a plan for when the Harpers try to remove it. Eltan Fungao, a loyal (and recently resurrected) Netherese agent familiar with Luruar, has been given a vessel capable of recapturing Saharel’s essence and the mission to extract Lady Saharel from the Harpers. His intention – once he is able to locate Saharel – is to travel to the ritual site in the Shadowfell and extract her from there while his minions distract the PCs.

DM’s INTRODUCTION

Before you start the game, find out if the PCs have any of the story awards and/or organizational affiliations that may affect the progression of this adventure. Have players fill out Player Handout 1 when they arrive. Be sure to fold the right-side underneath to not spoil the players with the ramifications of the story awards in this adventure.

The Harpers summon the PCs to Silvermoon. They explain the PCs’ (hopefully) final mission in purging the shadow essence from Coura/Saharel: protect her and the ritual casters as they cast the ritual. The ritual requires the full attention of the ritual casters. The PCs’ protection is needed due to the more exposed location of the earth node near Longsaddle. For her part, Coura/Saharel thinks that the PCs’ help is not needed, as she has foreseen no Netherese interference in the ritual, but acknowledges that safe is better than sorry.

The PCs are sent to the Tree Ghost tribe of the Uthgardt to get permission to use Moose Hollow as the site for the ritual. Along the way, the PCs can also procure the aid of other Uthgardt barbarians, the Harpells, Halaskar and Darvin Surehand (NPCs from previous Luruar adventures). The more help they amass, the easier defending the ritual will be.

During the trip the process of the ritual is explained to the PCs. It is established that throughout the ritual, Coura will be watching the area for incoming foes. PCs who have played *NETH4-1 Containing Shadow* and/or *NETH4-2 The Tripartate Tower* may suspect that Coura has a blind spot when it comes to detecting Netherese (as she detected neither group of Netherese at the Maelstrom, nor did she predict that Taliss's tower would be attacked), or may generally feel that her defenses are inadequate, and set up their own through rituals if available.

This ritual begins and the players and NPC allies must defend Taliss. The initial Netherese assault team appears when Taliss is the most vulnerable. These Netherese are sent to distract and occupy the PCs as Eltan Fungao and his group in the Shadowfell attempt to steal Lady Saharel's essence back for the Netherese.

Once Eltan's Netherese strike force is discovered, the PCs must defeat him to make sure the ritual is completed successfully.

The PCs should introduce themselves as they enter the library. After the introductions, proceed to Encounter 1.

PLAYER'S INTRODUCTION

For PCs who played *NETH4-2* but not *NETH4-1* or who played *NETH4-2* after playing *NETH4-1*, read or paraphrase the following:

After securing the aid of Taliss Muirwood, you have now been summoned to Silverymoon. You are to bring Taliss and meet again with Blaynden at the Vault of Sages.

For PCs who played *NETH4-1* but not *NETH4-2* or who played *NETH4-1* after *NETH4-2*, read or paraphrase the following:

After retrieving the components for the ritual, you have been summoned once again by the Harpers as they have found a caster capable of performing the ritual.

You are to meet with this caster and Blaynden at the Vault of Sages in Silverymoon.

For PCs who have not played *NETH4-1* and/or *NETH4-2*, read or paraphrase the following:

A little boy hands you a note with a message from a librarian in Silverymoon by the name of Blaynden. The note indicates that he has heard of your prowess and would like to hire you. The message asks you to meet him at the Vault of Sages in Silverymoon.

PCs who have connections to the Harpers, including membership, rules items like the Harper Agent theme, or story awards granting favors with the Harpers, recognize that the message is coded. In particular, code words meaning "desperate, secret, matter and utmost importance" ring throughout the message.

ENCOUNTER 1: GATHERING OF FRIENDS

Important NPC:

Blaynden Darhunson, male human librarian at the Vault of Sages and Harper agent.

Bern Beltrick, male human book merchant and Harper agent

Taliss Muirwood, male human wizard

When the PCs arrive at Vault of Sages, they are led to a private reading room where Bern, Blaynden and Taliss (if he is not with the PCs) await. Blaynden and Bern greet each PC by name, even if they have not previously met. Blaynden then continues:

“Thank you for meeting us. We need your assistance in performing a ritual to purify one of our agents - Coura. She has been infected with shadow energy and we are planning to enact a ritual to cleanse her. She was cursed while being joined with the oracle Saharel from Spellgard Keep. Purging the shadow essence allows us to better use Saharel’s oracular abilities to predict Netheril’s next move, a decisive blow in our ongoing conflict.

Bern has discovered an earth node with sufficient power and a special link to the shadow energies that we wish to purge from Lady Saharel. It is at the ancestral mound of the Tree Ghost Tribe known as Moose Hallow.

First, we need you to go to the village of the Tree Ghost tribe in the forest just outside of Longsaddle and seek permission to enact the ritual at their sacred ancestral mound.

Second, discreetly obtain assistance from locals who can help us with the defense of the ritual. I don’t expect the Netherese to stand idly by while we do this.

In two days’ time, after you have done both of these tasks, we will meet at the Night Cloak Inn in Longsaddle where you will escort Taliss to Moose Hallow. Any questions?

Background from ADCP3-2, NETH4-1 and NETH4-2 that Blaynden can elaborate on:

- The Netherese had captured Spellgard to claim the power of Lady Saharel, an oracle of incredible might. A small army of adventurers rescued Saharel and put her in the construct, Coura.
- The Harpers have been preparing for this ritual with the aid of adventurers.
- A group of adventurers (possibly including the PCs) traveled to the Ordulin Maelstrom and collected small creatures that devour shadow

energy called shadow mites. Any PC who was not part of this mission or unsuccessful at the mission will, once at the ritual site, be given two shadow mites that were acquired by adventurers who did not respond to Blaynden’s latest call for aid.

- Another group of adventurers (again, possibly including the PCs) assisted Taliss in fending off a Netherese assault on his tower. Taliss believes that the assault on his tower came because the Netherese learned of his affiliation with the Harpers. The Harpers are not sure of what else the Netherese know, so they are trying to keep matters as discreet as possible.
- In the days since the events of NETH4-2, Taliss has been healed back into one form to best ensure his focus for performing the ritual. PCs who have story award NETH18 Taliss’s Concordance played an active role in this. If the PCs did not play a role in this, Taliss did so on his own, but as he is not an experienced healer, the healing was less than precise.
- Coura (and by extension Saharel) is not here. Blaynden does not disclose her location out of secrecy, but assures the PCs that she will be present at the ritual site.
- The PCs are being sent to Longsaddle two days ahead of the time to discreetly secure assistance from the locals. While Bern is friendly with the people of Longsaddle, if he were to ask for this assistance himself, it would draw unwanted attention. Attention is not something the Harpers are willing to risk at this point - the Netherese have a very extensive espionage network.
- Lodging has already been arranged for the PCs at the Son of the Goat Inn.
- While in Longsaddle, the PCs are encouraged to send as many different people to negotiate for assistance as possible and to put at least an hour or two between visits in order to avoid establishing a pattern the Netherese might be able to follow. (DM’s note: This doesn’t actually matter because the Netherese don’t have spies active in Longsaddle, but the Harpers and PCs do not know this)
- Potential sources of aid include the Tree Ghost Tribe of the Uthgardt barbarians, a warrior by the name of Halaskar, a merchant named Darvin Surehand, a merchant named Soren Two-Carts, and a wizard named Rigamoo Harpell. The PCs may have interacted with these resources before; see Scenes 1 through 5 below for details.
- To help with the ritual effort, the Harpers loan PCs who have three or more story awards granting favor with the Harpers one of the

following items: *potion of cure moderate wounds*, *potion of heroism*, +3 *stonehold ammunition*. PCs who are members of the Harpers may choose two items. These items are to be returned to the Harpers at the end of the adventure if unused.

IN LONGSADDLE

The Harpers transport the PCs to the *Son of the Goat Inn* in Longsaddle via Linked Portal.

The PCs have been asked by Bern to gather aid from the following people or groups. The PCs are instructed to be discreet about who they are working for, indicating only that they are performing a ritual to help protect Longsaddle from the Netherese. The PCs must seek aid from Torfug Redwood of the Tree Ghost Uthgardt barbarians and may choose to seek aid from up to two other sources. In a time-sensitive setting such as a convention, it may be prudent to only present Scene 1 as a full scene and provide the assistance from the other two chosen scenes without a discussion or skill check.

SCENE 1: TREE GHOST TRIBE

You arrive at the forest home of the Tree Ghost tribe, a series of wooden huts and bridges above the forest in the trees. You are lifted up on a wooden platform to the village and escorted to a large hut where a tall, elderly man with red hair sits on a high back wooden throne.

“I am Torfug Redwood, leader of the Tree Ghost. Our shaman received a vision from Grandfather Tree that predicted your coming. What is it that you seek?”

Torfug would like to help the PCs, especially his friends who have the story award **LURU18 Uthgardt Token** from the Tree Ghost from *LURU2-2 Shadows of the Knights*. However, he is concerned that hosting an anti-Netheril ritual in Moose Hollow may draw unwanted attention from the nearby Empire.

A PC with the *beast spirit's mighty strength* boon from the Tree Ghost in *LURU2-2 Shadows of the Knights* is able to easily convince Torfug of his or her ability to defend the tribe in the event of retaliation. Any other PC must make a Moderate DC Athletics, Diplomacy, Intimidate or Nature check to prove their prowess; PCs with any favors with the Uthgardt tribe or who are members of this or other Uthgardt tribes receive a +2 bonus to this check.

On a success, Torfug asks Grandfather Tree to bless the PCs' efforts to defeat the Netherese. The blessing's effect is revealed at the end of Encounter 2, when Grandfather Tree provides the PCs with the benefit of a short rest after the completion of the cleansing ritual. On a failure, Torfug reluctantly allows the PCs to access

Moose Hollow due to the shaman's vision and his hatred of the Netherese, but he gives no blessing or aid.

SCENE 2: HALASKAR

After searching local watering holes, you finally find the one that Halaskar is at. A great bear of a man, this obvious warrior wears battered and stained leather armor and has a sheathed longsword at his hip. Unkempt, long black hair frames a scarred and weather-beaten face.

Halaskar is eager to buy any PCs who have story award **LURU01 Friend of Halaskar** a drink, and eager to buy all the PCs a drink after being told that the PCs seek to hinder the Netherese. However, he is reluctant to provide the aid the Harpers need - his warhorses are precious to him. A PC with his favor must succeed at an Easy DC Diplomacy check to get him to part with his horses; a PC without his favor must succeed at a Moderate DC check. If successful, provide the PCs with the warhorses' statistics in Handout 2.

SCENE 3: DARVIN SUREHAND

You arrive at the Surehand Trading House. The place is bustling with activities as foremen bark out orders to the caravan as they load and unload the wagons. You are escorted to an office on the second floor overlooking the warehouse.

As you open the door, a tall, brown haired well-dressed human looks up from his papers as you are blind-sided by a tall, lanky teen with a strikingly similar resemblance as he is gathering papers from the door you just entered and bumps into you.

Darvin warmly greets any PC with Story Award **LURU04 Friend of Darvin Surehand** from adventure *LURU1-2 the Gibbous Moon* or **LURU06 Mark of the Beast** or **LURU07 Hero of the Hunt** from *LURU1-4 Prey for the Night*. After the PCs talk to him about their plight, Darvin suggests that he might have something that could help. A PC with any relevant Story Award may attempt an Easy DC Diplomacy check. On a success, Darvin offers to loan them a *broom of flying* that he found. With a failure (or if no PC has the right Story Award), another PC may attempt a Moderate DC Diplomacy check to obtain the assistance. See New Rules section for the item description.

SCENE 4: SOREN TWO~ CARTS

Searching through the marketplace, you arrive at Two-Cart's Trinkets. Behind the stall stands a stout, red-haired man with green eyes who calls out, "Undershirts for sale! Keep you warm at night and your last line of defense against cuts and bruises."

If there is a PC with the story award **LURU09 Stilled Spears** from *LURU1-5 Beyond the Wild Frontier*, read the following:

A pre-teen boy darts out from behind the cart and runs to hug you. It could only be Fetchen, Soren's son whom you rescued from the orcs a few months ago.

Soren warmly greets any PC with story award **LURU09**. Fetchen stares up at the heroes time idolizing them the whole time they are there. After the PCs talk to Soren about their plight, he suggests that he might have something that could help. A PC with the story award may attempt an Easy DC Diplomacy check. On success, Soren offers to loan them a *guardian whistle* that he recently purchased at an estate sale of a now deceased knight. With a failure (or if no PC has the story award), another PC may attempt a Moderate DC Diplomacy check to obtain the assistance. See New Rules section for item description.

SCENE 5: RIGAMOO HARPELL

Making your way up the hill in the center of Longsaddle, you see the Ivy Mansion, a collection of three buildings with various odd-shaped and angled roofs and walls, dozens of spires and thousands of windows with no two alike.

You are escorted to the domed circular hall known as the Fuzzy Quarterstaff where a man in blue robes with gold moon and stars and a matching pointy hat is directing an animated orchestra of instruments that appear to be playing themselves.

Rigamoo warmly greets any PC that played *LURU2-2 Shadows of the Knights*. He appreciates anyone who came to the defense of his beloved Longsaddle. After the PCs talk to Rigamoo about their plight, a PC has come to the defense of Longsaddle may attempt an Easy DC Diplomacy check. On success, Rigamoo offers to send four apprentice wizards that he has been training on the art of making sure he is not disturbed while casting a ritual. He thinks it will be good on-the-job training for his apprentices. With a failure (or if no PC has the story award), another PC may attempt a Moderate DC Diplomacy check to obtain the assistance.

ENDING THE ENCOUNTER

Once the PCs have gathered the assistance they are able to obtain, Blaynden and Bern arrive with Taliss in Longsaddle. Continue with Encounter 2 where the ritual begins.

MILESTONE

This encounter does not count towards a milestone.

TREASURE

Each PC who has three or more Story Awards granting favor with the Harpers his or her choice of a *potion of cure moderate wounds*, a *potion of heroism*, or a *+3 stonehold ammunition*. A PC who is a member of the Harpers may choose two of the above items. If the item is not consumed during the adventure, it is expected that the PC return it.

In addition, the PCs may have received loans of warhorses (detailed in Handout 2), a *broom of flying*, and/or a *guardian whistle*. See New Rules section for item descriptions.

Note: PCs without shadow mites are granted two (2) mites each once they reach the ritual site in Encounter 2.

ENCOUNTER 2: THE DIVERSION

ENCOUNTER LEVEL 14/16/18/20/22

CREATURES

This encounter includes the following creatures:

- 1 **ebony raven speaker** (E)
- 2 **minor thaaluds** (M)
- 6 **Netherese veterans** (N)
- 1 **thaalud** (T)
- 1 **Taliss Muirwood**

SCALING THE ENCOUNTER

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

Four PCs: remove 1 minor thaalud and 2 Netherese veterans, and the number of reinforcements is equal to 8 minus the number of creatures the PCs face.

Six PCs: add 1 minor thaalud and 2 Netherese veterans, and the number of reinforcements is equal to 8 minus the number of creatures the PCs face.

SETUP

Torflug Redwood, chieftain of the Ghost Tree Tribe, provides the PCs and their allies with a personal escort to Moose Hollow. PCs trained in Arcana can feel the power of the earth node resonating around them.

If any of PCs do not have Story Award **NETH13 Shadow Catcher**, the Harpers provide them with two shadow mites that were captured by other adventurers as mentioned in Encounter 1. Once the ritual starts it is impossible to exchange mites.

Prior to reading the following text, have the PCs place themselves in defensive positions on the map.

The archwizard rolls up his sleeves and draws a wide circle around Coura in sparkling residuum. The ritual begins, and the air around Moose Hollow crackles with magical energy. The shadow mites you collected or that were given to you circle above your head sucking in the shadow energy.

Suddenly, the glade is assaulted by soldiers dressed in black who easily overcome the Harpers guarding the perimeter. Large stone constructs wade amongst the soldiers, slamming defenders out of their path. A Harper agent battling one such creature yells out to you, "Protect Taliss and Coura! Help him complete the ritual before..." He falls silent as the blows from the monstrosity knock him unconscious.

One PC with the Story Award **ADCP18 Liquid Shadow** from *ADCP3-2 From Dawn Till Dusk* starts off the combat dominated (save ends) as the shadow essence inside the PC rebels. If multiple PCs have this award, roll randomly for who starts off with this condition.

Any PC with **SPEC04 Shar's Displeasure** from *SPEC1-2 Zhent's Ancient Shadows* or similar disfavors starts the combat with a -2 penalty to attack rolls and defenses (save ends) as Shar's wrath is felt.

Any PC who wields lesser Shadowbane (story award **NETH12 Lesser Shadowbane** from *NETH3-3 Seek and Destroy*) is the top priority in the combat for all enemies. They also show a preference for attacking PCs who are known enemies of Shar or Netheril if given an equal choice.

FEATURES OF THE AREA

Illumination: Bright Light. Even if the PCs began the ritual in the dead of night, the ritual circle emits gleaming magical energy, illuminating the battlefield.

Pools: The pools are muddy bogs no more than five feet deep. Creatures without earthwalk must make an Easy Athletics check to move through the mud, and the mud is difficult terrain. Medium or smaller creatures who are prone in the mud are beneath the mud's surface and have superior cover.

Ritual Circle: The circle containing Coura and Taliss is filled with magical energy. Creatures inside the circle do not have line of effect to creatures outside it, although the opposite does not apply.

River: The river is shallow but fast-flowing from left to right. Any creature that enters or starts its turn in the river immediately slides 2 squares downstream. Swimming upstream requires a Moderate DC Athletics check, climbing out requires an Easy DC Athletics check, and swimming downstream requires no check and adds 2 to the creature's speed.

Ritual Destabilization: During the ritual, stray magic spews forth from the center of the ritual. If the PCs obtained the aid of the Harpells, an apprentice wizard takes a station in the center of each quadrant of the map in order to prevent destabilization. These wizards are minions with the same defenses as Taliss. As long as the wizard remains conscious, the ritual destabilization does not affect their quadrant.

At the start of each round, roll 1d4 for each quadrant of the map without an apprentice wizard to determine the effects active in that zone:

1. **Dispelling:** At the end of each creature's turn, any effects that creature created that are

supposed to last until the end of the encounter instead end immediately if any part of the effect is inside the area. Sustainable powers cannot be sustained by a creature within the area.

2. **Suppression:** All damage done that has a type is instead untyped if either the attacker or the target is inside the area.
3. **Blinding:** Magical darkness fills the area, blocking line of sight to or from any square in the area (note that the Thaaluds have blindsight).
4. **Malaise:** Any creature within the area who is the target of a healing effect gains half the hit points it would normally receive.

Shadow Mites: The shadow mites allow the PCs to be more effective at draining shadow energy from Coura, but drawing this much energy near the PC makes them vulnerable to the Netherese attacks. Each PC gains vulnerable necrotic equal to twice the number of shadow mites that PC has at the start of the encounter. This is a side effect of the PCs' possession of the mites at the start of the ritual; discarding the mites now does not remove it.

Note that the vulnerability is gone once the ritual has been performed (so it is ONLY active during this encounter).

TACTICS

The goal of the Netherese force is to stop the ritual, so Eltan's forces can drain the essence of Lady Saharel from the Shadowfell. If Taliss is in his archmage form and they are not engaged in combat by the PCs, they attack him to disrupt the ritual.

The thaaluds attack the nearest PC, focusing their attacks on that PC unless doing so would put them in direct harm.

The raven speaker targets melee PCs with *swirling ravens* and slide opponents nearer to the thaaluds.

The veterans rush the center of the battlefield in clumps to gain the benefit of *disciplined ranks*. They focus their damage on the nearest PCs, and attack Taliss if they reach him in melee. Each round, if there are fewer than 3 veterans are conscious, a number of veterans equal to the number of PCs arrives.

Taliss acts at initiative count 0. If he is not in alternate form on his initiative, he contributes a success to the skill challenge. If he is in an alternate form, he takes no actions..

SKILL CHALLENGE: COMPLETE THE RITUAL

Goal: Aid Taliss Muirwood in casting a cleansing ritual.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Arcana, Nature, Religion

Victory: The PCs cleanse the shadow essence from Coura in time to detect the true Netherese plot, and have a chance to stop it.

Defeat: By the time the PCs have completed the cleansing ritual, Eltan Fungao has successfully funneled Saharel's essence into a shadow phylactery, and has readied his escape.

The ritual needs to be maintained over time in order to be effective. If, at the end of each round (after Taliss's action), neither a PC nor Taliss has obtained a success at the skill challenge, the party obtains a failure.

Each PC gets a bonus to skill checks made to participate in the ritual equal to the number of shadow mites he or she has. PCs that have story award **NETH13 Shadow Catcher** are considered trained in Arcana, Nature, and Religion for the purpose of this skill challenge (receiving a +5 bonus to their checks if they are not already trained).

Arcana, Nature, or Religion (DC varies, 1 success, maximum 1 success and 1 failure per round - not 1 per PC per round; trained only)

A PC aids Taliss in completing the ritual. This requires the PC to channel a dangerous amount of magical energy; if Taliss is not in his original form, the PC attempting the check must spend a healing surge. A PC who fails this check takes necrotic damage equal to the Adventure Level and is dazed until the start of its next turn. The DC of the check is based on the type of action the PC uses:

- **Hard DC:** Minor action.
- **Moderate DC:** Standard action.

Endurance (Immediate reaction when an adjacent PC fails an Arcana, Nature or Religion check; Moderate DC, no success)

The PC redirects some of the energy backlash. The PC takes damage equal to half the damage the triggering PC would take. With a success, the triggering PC takes no damage and is dazed instead of stunned.

Taliss: If, at the end of each combat round, Taliss is in his original form, the party gains one automatic success.

Each time the PCs gain a success in the skill challenge, each PC who is trained in Arcana or Perception notices

shadowy energy emanating from Coura that quickly dissipates. When the energy dissipates, it briefly takes the shape of the outlines of humanoid forms. On the third success, the outlines linger for more time. A Moderate DC Arcana check reveals that these outlines may indicate the relative location of individuals in the Shadowfell. After the fifth success, a Hard DC Perception check can pinpoint the location in which the monsters in Encounter 3 will appear.

ENDING THE ENCOUNTER

Once the PCs have obtained 6 successes in the skill challenge, the ritual is complete before Eltan is able to siphon Saharel's spirit away from Coura. If they obtain 3 failures, the ritual still cleanses Coura of the shadowy essence, but not until just after Eltan has siphoned away Saharel's spirit.

In either case, the conclusion of the ritual generates a burst of radiant energy. Read the following:

Taliss collapses to one knee as the ritual circle explodes outward in blinding light. Shadar-kai shapes shimmer into focus around Coura.

The radiant backlash from the ritual circle, enhanced by the release of energy the shadow mites have captured, purifies the area and kills all remaining foes in this encounter (although it does not hurt the PCs). Furthermore, it opens four portals from the Shadowfell to Faerun (see the Encounter 3 map for location) and forces Eltan and his entourage out of the Shadowfell, at least temporarily.

If the PCs have played *LURU2-2 Shadows of the Knights*, they recognize the shadar-kai as Eltan Fungao. Read the following:

The face materializing in front of you is that of Eltan Fungao, the Netherese agent that ambushed you after foiling his plans to turn the Uthgardt against the Knights of Silver.

"Fools!" he shouts. "My death in Longsaddle was merely a setback. My masters wield power even the grave cannot contain."

The PCs proceed to Encounter 3 without time to take a short rest; however, Grandfather Tree grants them a brief respite. The PCs may regain two encounter powers and spend a healing surge each; if they received the Grandfather Tree's blessings in Encounter 1, they instead receive the full benefits of a short rest.

MILESTONE

This encounter counts towards a milestone.

TREASURE

Rubble from the defeated Thaalud can be crafted into a *staff of earthen might* (AL 12 and 14: +3; AL 16+: +4) or a *dreamstone amulet* (AL 12 and 14: +3; AL 16+: +4) after the adventure is complete.

ENCOUNTER 2: THE DIVERSION (ADVENTURE LEVEL 12)

1 Ebony Raven Speaker (level 12)	Level 12 Artillery
Medium Shadow Humanoid	XP 700
HP 96; Bloodied 48	Initiative +6
AC 26, Fortitude 23, Reflex 24, Will 25	Perception +12
Speed 6	Low-light vision
TRAITS	
Furious Flock	
The raven speaker can score a critical hit on a roll of 19-20 against an enemy that has one or more of the raven speaker's allies adjacent to it.	
STANDARD ACTIONS	
m Morningstar • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 2d10 + 8 damage.	
r Midwinter Wind (cold, necrotic) • At-Will	
Attack: Ranged 10 (one creature); +17 vs. Reflex	
Hit: The 2d12 + 8 cold and necrotic damage, and the raven speaker can slide the target 1 square.	
A Swirling Ravens (zone) • Encounter	
Attack: Area burst 2 within 10 (enemies in the burst); +17 vs. Fortitude	
Hit: 3d10 + 4 damage.	
Miss: Half damage.	
Effect: The burst creates a zone that lasts until the end of the speaker's next turn. Enemies in the zone are slowed and take a -5 penalty to attack rolls against creatures not adjacent to them.	
Sustain Minor: The zone persists until the end of the raven speaker's next turn.	
TRIGGERED ACTIONS	
Unkind Flight (polymorph) • Encounter	
Requirement: The raven speaker must be bloodied.	
Trigger: The raven speaker is damaged by a melee attack.	
Effect (Immediate Reaction): The raven speaker assumes the form of a flock of swirling ravens and flies up to 8 squares. While in this form, the raven speaker is insubstantial and can move through enemies' spaces. Each time the raven speaker enters an enemy's space during this movement, that enemy takes ongoing 10 damage (save ends). The form ends at the end of this movement.	
Str 12 (+7)	Dex 10 (+6) Wis 22 (+12)
Con 18 (+10)	Int 19 (+10) Cha 12 (+7)
Alignment unaligned Languages Common	
Equipment: robes, morningstar	

2 Minor Thaalud (level 12)	Level 12 Brute
Huge natural animate (blind, construct)	XP 700
HP 154; Bloodied 77	Initiative +8
AC 24, Fortitude 27, Reflex 22, Will 22	Perception +8
Speed 8 (earth walk), burrow 2 (tunneling)	Blindsight 20
Immune poison; Resist 10 cold, 10 fire, 10 lightning	
STANDARD ACTIONS	
m Maul (weapon) • At-Will	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 4d8 + 3 damage, and the target grants combat advantage until the end of the thrall's next turn.	
m Crushing Smash (weapon) • At-Will	
Requirement: The thrall must have combat advantage against the target.	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 4d8 + 8 damage, and the target falls prone, and it cannot stand up and is immobilized (save ends both).	
M Wild Swing • Recharge when first bloodied	
Attack: Melee 2 (one creature); +15 vs. AC	
Hit: 4d8 + 8 damage, and the target is dazed (save ends).	
Skills Arcana 21	
Str 27 (+14)	Dex 17 (+9) Wis 12 (+6)
Con 24 (+13)	Int 22 (+12) Cha 23 (+12)
Alignment unaligned Languages understands Common and Netherese, telepathy 20	
Equipment: adamantine magic maul	
Note: Stone Thrall reflavored to a Thaalud.	

6 Netherese Veteran	Level 11 Minion Soldier
Medium natural humanoid	XP 150
HP 1; a missed attack never damages a minion.	Initiative +8
AC 24, Fortitude 24, Reflex 22, Will 21	Perception +7
Speed 5	
TRAITS	
Disciplined Ranks	
The veteran gains a +2 bonus to AC while adjacent to another Netherese veteran.	
STANDARD ACTIONS	
m Spear (weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 9 damage, and if the target makes an attack that does not include the veteran on its next turn, it takes 3 damage and the veteran can shift 1 square as a free action.	
r Crossbow (weapon) • At-Will	
Attack: Ranged 10 (one creature); +16 vs. AC	
Hit: 6 damage.	
Str 18 (+9)	Dex 13 (+6) Wis 14 (+7)
Con 14 (+7)	Int 10 (+5) Cha 11 (+5)
Alignment unaligned Languages Common, Netherese	
Equipment: crossbow, crossbow bolt x10, heavy shield, scale armor, spear.	
Note: Last Legion Veteran. Modified damage output.	

ENCOUNTER 2: THE DIVERSION (AL 12 CONTINUED)

1 Thaalud	Level 14 Elite Soldier
Huge natural animate (blind, construct)	XP 2000
HP 284; Bloodied 142	Initiative +12
AC 32, Fortitude 29, Reflex 25, Will 26	Perception +13
Speed 8 (earth walk), burrow 2 (tunneling)	Blindsight 20
Immune poison; Resist 10 cold, 10 fire, 10 lightning	
Saving Throws +2	
Action Points 1	
STANDARD ACTIONS	
m Maul (weapon) • At-Will	
Attack: Melee 3 (one creature); +21 vs. AC	
Hit: 3d6 + 12 damage.	
r Thrown Maul (weapon) • At-Will	
Attack: Ranged 10/20 (one creature); +20 vs. AC	
Hit: 3d6 + 12 damage. The maul returns to the thaalud's grasp at the end of its turn.	
M Double Attack (weapon) • At-Will	
Effect: The thaalud makes two melee basic attacks.	
M Sweeping Maul (weapon) • At-Will	
Attack: Melee 3 (one creature); +20 vs. AC	
Hit: 3d6 + 12 damage, the target is pushed 2 squares and is knocked prone, and the thaalud can make a melee basic attack against another creature within reach.	
A Spike Stones (zone) • Encounter	
Attack: Area burst 3 within 20 (enemies in burst); +20 vs. AC	
Hit: 2d8 + 7 damage, and the target is slowed (save ends). The area of the burst becomes a zone which is difficult terrain until the end of the encounter.	
Critical Hit: As above, but the target takes a -5 penalty to its saving throw to end the slowed condition..	
Skills Arcana +21	
Str 29 (+16)	Dex 17 (+10)
Con 22 (+13)	Int 22 (+13)
	Wis 12 (+8)
	Cha 23 (+13)
Alignment unaligned	Languages understands Common and Netherese, telepathy 20
Equipment: adamantite magic maul	
Note: Modified damage output.	

1 Taliss Muirwood	Level 12 NPC
Medium natural humanoid (human)	XP -
HP n/a; Bloodied n/a	Initiative 0
AC 27, Fortitude 25, Reflex 25, Will 25	Perception +7
Speed 0	
Immune damage (see <i>transformation</i>), forced movement	
TRAITS	
Concordance	
If any PC has the story award NETH18 Taliss's Concordance , Taliss may attempt a saving throw with a bonus equal to the number of PCs who have the story award each time he uses <i>transformation</i> . On a 10 or higher, the damage is prevented, but Taliss does not enter an altered form.	
STANDARD ACTIONS	
Perform Ritual • At-Will	
Effect: If Taliss is not in altered form, add one automatic success to the skill challenge.	
TRIGGERED ACTIONS	
Transformation • At-Will	
Trigger: Taliss would take damage.	
Effect: (No Action): Taliss takes no damage and enters an altered form, that of a youthful lich or a middle-ages war wizard. While in altered form, Taliss cannot use <i>perform ritual</i> . This effect can be negated by another creature who uses a minor action and succeeds at an Easy DC Athletics or Intimidate check or a Moderate DC Arcana, Bluff, Diplomacy, or Heal check.	
Skills Arcana +20	
Str 10 (+6)	Dex 10 (+6)
Con 10 (+6)	Int 22 (+12)
	Wis 12 (+7)
	Cha 14 (+8)
Alignment Good	Languages Common, Elven, Netherese
Equipment: none	
Note: Custom NPC.	

ENCOUNTER 2: THE DIVERSION (ADVENTURE LEVEL 14)

1 Ebony Raven Speaker (level 14)	Level 14 Artillery
Medium Shadow Humanoid	XP 1000
HP 108; Bloodied 54	Initiative +7
AC 28, Fortitude 25, Reflex 26, Will 27	Perception +13
Speed 6	Low-light vision
TRAITS	
Furious Flock	
The raven speaker can score a critical hit on a roll of 19-20 against an enemy that has one or more of the raven speaker's allies adjacent to it.	
STANDARD ACTIONS	
m Morningstar • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 2d10 + 10 damage.	
r Midwinter Wind (cold, necrotic) • At-Will	
Attack: Ranged 10 (one creature); +19 vs. Reflex	
Hit: The 2d12 + 10 cold and necrotic damage, and the raven speaker can slide the target 1 square.	
A Swirling Ravens (zone) • Encounter	
Attack: Area burst 2 within 10 (enemies in the burst); +19 vs. Fortitude	
Hit: 3d10 + 4 damage.	
Miss: Half damage.	
Effect: The burst creates a zone that lasts until the end of the speaker's next turn. Enemies in the zone are slowed and take a -5 penalty to attack rolls against creatures not adjacent to them.	
Sustain Minor: The zone persists until the end of the raven speaker's next turn.	
TRIGGERED ACTIONS	
Unkind Flight (polymorph) • Encounter	
Requirement: The raven speaker must be bloodied.	
Trigger: The raven speaker is damaged by a melee attack.	
Effect (Immediate Reaction): The raven speaker assumes the form of a flock of swirling ravens and flies up to 8 squares. While in this form, the raven speaker is insubstantial and can move through enemies' spaces. Each time the raven speaker enters an enemy's space during this movement, that enemy takes ongoing 10 damage (save ends). The form ends at the end of this movement.	
Str 12 (+8)	Dex 10 (+7) Wis 23 (+13)
Con 18 (+11)	Int 20 (+12) Cha 12 (+8)
Alignment unaligned Languages Common	
Equipment: robes, morningstar	

2 Minor Thaalud (level 14)	Level 14 Brute
Huge natural animate (blind, construct)	XP 1000
HP 174; Bloodied 87	Initiative +9
AC 26, Fortitude 29, Reflex 24, Will 24	Perception +9
Speed 8 (earth walk), burrow 2 (tunneling)	Blindsight 20
Immune poison; Resist 10 cold, 10 fire, 10 lightning	
STANDARD ACTIONS	
m Maul (weapon) • At-Will	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 4d8 + 5 damage, and the target grants combat advantage until the end of the thrall's next turn.	
m Crushing Smash (weapon) • At-Will	
Requirement: The thrall must have combat advantage against the target.	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 4d8 + 10 damage, and the target falls prone, and it cannot stand up and is immobilized (save ends both).	
M Wild Swing • Recharge when first bloodied	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 4d8 + 10 damage, and the target is dazed (save ends).	
Skills Arcana 21	
Str 28 (+16)	Dex 17 (+10) Wis 12 (+7)
Con 24 (+14)	Int 22 (+13) Cha 24 (+14)
Alignment unaligned Languages understands Common and Netherese, telepathy 20	
Equipment: adamantine magic maul	
Note: Stone Thrall reflavored to a Thaalud.	

6 Netherese Veteran (level 13)	Level 13 Minion Soldier
Medium natural humanoid	XP 1000
HP 1; a missed attack never damages a minion.	Initiative +9
AC 26, Fortitude 26, Reflex 24, Will 23	Perception +8
Speed 5	
TRAITS	
Disciplined Ranks	
The veteran gains a +2 bonus to AC while adjacent to another Netherese veteran.	
STANDARD ACTIONS	
m Spear (weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 10 damage, and if the target makes an attack that does not include the veteran on its next turn, it takes 4 damage and the veteran can shift 1 square as a free action.	
r Crossbow (weapon) • At-Will	
Attack: Ranged 10 (one creature); +1 vs. AC	
Hit: 7 damage.	
Str 18 (+10)	Dex 13 (+7) Wis 14 (+8)
Con 14 (+8)	Int 10 (+6) Cha 11 (+6)
Alignment unaligned Languages Common, Netherese	
Equipment: crossbow, crossbow bolt x10, heavy shield, scale armor, spear.	

Note: Last Legion Veteran.

ENCOUNTER 2: THE DIVERSION (AL 14 CONTINUED)

1 Thaalud	Level 16 Elite Soldier
Huge natural animate (blind, construct)	XP 2800
HP 316; Bloodied 158	Initiative +13
AC 34, Fortitude 31, Reflex 27, Will 28	Perception +14
Speed 8 (earth walk), burrow 2 (tunneling)	Blindsight 20
Immune poison; Resist 10 cold, 10 fire, 10 lightning	
Saving Throws +2	
Action Points 1	
STANDARD ACTIONS	
m Maul (weapon) • At-Will	
Attack: Melee 3 (one creature); +23 vs. AC	
Hit: 3d8 + 11 damage.	
r Thrown Maul (weapon) • At-Will	
Attack: Ranged 10/20 (one creature); +22 vs. AC	
Hit: 3d8 + 11 damage. The maul returns to the thaalud's grasp at the end of its turn.	
M Double Attack (weapon) • At-Will	
Effect: The thaalud makes two melee basic attacks.	
M Sweeping Maul (weapon) • At-Will	
Attack: Melee 3 (one creature); +22 vs. AC	
Hit: 3d8 + 11 damage, the target is pushed 2 squares and is knocked prone, and the thaalud can make a melee basic attack against another creature within reach.	
A Spike Stones (zone) • Encounter	
Attack: Area burst 3 within 20 (enemies in burst); +22 vs. AC	
Hit: 3d10 + 11 damage, and the target is slowed (save ends). The area of the burst becomes a zone which is difficult terrain until the end of the encounter.	
Critical Hit: As above, but the target takes a -5 penalty to its saving throw to end the slowed condition..	
Skills Arcana +21	
Str 29 (+17)	Dex 17 (+11)
Con 22 (+14)	Int 22 (+14)
	Wis 12 (+9)
	Cha 23 (+14)
Alignment unaligned	Languages understands Common and Netherese, telepathy 20
Equipment: adamantite magic maul	
Note: Modified damage output.	

1 Taliss Muirwood	Level 14 NPC
Medium natural humanoid (human)	XP -
HP n/a; Bloodied n/a	Initiative 0
AC 29, Fortitude 27, Reflex 27, Will 27	Perception +8
Speed 0	
Immune damage (see <i>transformation</i>), forced movement	
TRAITS	
Concordance	
If any PC has the story award NETH18 Taliss's Concordance , Taliss may attempt a saving throw with a bonus equal to the number of PCs who have the story award each time he uses <i>transformation</i> . On a 10 or higher, the damage is prevented, but Taliss does not enter an altered form.	
STANDARD ACTIONS	
Perform Ritual • At-Will	
Effect: If Taliss is not in altered form, add one automatic success to the skill challenge.	
TRIGGERED ACTIONS	
Transformation • At-Will	
Trigger: Taliss would take damage.	
Effect (No Action): Taliss takes no damage and enters an altered form, that of a youthful lich or a middle-ages war wizard. While in altered form, Taliss cannot use <i>perform ritual</i> . This effect can be negated by another creature who uses a minor action and succeeds at an Easy DC Athletics or Intimidate check or a Moderate DC Arcana, Bluff, Diplomacy, or Heal check.	
Skills Arcana +21	
Str 10 (+7)	Dex 10 (+7)
Con 10 (+7)	Int 22 (+13)
	Wis 12 (+8)
	Cha 14 (+9)
Alignment Good	Languages Common, Elven, Netherese
Equipment: none	
Note: Custom NPC.	

ENCOUNTER 2: THE DIVERSION (ADVENTURE LEVEL 16)

1 Ebony Raven Speaker	Level 16 Artillery
Medium Shadow Humanoid	XP 1400
HP 120; Bloodied 60	Initiative +8
AC 30, Fortitude 27, Reflex 28, Will 29	Perception +14
Speed 6	Low-light vision
TRAITS	
Furious Flock	
The raven speaker can score a critical hit on a roll of 19-20 against an enemy that has one or more of the raven speaker's allies adjacent to it.	
STANDARD ACTIONS	
m Morningstar • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 2d10 + 12 damage.	
r Midwinter Wind (cold, necrotic) • At-Will	
Attack: Ranged 10 (one creature); +21 vs. Reflex	
Hit: The 2d12 + 12 cold and necrotic damage, and the raven speaker can slide the target 1 square.	
A Swirling Ravens (zone) • Encounter	
Attack: Area burst 2 within 10 (enemies in the burst); +21 vs. Fortitude	
Hit: 3d10 + 6 damage.	
Miss: Half damage.	
Effect: The burst creates a zone that lasts until the end of the speaker's next turn. Enemies in the zone are slowed and take a -5 penalty to attack rolls against creatures not adjacent to them.	
Sustain Minor: The zone persists until the end of the raven speaker's next turn.	
TRIGGERED ACTIONS	
Unkind Flight (polymorph) • Encounter	
Requirement: The raven speaker must be bloodied.	
Trigger: The raven speaker is damaged by a melee attack.	
Effect (Immediate Reaction): The raven speaker assumes the form of a flock of swirling ravens and flies up to 8 squares. While in this form, the raven speaker is insubstantial and can move through enemies' spaces. Each time the raven speaker enters an enemy's space during this movement, that enemy takes ongoing 10 damage (save ends). The form ends at the end of this movement.	
Str 12 (+9)	Dex 10 (+8) Wis 23 (+14)
Con 18 (+12)	Int 20 (+13) Cha 12 (+9)
Alignment unaligned Languages Common	
Equipment: robes, morningstar	

2 Minor Thaalud (level 16)	Level 16 Brute
Huge natural animate (blind, construct)	XP 1400
HP 194; Bloodied 97	Initiative +10
AC 28, Fortitude 31, Reflex 26, Will 26	Perception +10
Speed 8 (earth walk), burrow 2 (tunneling)	Blindsight 20
Immune poison; Resist 10 cold, 10 fire, 10 lightning	
STANDARD ACTIONS	
m Maul (weapon) • At-Will	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 4d8 + 7 damage, and the target grants combat advantage until the end of the thrall's next turn.	
m Crushing Smash (weapon) • At-Will	
Requirement: The thrall must have combat advantage against the target.	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 4d8 + 12 damage, and the target falls prone, and it cannot stand up and is immobilized (save ends both).	
M Wild Swing • Recharge when first bloodied	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 4d8 + 12 damage, and the target is dazed (save ends).	
Skills Arcana 21	
Str 28 (+17)	Dex 17 (+11) Wis 12 (+8)
Con 24 (+15)	Int 22 (+14) Cha 24 (+15)
Alignment unaligned Languages understands Common and Netherese, telepathy 20	
Equipment: adamantine magic maul	
Note: Stone Thrall reflavored to a Thaalud.	

6 Netherese Veteran (level 15)	Level 15 Minion Soldier
Medium natural humanoid	XP 300
HP 1; a missed attack never damages a minion.	Initiative +10
AC 28, Fortitude 28, Reflex 26, Will 25	Perception +9
Speed 5	
TRAITS	
Disciplined Ranks	
The veteran gains a +2 bonus to AC while adjacent to another Netherese veteran.	
STANDARD ACTIONS	
m Spear (weapon) • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 11 damage, and if the target makes an attack that does not include the veteran on its next turn, it takes 5 damage and the veteran can shift 1 square as a free action.	
r Crossbow (weapon) • At-Will	
Attack: Ranged 10 (one creature); +20 vs. AC	
Hit: 8 damage.	
Str 18 (+11)	Dex 13 (+8) Wis 14 (+9)
Con 14 (+9)	Int 10 (+7) Cha 11 (+7)
Alignment unaligned Languages Common, Netherese	
Equipment: crossbow, crossbow bolt x10, heavy shield, scale armor, spear.	
Note: Last Legion Veteran.	

ENCOUNTER 2: THE DIVERSION (AL 16 CONTINUED)

1 Thaalud	Level 18 Elite Soldier
Huge natural animate (blind, construct)	XP 4000
HP 348; Bloodied 174	Initiative +14
AC 36, Fortitude 33, Reflex 29, Will 30	Perception +15
Speed 8 (earth walk), burrow 2 (tunneling)	Blindsight 20
Immune poison; Resist 10 cold, 10 fire, 10 lightning	
Saving Throws +2	
Action Points 1	
STANDARD ACTIONS	
m Maul (weapon) • At-Will	
Attack: Melee 3 (one creature); +25 vs. AC	
Hit: 3d8 + 13 damage.	
r Thrown Maul (weapon) • At-Will	
Attack: Ranged 10/20 (one creature); +24 vs. AC	
Hit: 3d8 + 13 damage. The maul returns to the thaalud's grasp at the end of its turn.	
M Double Attack (weapon) • At-Will	
Effect: The thaalud makes two melee basic attacks.	
M Sweeping Maul (weapon) • At-Will	
Attack: Melee 3 (one creature); +24 vs. AC	
Hit: 3d8 + 13 damage, the target is pushed 2 squares and is knocked prone, and the thaalud can make a melee basic attack against another creature within reach.	
A Spike Stones (zone) • Encounter	
Attack: Area burst 3 within 20 (enemies in burst); +24 vs. AC	
Hit: 3d10 + 13 damage, and the target is slowed (save ends). The area of the burst becomes a zone which is difficult terrain until the end of the encounter.	
Critical Hit: As above, but the target takes a -5 penalty to its saving throw to end the slowed condition..	
Skills Arcana +21	
Str 30 (+19)	Dex 17 (+12)
Con 22 (+15)	Int 22 (+15)
	Wis 12 (+10)
	Cha 24 (+16)
Alignment unaligned	Languages understands Common and Netherese, telepathy 20
Equipment: adamantine magic maul	
Note: Modified damage output.	

1 Taliss Muirwood	Level 16 NPC
Medium natural humanoid (human)	XP -
HP n/a; Bloodied n/a	Initiative 0
AC 31, Fortitude 29, Reflex 29, Will 29	Perception +9
Speed 0	
Immune damage (see <i>transformation</i>), forced movement	
TRAITS	
Concordance	
If any PC has the story award NETH18 Taliss's Concordance , Taliss may attempt a saving throw with a bonus equal to the number of PCs who have the story award each time he uses <i>transformation</i> . On a 10 or higher, the damage is prevented, but Taliss does not enter an altered form.	
STANDARD ACTIONS	
Perform Ritual • At-Will	
Effect: If Taliss is not in altered form, add one automatic success to the skill challenge.	
TRIGGERED ACTIONS	
Transformation • At-Will	
Trigger: Taliss would take damage.	
Effect (No Action): Taliss takes no damage and enters an altered form, that of a youthful lich or a middle-ages war wizard. While in altered form, Taliss cannot use <i>perform ritual</i> . This effect can be negated by another creature who uses a minor action and succeeds at an Easy DC Athletics or Intimidate check or a Moderate DC Arcana, Bluff, Diplomacy, or Heal check.	
Skills Arcana +22	
Str 10 (+8)	Dex 10 (+8)
Con 10 (+8)	Int 22 (+14)
	Wis 12 (+9)
	Cha 14 (+10)
Alignment Good	Languages Common, Elven, Netherese
Equipment: none	
Note: Custom NPC.	

ENCOUNTER 2: THE DIVERSION (ADVENTURE LEVEL 18)

1 Ebony Raven Speaker	Level 18 Artillery
Medium Shadow Humanoid	XP 2000
HP 136; Bloodied 68	Initiative +9
AC 32, Fortitude 29, Reflex 30, Will 31	Perception +15
Speed 6	Low-light vision
TRAITS	
Furious Flock	
The raven speaker can score a critical hit on a roll of 19-20 against an enemy that has one or more of the raven speaker's allies adjacent to it.	
STANDARD ACTIONS	
m Morningstar • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 2d10 + 14 damage.	
r Midwinter Wind (cold, necrotic) • At-Will	
Attack: Ranged 10 (one creature); +23 vs. Reflex	
Hit: The 2d12 + 14 cold and necrotic damage, and the raven speaker can slide the target 1 square.	
A Swirling Ravens (zone) • Encounter	
Attack: Area burst 2 within 10 (enemies in the burst); +23 vs. Fortitude	
Hit: 3d10 + 8 damage.	
Miss: Half damage.	
Effect: The burst creates a zone that lasts until the end of the speaker's next turn. Enemies in the zone are slowed and take a -5 penalty to attack rolls against creatures not adjacent to them.	
Sustain Minor: The zone persists until the end of the raven speaker's next turn.	
TRIGGERED ACTIONS	
Unkind Flight (polymorph) • Encounter	
Requirement: The raven speaker must be bloodied.	
Trigger: The raven speaker is damaged by a melee attack.	
Effect (Immediate Reaction): The raven speaker assumes the form of a flock of swirling ravens and flies up to 8 squares. While in this form, the raven speaker is insubstantial and can move through enemies' spaces. Each time the raven speaker enters an enemy's space during this movement, that enemy takes ongoing 10 damage (save ends). The form ends at the end of this movement.	
Str 12 (+10)	Dex 10 (+9)
Con 18 (+13)	Int 21 (+14)
	Wis 24 (+16)
	Cha 12 (+10)
Alignment unaligned	Languages Common
Equipment: robes, morningstar	

2 Minor Thaalud (level 18)	Level 18 Brute
Huge natural animate (blind, construct)	XP 2000
HP 214; Bloodied 107	Initiative +11
AC 30, Fortitude 33, Reflex 28, Will 28	Perception +11
Speed 8 (earth walk), burrow 2 (tunneling)	Blindsight 20
Immune poison; Resist 10 cold, 10 fire, 10 lightning	
STANDARD ACTIONS	
m Maul (weapon) • At-Will	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 4d8 + 8 damage, and the target grants combat advantage until the end of the thrall's next turn.	
m Crushing Smash (weapon) • At-Will	
Requirement: The thrall must have combat advantage against the target.	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 4d8 + 14 damage, and the target falls prone, and it cannot stand up and is immobilized (save ends both).	
M Wild Swing • Recharge when first bloodied	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 4d8 + 14 damage, and the target is dazed (save ends).	
Skills Arcana 21	
Str 29 (+18)	Dex 17 (+12)
Con 24 (+16)	Int 22 (+15)
	Wis 12 (+9)
	Cha 24 (+16)
Alignment unaligned	Languages understands Common and Netherese, telepathy 20
Equipment: adamantine magic maul	
Note: Stone Thrall reflavored to a Thaalud.	

6 Netherese Veteran (level 17)	Level 17 Minion Soldier
Medium natural humanoid	XP 400
HP 1; a missed attack never damages a minion.	Initiative +8
AC 33, Fortitude 33, Reflex 32, Will 30	Perception +8
Speed 5	Darkvision
TRAITS	
O Death's Icy Grasp • Aura 1	
Living creatures that start their turn in the aura take 5 cold damage and are slowed until the end of their next turn.	
STANDARD ACTIONS	
m Fullblade (weapon) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 12 damage (crit 16 damage).	
r Longbow (weapon) • At-Will	
Attack: Ranged 20/40 (one creature); +22 vs. AC	
Hit: 12 damage.	
Str 21 (+13)	Dex 20 (+13)
Con 18 (+12)	Int 10 (+8)
	Wis 17 (+11)
	Cha 8 (+4)
Alignment unaligned	Languages Common, Netherese
Equipment: arrows x20, fullblade, longbow, plate armor.	
Note: Riseguard of Drzak, updated attacks & defenses to match DMG levels.	

ENCOUNTER 2: THE DIVERSION (AL 18 CONTINUED)

1 Thaalud	Level 20 Elite Soldier
Huge natural animate (blind, construct)	XP 5600
HP 380; Bloodied 190	Initiative +15
AC 38, Fortitude 35, Reflex 31, Will 32	Perception +16
Speed 8 (earth walk), burrow 2 (tunneling)	Blindsight 20
Immune poison; Resist 10 cold, 10 fire, 10 lightning	
Saving Throws +2	
Action Points 1	
STANDARD ACTIONS	
m Maul (weapon) • At-Will	
Attack: Melee 3 (one creature); +27 vs. AC	
Hit: 3d8 + 15 damage.	
r Thrown Maul (weapon) • At-Will	
Attack: Ranged 10/20 (one creature); +26 vs. AC	
Hit: 3d8 + 15 damage. The maul returns to the thaalud's grasp at the end of its turn.	
M Double Attack (weapon) • At-Will	
Effect: The thaalud makes two melee basic attacks.	
M Sweeping Maul (weapon) • At-Will	
Attack: Melee 3 (one creature); +26 vs. AC	
Hit: 3d8 + 15 damage, the target is pushed 2 squares and is knocked prone, and the thaalud can make a melee basic attack against another creature within reach.	
A Spike Stones (zone) • Encounter	
Attack: Area burst 3 within 20 (enemies in burst); +24 vs. AC	
Hit: 3d10 + 15 damage, and the target is slowed (save ends). The area of the burst becomes a zone which is difficult terrain until the end of the encounter.	
Critical Hit: As above, but the target takes a -5 penalty to its saving throw to end the slowed condition..	
Skills Arcana +21	
Str 30 (+20)	Dex 17 (+13)
Con 22 (+16)	Int 22 (+16)
	Wis 12 (+11)
	Cha 24 (+17)
Alignment unaligned	Languages understands Common and Netherese, telepathy 20
Equipment: adamantite magic maul	
Note: Modified damage output.	

1 Taliss Muirwood	Level 18 NPC
Medium natural humanoid (human)	XP -
HP n/a; Bloodied n/a	Initiative 0
AC 33, Fortitude 31, Reflex 31, Will 31	Perception +10
Speed 0	
Immune damage (see <i>transformation</i>), forced movement	
TRAITS	
Concordance	
If any PC has the story award NETH18 Taliss's Concordance , Taliss may attempt a saving throw with a bonus equal to the number of PCs who have the story award each time he uses <i>transformation</i> . On a 10 or higher, the damage is prevented, but Taliss does not enter an altered form.	
STANDARD ACTIONS	
Perform Ritual • At-Will	
Effect: If Taliss is not in altered form, add one automatic success to the skill challenge.	
TRIGGERED ACTIONS	
Transformation • At-Will	
Trigger: Taliss would take damage.	
Effect (No Action): Taliss takes no damage and enters an altered form, that of a youthful lich or a middle-ages war wizard. While in altered form, Taliss cannot use <i>perform ritual</i> . This effect can be negated by another creature who uses a minor action and succeeds at an Easy DC Athletics or Intimidate check or a Moderate DC Arcana, Bluff, Diplomacy, or Heal check.	
Skills Arcana +23	
Str 10 (+9)	Dex 10 (+9)
Con 10 (+9)	Int 22 (+15)
	Wis 12 (+10)
	Cha 14 (+11)
Alignment Good	Languages Common, Elven, Netherese
Equipment: none	
Note: Custom NPC.	

ENCOUNTER 2: THE DIVERSION (ADVENTURE LEVEL 20)

1 Ebony Raven Speaker (level 20)	Level 20 Artillery
Medium Shadow Humanoid	XP 2800
HP 144; Bloodied 72	Initiative +10
AC 34, Fortitude 31, Reflex 32, Will 33	Perception +16
Speed 6	Low-light vision
TRAITS	
Furious Flock	
The raven speaker can score a critical hit on a roll of 19-20 against an enemy that has one or more of the raven speaker's allies adjacent to it.	
STANDARD ACTIONS	
m Morningstar • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 2d10 + 16 damage.	
r Midwinter Wind (cold, necrotic) • At-Will	
Attack: Ranged 10 (one creature); +25 vs. Reflex	
Hit: The 2d12 + 16 cold and necrotic damage, and the raven speaker can slide the target 1 square.	
A Swirling Ravens (zone) • Encounter	
Attack: Area burst 2 within 10 (enemies in the burst); +25 vs. Fortitude	
Hit: 3d10 + 10 damage.	
Miss: Half damage.	
Effect: The burst creates a zone that lasts until the end of the speaker's next turn. Enemies in the zone are slowed and take a -5 penalty to attack rolls against creatures not adjacent to them.	
Sustain Minor: The zone persists until the end of the raven speaker's next turn.	
TRIGGERED ACTIONS	
Unkind Flight (polymorph) • Encounter	
Requirement: The raven speaker must be bloodied.	
Trigger: The raven speaker is damaged by a melee attack.	
Effect (Immediate Reaction): The raven speaker assumes the form of a flock of swirling ravens and flies up to 8 squares. While in this form, the raven speaker is insubstantial and can move through enemies' spaces. Each time the raven speaker enters an enemy's space during this movement, that enemy takes ongoing 10 damage (save ends). The form ends at the end of this movement.	
Str 12 (+11)	Dex 10 (+10) Wis 24 (+17)
Con 18 (+14)	Int 21 (+15) Cha 12 (+11)
Alignment unaligned Languages Common	
Equipment: robes, morningstar	

2 Minor Thaalud (level 20)	Level 20 Brute
Huge natural animate (blind, construct)	XP 2800
HP 234; Bloodied 117	Initiative +12
AC 32, Fortitude 35, Reflex 30, Will 30	Perception +12
Speed 8 (earth walk), burrow 2 (tunneling)	Blindsight 20
Immune poison; Resist 10 cold, 10 fire, 10 lightning	
STANDARD ACTIONS	
m Maul (weapon) • At-Will	
Attack: Melee 2 (one creature); +25 vs. AC	
Hit: 4d8 + 10 damage, and the target grants combat advantage until the end of the thrall's next turn.	
m Crushing Smash (weapon) • At-Will	
Requirement: The thrall must have combat advantage against the target.	
Attack: Melee 2 (one creature); +25 vs. AC	
Hit: 4d8 + 16 damage, and the target falls prone, and it cannot stand up and is immobilized (save ends both).	
M Wild Swing • Recharge when first bloodied	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 4d8 + 16 damage, and the target is dazed (save ends).	
Skills Arcana 21	
Str 29 (+19)	Dex 17 (+13) Wis 12 (+10)
Con 24 (+17)	Int 22 (+16) Cha 24 (+17)
Alignment unaligned Languages understands Common and Netherese, telepathy 20	
Equipment: adamantine magic maul	
Note: Stone Thrall reflavored to a Thaalud.	

6 Netherese Veteran (level 19)	Level 19 Minion Soldier
Medium natural humanoid	XP 600
HP 1; a missed attack never damages a minion.	Initiative +9
AC 35, Fortitude 35, Reflex 34, Will 32	Perception +9
Speed 5	Darkvision
TRAITS	
O Death's Icy Grasp • Aura 1	
Living creatures that start their turn in the aura take 5 cold damage and are slowed until the end of their next turn.	
STANDARD ACTIONS	
m Fullblade (weapon) • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 13 damage (crit 17 damage).	
r Longbow (weapon) • At-Will	
Attack: Ranged 20/40 (one creature); +24 vs. AC	
Hit: 13 damage.	
Str 21 (+14)	Dex 20 (+14) Wis 17 (+12)
Con 18 (+13)	Int 10 (+9) Cha 8 (+5)
Alignment unaligned Languages Common, Netherese	
Equipment: arrows x20, fullblade, longbow, plate armor.	
Note: Riseguard of Drzak, updated attacks & defenses to match DMG levels.	

ENCOUNTER 2: THE DIVERSION (AL 20 CONTINUED)

1 Thaalud	Level 22 Elite Soldier
Huge natural animate (blind, construct)	XP 8300
HP 412; Bloodied 206	Initiative +16
AC 40, Fortitude 37, Reflex 33, Will 34	Perception +17
Speed 8 (earth walk), burrow 2 (tunneling)	Blindsight 20
Immune poison; Resist 10 cold, 10 fire, 10 lightning	
Saving Throws +2	
Action Points 1	
STANDARD ACTIONS	
m Maul (weapon) • At-Will	
Attack: Melee 3 (one creature); +29 vs. AC	
Hit: 4d6 + 16 damage.	
r Thrown Maul (weapon) • At-Will	
Attack: Ranged 10/20 (one creature); +26 vs. AC	
Hit: 4d6 + 16 damage. The maul returns to the thaalud's grasp at the end of its turn.	
M Double Attack (weapon) • At-Will	
Effect: The thaalud makes two melee basic attacks.	
M Sweeping Maul (weapon) • At-Will	
Attack: Melee 3 (one creature); +26 vs. AC	
Hit: 4d6 + 16 damage, the target is pushed 2 squares and is knocked prone, and the thaalud can make a melee basic attack against another creature within reach.	
A Spike Stones (zone) • Encounter	
Attack: Area burst 3 within 20 (enemies in burst); +24 vs. AC	
Hit: 4d10 + 16 damage, and the target is slowed (save ends). The area of the burst becomes a zone which is difficult terrain until the end of the encounter.	
Critical Hit: As above, but the target takes a -5 penalty to its saving throw to end the slowed condition..	
Skills Arcana +22	
Str 30 (+21)	Dex 17 (+14)
Con 22 (+17)	Int 22 (+17)
	Wis 12 (+12)
	Cha 24 (+18)
Alignment unaligned	Languages understands Common and Netherese, telepathy 20
Equipment: adamantite magic maul	
Note: Modified damage output.	

1 Taliss Muirwood	Level 20 NPC
Medium natural humanoid (human)	XP -
HP n/a; Bloodied n/a	Initiative 0
AC 35, Fortitude 33, Reflex 33, Will 33	Perception +11
Speed 0	
Immune damage (see <i>transformation</i>), forced movement	
TRAITS	
Concordance	
If any PC has the story award NETH18 Taliss's Concordance, Taliss may attempt a saving throw with a bonus equal to the number of PCs who have the story award each time he uses <i>transformation</i> . On a 10 or higher, the damage is prevented, but Taliss does not enter an altered form.	
STANDARD ACTIONS	
Perform Ritual • At-Will	
Effect: If Taliss is not in altered form, add one automatic success to the skill challenge.	
TRIGGERED ACTIONS	
Transformation • At-Will	
Trigger: Taliss would take damage.	
Effect (no action): Taliss takes no damage and enters an altered form, that of a youthful lich or a middle-ages war wizard. While in altered form, Taliss cannot use <i>perform ritual</i> . This effect can be negated by another creature who uses a minor action and succeeds at an Easy DC Athletics or Intimidate check or a Moderate DC Arcana, Bluff, Diplomacy, or Heal check.	
Skills Arcana +24	
Str 10 (+10)	Dex 10 (+10)
Con 10 (+10)	Int 22 (+16)
	Wis 12 (+11)
	Cha 14 (+12)
Alignment Good	Languages Common, Elven, Netherese
Equipment: none	
Note: Custom NPC.	

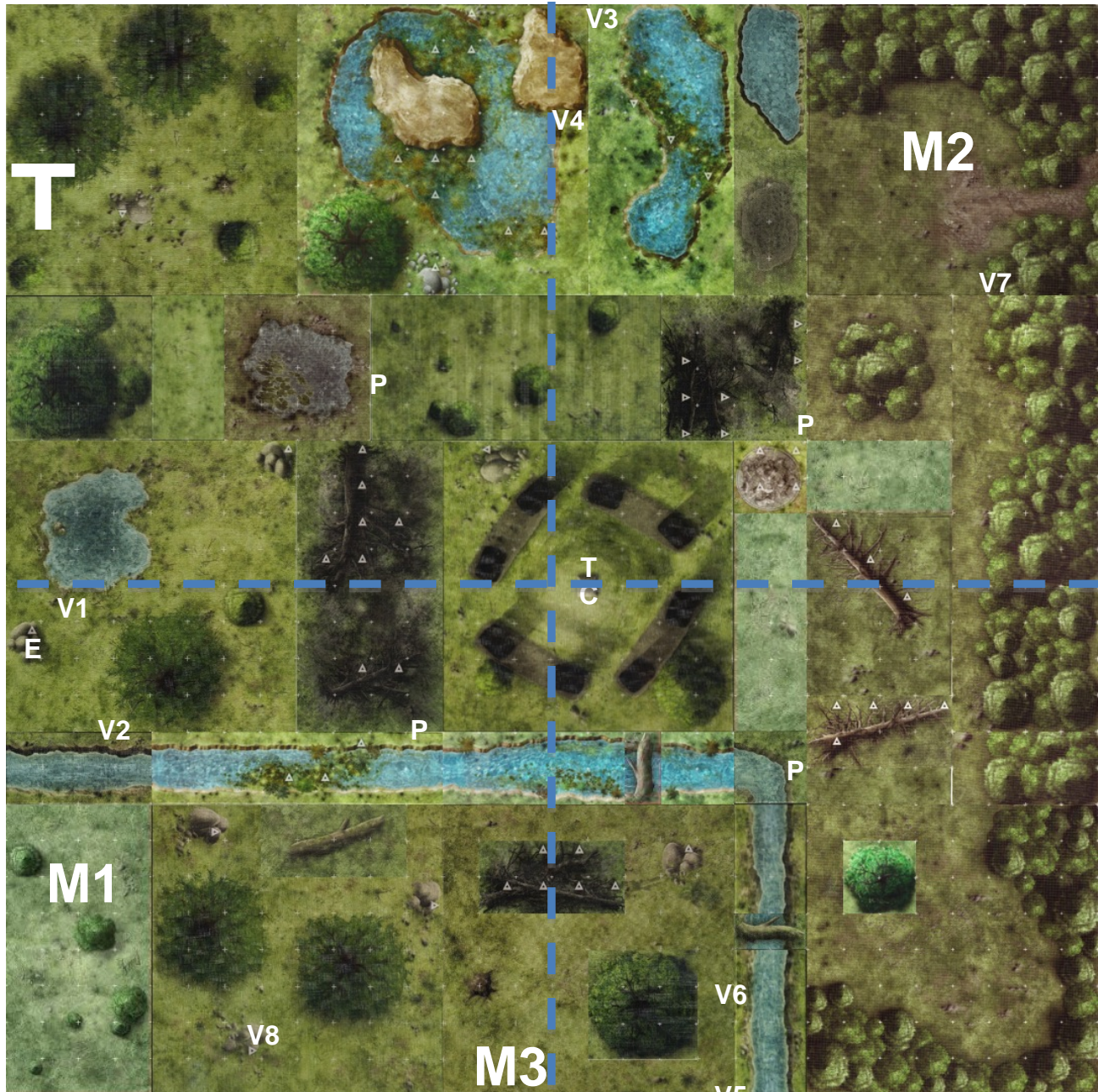
ENCOUNTER 2: THE DIVERSION

TILE SETS NEEDED

DT4: Ruins of the Wild x1

DU5 Sinister Woods x1

ET3: Dungeon Tiles Master Set: The Wilderness x1



PC may start in any squares that is 10 or more squares from the map edge. Place PCs before placing monsters. Blue lines divide the four quadrants.

T = Thaalud
E = Ebony Raven Speaker

M = Minor Thaalud
A = Taliss

P = Apprentice Wizard
C = Coura

V = Netherese Veteran

ENCOUNTER 3: THE FINAL SHOWDOWN

ENCOUNTER LEVEL 14/16/18/20/22

CREATURES

This encounter includes the following creatures:

- 1 Eltan Fungao (E)
- 2 ghost talon death dealers (D)
- 6 ghost talon shadows (S)
- 1 ghost talon darkblood (B)

SCALING THE ENCOUNTER

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

Four PCs: Remove 1 ghost talon death dealer.

Six PCs: Add 1 ghost talon darkblood and 1 ghost talon shadow.

SETUP

If the PCs failed the skill challenge in the previous encounter, Eltan has Lady Saharel in his vessel on him; he does not need to take Coura with him to escape and the PCs must either defeat him or succeed at a Hard DC Thievery check while adjacent to Eltan to retrieve Saharel.

During the backlash ending of the ritual, PCs within 3 squares of the ritual circle are pushed two squares away from the circle and are attacked by the energy: AL+3 vs. Fortitude; the target is knocked prone on a hit. If a PC has 5 or more shadow mites, he or she also takes cold and necrotic damage equal to the AL.

The cleansing light emanating from Coura washes across the battlefield and is replaced by an eerie silence.

Shadows flow around Coura, and purple portals open around her, shadar-kai flowing through them.

“You think you have stopped us with your puny ritual, but you have underestimated Eltan Fungao,” the shade hisses. “Kill them all, then bring the vessel back with us.”

PCs assessing their situation can learn the following:

Arcana (Moderate DC): The portals are sustained by Eltan’s power, if he is knocked unconscious, they are destroyed.

One PC with the story award **ADCP18 Liquid Shadow** from **ADCP3-2 Dawn Till Dusk** starts off the combat

dominated (save ends) as the shadow essence inside the PC rebels. If multiple PCs have this story award, roll randomly excluding the PC who was dominated in the first combat for who starts off with this condition. Any PC with **SPEC04 Shar’s Displeasure** from **SPEC1-2 Zhent’s Ancient Shadows** or similar disfavours starts the combat with a -2 penalty to attack rolls and defenses (save ends) as Shar’s wrath is felt.

Any PC who wields lesser Shadowbane (story award **NETH12 Lesser Shadowbane** from **NETH3-3 Seek and Destroy**) is the top priority in the combat for all enemies. They also show a preference for attacking PCs who are known enemies of Shar or Netheril if given an equal choice.

FEATURES OF THE AREA

Illumination: Bright light. Note that Eltan’s aura affects the light.

Coura: Coura has been knocked unconscious by the ritual, but recovers with time. Any creature can move Coura. This requires first that the creature spend a minor action to pick her up; If Coura is grabbed by two or more creatures, anyone wishing to move her must first win an opposed Strength check. Coura weighs 200 pounds, so a creature with a Strength of 20 and no other equipment can carry her without penalty, a creature with a Strength of 10 to 19 and no other equipment can carry her but is slowed, and a creature with a Strength of less than 10 must push or drag Coura to move her. PCs who have somehow managed to load Coura into a vehicle are not bound by any of these restrictions.

Pools: See Encounter 2.

Portals: These are two-way portals to the Shadowfell. They are five feet tall and block line of effect. Stepping through a portal teleports a Medium or smaller creature to the same spot in the Shadowfell (Large or larger creatures cannot pass through the portals at all) and costs one square of movement. The terrain on the Shadowfell is exactly the same, but creatures in the Prime Material Plane don’t have line of effect or line of sight to creatures in the Shadowfell and vice versa. Creatures within a portal square have line of effect and line of sight to squares on neither plane.

If Eltan is knocked unconscious or killed, the portals immediately disappear and are sealed. Eltan can also close a portal with a minor action and seal a closed portal with a second minor action. A sealed portal cannot be unsealed.

Opening a closed portal requires a Moderate Arcana check (with a +2 bonus from Taliss’s assistance if the PC has **NETH18 Taliss’s Concordance**) as a standard action from within 3 squares of the portal. A PC with

NETH13 Shadow Catcher who has a shadow mite pet can sacrifice his pet to unleash its shadowy energy to open a portal without needing a check; a portal opened in this way cannot be sealed.

Ritual Circle: The ritual circle's power has largely dissipated, but some remains. Attacks made by a creature within the circle score a critical hit on an attack roll of 19-20. (Prime Material Plane only).

River: See Encounter 2.

TACTICS

The goal of the Netherese is to flee with Lady Saharel's essence.

If Eltan successfully siphon the essence into his vessel, he immediately moves to the nearest portal to escape to the Shadowfell and begins to close and seal the portals. The rest of the Shadovar guard the portals to ensure Eltan's escape.

If Lady Saharel's essence is still in Coura, the first available Shadovar moves to grab Coura and flee to the Shadowfell while the rest hinder the PCs from following. Once Coura is in the Shadowfell, Eltan goes to the Shadowfell and closes and seals portals to block the PCs' pursuit.

Eltan dances across the battlefield spitting insults and trying to keep as many opponents dazed as possible. He is unwilling to die (again), however, and flees if all of his allies are defeated. Additionally, if it is impossible for the Netherese to succeed (for example, if a PC teleports to safety with Coura), Eltan stays long enough to kill any unconscious PCs, then retreats - he orders his forces to cover his escape. For simplicity sake, Eltan escapes if, at the start of his turn, he is in the Shadowfell, is unencumbered, and no PCs are within 20 squares of him.

ENDING THE ENCOUNTER

The encounter ends when the shadar-kai are defeated, the PCs flee, all portals to the Shadowfell are sealed with Saharel or Coura (and no PCs) on the Shadowfell side, or the Netherese are no longer able to reach Coura. In all cases, proceed to Encounter 4.

TROUBLESHOOTING

PCs may find themselves trapped on the wrong side of the portals when they close. While there is no way to return to combat immediately, they (or their bodies) may be retrieved after the encounter ends and Taliss can be revived.

MILESTONE

This encounter counts towards a milestone.

TREASURE

The shadar-kai have a +3/+4 *blade of the eldritch knight*, +3/+4 *shadowdance armor* and +3/+4 *earthroot staff*.

ENCOUNTER 3: THE FINAL SHOWDOWN (ADVENTURE LEVEL 12)

1 Eltan Fungao (level 14)	Level 14 Elite Controller
Medium shadow humanoid, shadar-kai	XP 2000
HP 276; Bloodied 138	Initiative +15
AC 28, Fortitude 26, Reflex 29, Will 26	Perception +12
Speed 6	Low-light vision
Saving Throws +2	
Action Points 1	
TRAITS	
O Swirling Madness • Aura (fear) 2	
Eltan makes a <i>mind rend</i> attack against each enemy that starts its turn in the aura.	
Blade of the Fungao	
In the hands of a member of the Fungao family, this <i>blade of eldritch might</i> increases the reach to 2 for all attacks instead of the reach 5 for standard action attacks.	
Blessing of Shar	
At the beginning of each turn, Eltan can get rid of one condition effecting him.	
Threatening Reach	
Eltan can make opportunity attacks against enemies with 2 squares of him.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 3d6 + 12 damage, and if Eltan is marked, end this condition.	
m Mind Rend (fear) • At-Will	
Attack: Melee 2 (one creature); +17 vs. Will	
Hit: The target is dazed until the end of Eltan's next turn.	
M Flesh-Splitter (weapon) • At-Will	
Effect: Eltan makes a longsword attack against two targets. Eltan can shift before or after each attack. If both attacks hit, both targets are slowed (save ends) and Eltan is insubstantial until the end of its next turn.	
C Haunted by the Past (fear, psychic) • Recharge 5-6	
Attack: Close burst 3 (enemies); +17 vs. Will	
Hit: The target is dazed (save ends).	
First Failed Saving Throw: The target is dominated instead of dazed (save ends).	
Aftereffect: The target takes 10 psychic damage.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: Eltan teleports 3 and becomes insubstantial until the start of his next turn.	
Skills Arcana +21, Heal + 21, History +16	
Str 13 (+8)	Dex 22 (+13)
Con 18 (+11)	Int 25 (+14)
	Cha 22 (+13)
Alignment Evil	Languages Common
Equipment black leather armor, Blade of the Fungao	

Note: Added family weapon (customized *bade of eldritch might*) and Blessing of Shar. Updated to *Essentials* damage and stats. Added ghost talon flavor to *flesh-splitter* attack.

2 Ghost Talon Death Dealers (level 12)	Level 12 Controller
Medium shadow humanoid, shadar-kai	XP 700
HP 99; Bloodied 49	Initiative +6
AC 26, Fortitude 22, Reflex 23, Will 26	Perception +13
Speed 6	Low-light vision
TRAITS	
O Dealer's Intercession • Aura 3	
While an ally in the aura drops to 0 hit points, it doesn't die or fall unconscious until the end of its next turn.	
Staff Expertise	
The death dealer's area and ranged attacks do not provoke opportunity attacks.	
STANDARD ACTIONS	
m Staff (cold, necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d6 + 6 cold and necrotic damage.	
R Freezing Rebuke (cold, implement) • At-Will	
Attack: Ranged 5 (one creature); +15 vs. Reflex	
Hit: 2d10 + 3 cold damage and ongoing 5 cold damage (save ends).	
The death dealer becomes insubstantial until the end of its next turn.	
R Freeze to Death (cold, implement) • At-Will	
Attack: Ranged 5 (one creature taking ongoing cold damage); +15 vs. Reflex	
Hit: 2d6 + 2 cold damage, and the target is petrified (save ends). If the target is targeted by an attack that deals fire damage, it can make a saving throw against the effect after that attack is resolved.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The death dealer teleports 3 squares. Each enemy adjacent to it before the teleport takes 5 cold and necrotic damage.	
Str 11 (+6)	Dex 10 (+6)
Con 16 (+9)	Int 18 (+10)
	Wis 24 (+13)
	Cha 15 (+8)
Alignment unaligned	Languages Common
Equipment staff	
Note: Added staff expertise feat.	

ENCOUNTER 3: THE FINAL SHOWDOWN (ADVENTURE LEVEL 12 CONT.)

1 Ghost Talon Darkblood	Level 12 Brute
Medium shadow humanoid, shadar-kai	XP 700
HP 122; Bloodied 61	Initiative +9
AC 24, Fortitude 26, Reflex 23, Will 24	Perception +6
Speed 6	Low-light vision
TRAITS	
Blood Phase	
While bloodied and insubstantial, the darkblood is phasing.	
STANDARD ACTIONS	
m Battleaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 2d12 + 11 damage.	
M Darkblade (cold, necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. Reflex	
Hit: 2d12 + 10 cold and necrotic damage, and ongoing 5 cold and necrotic damage (save ends). The darkblood becomes insubstantial until the end of its next turn.	
C Darkblood Corruption (necrotic, poison) • At-Will	
Requirement: The darkblood must be insubstantial.	
Attack: Close burst 1 (enemies in e burst); +15 vs. Fortitude	
Hit: 2d8 + 19 poison and necrotic damage, and the target falls prone.	
Effect: The darkblood is no longer insubstantial.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The darkblood teleports 3 squares and becomes insubstantial until the end of its next turn.	
Skills Acrobatics +14, Athletics +17, Stealth +14	
Str 23 (+12)	Dex 17 (+9) Wis 11 (+6)
Con 17 (+9)	Int 12 (+7) Cha 19 (+10)
Alignment unaligned Languages Common	
Equipment battleaxe, chainmail	

6 Ghost Talon Shadows (level 12)	Level 12 Minion Brute
Medium shadow humanoid, shadar-kai	XP 175
HP 1; a missed attack never damages a minion	Initiative +11
AC 24, Fortitude 25, Reflex 24, Will 23	Perception +11
Speed 6	Low-light vision
STANDARD ACTIONS	
m Shadow Axe • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 12 cold damage and ongoing 6 cold and necrotic (save ends).	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The ghost talon teleports 3 squares and becomes insubstantial until the end of its next turn.	
TRIGGERED ACTIONS	
Not Dead Yet	
Effect: If the ghost talon is reduced to 0 hit points by and attack that does not deal fire damage or radiant damage, the creature falls prone and appears to be destroyed. At the start of its next turn, it regains 1 hit point. However, if it is destroyed 3 times, it is destroyed for good.	
Str 18 (+10)	Dex 20 (+11) Wis 8 (+5)
Con 23 (+12)	Int 4 (+3) Cha 18 (+10)
Alignment evil Languages Common	
Equipment battleaxe, chainmail	

Note: Re-flavored *Blightfire Wretch*. Changed to shadar-kai type removing ice walk, changing darkvision to low-light, increased Int to 9 and adding shadow jaunt. Updated damage to Essentials.

ENCOUNTER 3: THE FINAL SHOWDOWN (ADVENTURE LEVEL 14)

1 Eltan Fungao (level 16)	Level 16 Elite Controller
Medium shadow humanoid, shadar-kai	XP 2800
HP 308; Bloodied 154	Initiative +16
AC 30, Fortitude 28, Reflex 31, Will 28	Perception +13
Speed 6	Low-light vision
Saving Throws +2	
Action Points 1	
TRAITS	
O Swirling Madness • Aura (fear) 2	
Eltan makes a <i>mind rend</i> attack against each enemy that starts its turn in the aura.	
Blade of the Fungao	
In the hands of a member of the Fungao family, this <i>blade of eldritch might</i> increases the reach to 2 for all attacks instead of the reach 5 for standard action attacks.	
Blessing of Shar	
At the beginning of each turn, Eltan can get rid of one condition affecting him.	
Threatening Reach	
Eltan can make opportunity attacks against enemies with 2 squares of him.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 3d8 + 11 damage, and if Eltan is marked, end this condition.	
m Mind Rend (fear) • At-Will	
Attack: Melee 2 (one creature); +19 vs. Will	
Hit: The target is dazed until the end of Eltan's next turn.	
M Flesh-Splitter (weapon) • At-Will	
Effect: Eltan makes a longsword attack against two targets. Eltan can shift before or after each attack. If both attacks hit, both targets are slowed (save ends) and Eltan is insubstantial until the end of its next turn.	
C Haunted by the Past (fear, psychic) • Recharge 5-6	
Attack: Close burst 3 (enemies); +19 vs. Will	
Hit: The target is dazed (save ends).	
First Failed Saving Throw: The target is dominated instead of dazed (save ends).	
Aftereffect: The target takes 10 psychic damage.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: Eltan teleports 3 and becomes insubstantial until the start of his next turn.	
Skills Arcana +22, Heal + 22, History +18	
Str 13 (+9)	Dex 22 (+15) Wis 20 (+14)
Con 18 (+13)	Int 25 (+16) Cha 22 (+15)
Alignment Evil Languages Common	
Equipment black leather armor, Blade of the Fungao	
Note: Added family weapon (customized Blade of Eldritch Might) and Blessing of Shar. Updated to <i>Essentials</i> damage and stats. Added ghost talon flavor to <i>flesh-splitter</i> attack.	

2 Ghost Talon Death Dealers	Level 14 Controller
Medium shadow humanoid, shadar-kai	XP 1000
In HP 115; Bloodied 57	Initiative +7
AC 28, Fortitude 24, Reflex 25, Will 28	Perception +14
Speed 6	Low-light vision
TRAITS	
O Dealer's Intercession • Aura 3	
While an ally in the aura drops to 0 hit points, it doesn't die or fall unconscious until the end of its next turn.	
Staff Expertise	
The death dealer's area and ranged attacks do not provoke opportunity attacks.	
STANDARD ACTIONS	
m Staff (cold, necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d6 + 8 cold and necrotic damage.	
R Freezing Rebuke (cold, implement) • At-Will	
Attack: Ranged 5 (one creature); +17 vs. Reflex	
Hit: 2d10 + 5 cold damage and ongoing 5 cold damage (save ends).	
The death dealer becomes insubstantial until the end of its next turn.	
R Freeze to Death (cold, implement) • At-Will	
Attack: Ranged 5 (one creature taking ongoing cold damage); +17 vs. Reflex	
Hit: 2d6 + 4 cold damage, and the target is petrified (save ends). If the target is targeted by an attack that deals fire damage, it can make a saving throw against the effect after that attack is resolved.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The death dealer teleports 3 squares. Each enemy adjacent to it before the teleport takes 5 cold and necrotic damage.	
Str 11 (+7)	Dex 10 (+7) Wis 24 (+14)
Con 16 (+10)	Int 18 (+11) Cha 15 (+9)
Alignment unaligned Languages Common	
Equipment staff	
Note: Added staff expertise feat.	

ENCOUNTER 3: THE FINAL SHOWDOWN (ADVENTURE LEVEL 14 CONT.)

1 Ghost Talon Darkblood	Level 14 Brute
Medium shadow humanoid, shadar-kai	XP 1000
HP 142; Bloodied 71	Initiative +10
AC 26, Fortitude 28, Reflex 25, Will 26	Perception +7
Speed 6	Low-light vision
TRAITS	
Blood Phase	
While bloodied and insubstantial, the darkblood is phasing.	
STANDARD ACTIONS	
m Battleaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 2d12 + 13 damage.	
M Darkblade (cold, necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. Reflex	
Hit: 2d12 + 12 cold and necrotic damage, and ongoing 5 cold and necrotic damage (save ends). The darkblood becomes insubstantial until the end of its next turn.	
C Darkblood Corruption (necrotic, poison) • At-Will	
Requirement: The darkblood must be insubstantial.	
Attack: Close burst 1 (enemies in e burst); +17 vs. Fortitude	
Hit: 2d8 + 11 poison and necrotic damage, and the target falls prone.	
Effect: The darkblood is no longer insubstantial.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The darkblood teleports 3 squares and becomes insubstantial until the end of its next turn.	
Skills Acrobatics +15, Athletics +18, Stealth +15	
Str 23 (+13)	Dex 17 (+10) Wis 11 (+7)
Con 17 (+10)	Int 12 (+8) Cha 19 (+11)
Alignment unaligned Languages Common	
Equipment +3 vicious battleaxe, chainmail	

6 Ghost Talon Shadows	Level 14 Minion Brute
Medium shadow humanoid, shadar-kai	XP 250
HP 1; a missed attack never damages a minion	Initiative +12
AC 26, Fortitude 27, Reflex 26, Will 25	Perception +12
Speed 6	Low-light vision
STANDARD ACTIONS	
m Shadow Axe • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 14 cold damage and ongoing 7 cold and necrotic (save ends).	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The ghost talon teleports 3 squares and becomes insubstantial until the end of its next turn.	
TRIGGERED ACTIONS	
Not Dead Yet	
Effect: If the ghost talon is reduced to 0 hit points by and attack that does not deal fire damage or radiant damage, the creature falls prone and appears to be destroyed. At the start of its next turn, it regains 1 hit point. However, if it is destroyed 3 times, it is destroyed for good.	
Str 18 (+11)	Dex 20 (+12) Wis 8 (+6)
Con 23 (+13)	Int 4 (+4) Cha 18 (+11)
Alignment evil Languages Common	
Equipment battleaxe, chainmail	
Note: Re-flavored <i>Blightfire Wretch</i> . Changed to shadar-kai type removing ice walk, changing darkvision to low-light, increased Int to 9 and adding shadow jaunt. Updated damage to Essentials.	

ENCOUNTER 3: THE FINAL SHOWDOWN (ADVENTURE LEVEL 16)

Eltan Fungao (level 18)	Level 18 Elite Controller
Medium shadow humanoid, shadar-kai	XP 4000
HP 340; Bloodied 170	Initiative +17
AC 32, Fortitude 30, Reflex 33, Will 30	Perception +14
Speed 6	Low-light vision
Saving Throws +2	
Action Points 1	
TRAITS	
O Swirling Madness • Aura (fear) 2	
Eltan makes a <i>mind rend</i> attack against each enemy that starts its turn in the aura.	
Blade of the Fungao	
In the hands of a member of the Fungao family, this <i>blade of eldritch might</i> increases the reach to 2 for all attacks instead of the reach 5 for standard action attacks.	
Blessing of Shar	
At the beginning of each turn, Eltan can get rid of one condition effecting him.	
Threatening Reach	
Eltan can make opportunity attacks against enemies with 2 squares of him.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 3d8 + 13 damage, and if Eltan is marked, end this condition.	
m Mind Rend (fear) • At-Will	
Attack: Melee 2 (one creature); +21 vs. Will	
Hit: The target is dazed until the end of Eltan's next turn.	
M Flesh-Splitter (weapon) • At-Will	
Effect: Eltan makes a longsword attack against two targets. Eltan can shift before or after each attack. If both attacks hit, both targets are slowed (save ends) and Eltan is insubstantial until the end of its next turn.	
C Haunted by the Past (fear, psychic) • Recharge 5 6	
Attack: Close burst 3 (enemies); +21 vs. Will	
Hit: The target is dazed (save ends).	
First Failed Saving Throw: The target is dominated instead of dazed (save ends).	
Aftereffect: The target takes 10 psychic damage.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: Eltan teleports 3 and becomes insubstantial until the start of his next turn.	
Skills Arcana +23, Heal + 23, History +19	
Str 13 (+10) Dex 22 (+16) Wis 20 (+15)	
Con 18 (+14) Int 25 (+17) Cha 22 (+16)	
Alignment Evil Languages Common	
Equipment black leather armor, Blade of the Fungao	

Note: Added family weapon (customized Blade of Eldritch Might) and Blessing of Shar. Updated to *Essentials* damage and stats. Added ghost talon flavor to *flesh-splitter* attack.

2 Ghost Talon Death Dealers (level 16)	Level 16 Controller
Medium shadow humanoid, shadar-kai	XP 1400
HP 123; Bloodied 61	Initiative +8
AC 30, Fortitude 26, Reflex 27, Will 30	Perception +15
Speed 6	Low-light vision
TRAITS	
O Dealer's Intercession • Aura 3	
While an ally in the aura drops to 0 hit points, it doesn't die or fall unconscious until the end of its next turn.	
Staff Expertise	
The death dealer's area and ranged attacks do not provoke opportunity attacks.	
STANDARD ACTIONS	
m Staff (cold, necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d6 + 10 cold and necrotic damage.	
R Freezing Rebuke (cold, implement) • At-Will	
Attack: Ranged 5 (one creature); +19 vs. Reflex	
Hit: 2d10 + 7 cold damage and ongoing 5 cold damage (save ends).	
The death dealer becomes insubstantial until the end of its next turn.	
R Freeze to Death (cold, implement) • At-Will	
Attack: Ranged 5 (one creature taking ongoing cold damage); +19 vs. Reflex	
Hit: 2d6 + 6 cold damage, and the target is petrified (save ends). If the target is targeted by an attack that deals fire damage, it can make a saving throw against the effect after that attack is resolved.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The death dealer teleports 3 squares. Each enemy adjacent to it before the teleport takes 5 cold and necrotic damage.	
Str 11 (+8) Dex 10 (+8) Wis 24 (+15)	
Con 16 (+11) Int 18 (+12) Cha 15 (+10)	
Alignment unaligned Languages Common	
Equipment staff	
Note: Added staff expertise feat.	

ENCOUNTER 3: THE FINAL SHOWDOWN (ADVENTURE LEVEL 16 CONT.)

1 Ghost Talon Darkblood (level 16)	Level 16 Brute
Medium shadow humanoid, shadar-kai	XP 1400
HP 162; Bloodied 81	Initiative +11
AC 26, Fortitude 28, Reflex 25, Will 26	Perception +8
Speed 6	Low-light vision
TRAITS	
Blood Phase	
While bloodied and insubstantial, the darkblood is phasing.	
STANDARD ACTIONS	
m Battleaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 2d12 + 15 damage.	
M Darkblade (cold, necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +19 vs. Reflex	
Hit: 2d12 + cold and necrotic damage, and ongoing 5 cold and necrotic damage (save ends). The darkblood becomes insubstantial until the end of its next turn.	
C Darkblood Corruption (necrotic, poison) • At-Will	
Requirement: The darkblood must be insubstantial.	
Attack: Close burst 1 (enemies in e burst); +19 vs. Fortitude	
Hit: 2d8 + 13 poison and necrotic damage, and the target falls prone.	
Effect: The darkblood is no longer insubstantial.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The darkblood teleports 3 squares and becomes insubstantial until the end of its next turn.	
Skills Acrobatics +16, Athletics +19, Stealth +16	
Str 23 (+14)	Dex 17 (+11) Wis 11 (+8)
Con 17 (+11)	Int 12 (+9) Cha 19 (+12)
Alignment unaligned Languages Common	
Equipment battleaxe, chainmail	

6 Ghost Talon Shadows (level 16)	Level 16 Minion Brute
Medium shadow humanoid, shadar-kai	XP 350
HP 1; a missed attack never damages a minion	Initiative +13
AC 26, Fortitude 27, Reflex 26, Will 25	Perception +13
Speed 6	Low-light vision
STANDARD ACTIONS	
m Shadow Axe • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 16 cold damage and ongoing 8 cold and necrotic (save ends).	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The ghost talon teleports 3 squares and becomes insubstantial until the end of its next turn.	
TRIGGERED ACTIONS	
Not Dead Yet	
Effect: If the ghost talon is reduced to 0 hit points by an attack that does not deal fire damage or radiant damage, the creature falls prone and appears to be destroyed. At the start of its next turn, it regains 1 hit point. However, if it is destroyed 3 times, it is destroyed for good.	
Str 18 (+12)	Dex 20 (+13) Wis 8 (+7)
Con 23 (+14)	Int 4 (+5) Cha 18 (+12)
Alignment evil Languages Common	
Equipment battleaxe, chainmail	
Note: Re-flavored <i>Blightfire Wretch</i> . Changed to shadar-kai type removing ice walk, changing darkvision to low-light, increased Int to 9 and adding shadow jaunt. Updated damage to Essentials.	

ENCOUNTER 3: THE FINAL SHOWDOWN (AL 18)

1 Eltan Fungao (level 20)	Level 20 Elite Controller
Medium shadow humanoid, shadar-kai	XP 5600
HP 356; Bloodied 178	Initiative +18
AC 34, Fortitude 32, Reflex 35, Will 32	Perception +15
Speed 6	Low-light vision
Saving Throws +2	
Action Points 1	
TRAITS	
O Swirling Madness • Aura (fear) 2	
Eltan makes a <i>mind rend</i> attack against each enemy that starts its turn in the aura.	
Blade of the Fungao	
In the hands of a member of the Fungao family, this <i>blade of eldritch might</i> increases the reach to 2 for all attacks instead of the reach 5 for standard action attacks.	
Blessing of Shar	
At the beginning of each turn, Eltan can get rid of one condition affecting him.	
Threatening Reach	
Eltan can make opportunity attacks against enemies with 2 squares of him.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 2 (one creature); +25 vs. AC	
Hit: 3d8 + 15 damage, and if Eltan is marked, end this condition.	
m Mind Rend (fear) • At-Will	
Attack: Melee 2 (one creature); +23 vs. Will	
Hit: The target is dazed until the end of Eltan's next turn.	
M Flesh-Splitter (weapon) • At-Will	
Effect: Eltan makes a longsword attack against two targets. Eltan can shift before or after each attack. If both attacks hit, both targets are slowed (save ends) and Eltan is insubstantial until the end of its next turn.	
C Haunted by the Past (fear, psychic) • Recharge 5-6	
Attack: Close burst 3 (enemies); +23 vs. Will	
Hit: The target is dazed (save ends).	
First Failed Saving Throw: The target is dominated instead of dazed (save ends).	
Aftereffect: The target takes 10 psychic damage.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: Eltan teleports 3 and becomes insubstantial until the start of his next turn.	
Skills Arcana +23, Heal + 23, History +19	
Str 13 (+10)	Dex 22 (+16) Wis 20 (+15)
Con 18 (+14)	Int 25 (+17) Cha 22 (+16)
Alignment Evil	Languages Common
Equipment black leather armor, Blade of the Fungao	
Note: Added family weapon (customized Blade of Eldritch Might) and Blessing of Shar. Updated to <i>Essentials</i> damage and stats. Added ghost talon flavor to <i>flesh-splitter</i> attack.	

2 Ghost Talon Death Dealers (level 18)	Level 18 Controller
Medium shadow humanoid, shadar-kai	XP 2000
HP 139; Bloodied 69	Initiative +9
AC 32, Fortitude 28, Reflex 29, Will 32	Perception +16
Speed 6	Low-light vision
TRAITS	
O Dealer's Intercession • Aura 3	
While an ally in the aura drops to 0 hit points, it doesn't die or fall unconscious until the end of its next turn.	
Staff Expertise	
The death dealer's area and ranged attacks do not provoke opportunity attacks.	
STANDARD ACTIONS	
m Staff (cold, necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d6 + 12 cold and necrotic damage.	
R Freezing Rebuke (cold, implement) • At-Will	
Attack: Ranged 5 (one creature); +21 vs. Reflex	
Hit: 2d10 + 9 cold damage and ongoing 5 cold damage (save ends). The death dealer becomes insubstantial until the end of its next turn.	
R Freeze to Death (cold, implement) • At-Will	
Attack: Ranged 5 (one creature taking ongoing cold damage); +21 vs. Reflex	
Hit: 2d6 + 8 cold damage, and the target is petrified (save ends). If the target is targeted by an attack that deals fire damage, it can make a saving throw against the effect after that attack is resolved.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The death dealer teleports 3 squares. Each enemy adjacent to it before the teleport takes 5 cold and necrotic damage.	
TRIGGERED ACTIONS	
Str 11 (+9)	Dex 10 (+9) Wis 24 (+16)
Con 16 (+12)	Int 18 (+13) Cha 15 (+11)
Alignment unaligned	Languages Common
Equipment +3 earthroot staff, +3 shadowdance armor	

Note: Added staff expertise feat.

ENCOUNTER 3: THE FINAL SHOWDOWN (ADVENTURE LEVEL 18 CONT.)

Ghost Talon Darkblood (level 18)	Level 18 Brute
Medium shadow humanoid, shadar-kai	XP 2000
HP 182; Bloodied 91	Initiative +12
AC 28, Fortitude 30, Reflex 27, Will 28	Perception +9
Speed 6	Low-light vision
TRAITS	
Blood Phase	
While bloodied and insubstantial, the darkblood is phasing.	
STANDARD ACTIONS	
m Battleaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 2d12 + 17 damage.	
M Darkblade (cold, necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. Reflex	
Hit: 2d12 + 16 cold and necrotic damage, and ongoing 5 cold and necrotic damage (save ends). The darkblood becomes insubstantial until the end of its next turn.	
C Darkblood Corruption (necrotic, poison) • At-Will	
Requirement: The darkblood must be insubstantial.	
Attack: Close burst 1 (enemies in e burst); +21 vs. Fortitude	
Hit: 2d8 + 15 poison and necrotic damage, and the target falls prone.	
Effect: The darkblood is no longer insubstantial.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The darkblood teleports 3 squares and becomes insubstantial until the end of its next turn.	
Skills Acrobatics +17, Athletics +20, Stealth +17	
Str 23 (+15)	Dex 17 (+12) Wis 11 (+9)
Con 17 (+12)	Int 12 (+10) Cha 19 (+13)
Alignment unaligned Languages Common	
Equipment battleaxe, chainmail	

6 Ghost Talon Shadows (level 18)	Level 18 Minion Brute
Medium shadow humanoid, shadar-kai	XP 500
HP 1; a missed attack never damages a minion	Initiative +13
AC 28, Fortitude 29, Reflex 28, Will 27	Perception +13
Speed 6	Low-light vision
STANDARD ACTIONS	
m Shadow Axe • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 18 cold damage and ongoing 9 cold and necrotic (save ends).	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The ghost talon teleports 3 squares and becomes insubstantial until the end of its next turn.	
TRIGGERED ACTIONS	
Not Dead Yet	
Effect: If the ghost talon is reduced to 0 hit points by and attack that does not deal fire damage or radiant damage, the creature falls prone and appears to be destroyed. At the start of its next turn, it regains 1 hit point. However, if it is destroyed 3 times, it is destroyed for good.	
Str 18 (+13)	Dex 20 (+14) Wis 8 (+8)
Con 23 (+15)	Int 4 (+5) Cha 18 (+13)
Alignment evil Languages Common	
Equipment battleaxe, chainmail	

Note: Reffavored Blightfire Wretch. Changed to shadar-kai type removing ice walk, changing darkvision to low-light, increased Int to 9 and adding shadow jaunt. Updated damage to Essentials.

ENCOUNTER 3: THE FINAL SHOWDOWN (ADVENTURE LEVEL 20)

1 Eltan Fungao (level 22)	Level 22 Elite Controller
Medium shadow humanoid, shadar-kai	XP 8300
HP 388; Bloodied 194	Initiative +19
AC 36, Fortitude 34, Reflex 37, Will 34	Perception +16
Speed 6	Low-light vision
Saving Throws +2	
Action Points 1	
TRAITS	
O Swirling Madness • Aura (fear) 2	
Eltan makes a <i>mind rend</i> attack against each enemy that starts its turn in the aura.	
Blade of the Fungao	
In the hands of a member of the Fungao family, this <i>blade of eldritch might</i> increases the reach to 2 for all attacks instead of the reach 5 for standard action attacks.	
Blessing of Shar	
At the beginning of each turn, Eltan can get rid of one condition effecting him.	
Threatening Reach	
Eltan can make opportunity attacks against enemies with 2 squares of him.	
STANDARD ACTIONS	
m Longsword (weapon) • At-Will	
Attack: Melee 2 (one creature); +27 vs. AC	
Hit: 3d8 + 17 damage, and if Eltan is marked, end this condition.	
m Mind Rend (fear) • At-Will	
Attack: Melee 2 (one creature); +25 vs. Will	
Hit: The target is dazed until the end of Eltan's next turn.	
M Flesh-Splitter (weapon) • At-Will	
Effect: Eltan makes a longsword attack against two targets. Eltan can shift before or after each attack. If both attacks hit, both targets are slowed (save ends) and Eltan is insubstantial until the end of its next turn.	
C Haunted by the Past (fear, psychic) • Recharge 5-6	
Attack: Close burst 3 (enemies); +25 vs. Will	
Hit: The target is dazed (save ends).	
First Failed Saving Throw: The target is dominated instead of dazed (save ends).	
Aftereffect: The target takes 10 psychic damage.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: Eltan teleports 3 and becomes insubstantial until the start of his next turn.	
Skills Arcana +24, Heal + 24, History +20	
Str 13 (+11)	Dex 22 (+17) Wis 20 (+16)
Con 18 (+15)	Int 25 (+18) Cha 22 (+17)
Alignment Evil Languages Common	
Equipment black leather armor, Blade of the Fungao	
Note: Added family weapon (customized <i>blade of eldritch might</i>) and Blessing of Shar. Updated to <i>Essentials</i> damage and stats. Added ghost talon flavor to <i>flesh-splitter</i> attack.	

2 Ghost Talon Death Dealers (level 20)	Level 20 Controller
Medium shadow humanoid, shadar-kai	XP 2800
HP 155; Bloodied 77	Initiative +10
AC 34, Fortitude 30, Reflex 31, Will 34	Perception +17
Speed 6	Low-light vision
TRAITS	
O Dealer's Intercession • Aura 3	
While an ally in the aura drops to 0 hit points, it doesn't die or fall unconscious until the end of its next turn.	
Staff Expertise	
The death dealer's area and ranged attacks do not provoke opportunity attacks.	
STANDARD ACTIONS	
m Staff (cold, necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d6 + 14 cold and necrotic damage.	
R Freezing Rebuke (cold, implement) • At-Will	
Attack: Ranged 5 (one creature); +23 vs. Reflex	
Hit: 2d10 + 11 cold damage and ongoing 5 cold damage (save ends).	
The death dealer becomes insubstantial until the end of its next turn.	
R Freeze to Death (cold, implement) • At-Will	
Attack: Ranged 5 (one creature taking ongoing cold damage); +23 vs. Reflex	
Hit: 2d6 + 10 cold damage, and the target is petrified (save ends). If the target is targeted by an attack that deals fire damage, it can make a saving throw against the effect after that attack is resolved.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The death dealer teleports 3 squares. Each enemy adjacent to it before the teleport takes 5 cold and necrotic damage.	
Str 11 (+10)	Dex 10 (+10) Wis 24 (+17)
Con 16 (+11)	Int 18 (+12) Cha 15 (+12)
Alignment unaligned Languages Common	
Equipment staff	
Note: Added staff expertise feat.	

ENCOUNTER 3: THE FINAL SHOWDOWN (ADVENTURE LEVEL 20 CONT.)

1 Ghost Talon Darkblood (level 20)	Level 20 Brute
Medium shadow humanoid, shadar-kai	XP 2000
HP 202; Bloodied 101	Initiative +13
AC 30, Fortitude 32, Reflex 29, Will 30	Perception +10
Speed 6	Low-light vision
TRAITS	
Blood Phase	
While bloodied and insubstantial, the darkblood is phasing.	
STANDARD ACTIONS	
m Battleaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 2d12 + 19 damage.	
M Darkblade (cold, necrotic, weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. Reflex	
Hit: 2d12 + 18 cold and necrotic damage, and ongoing 5 cold and necrotic damage (save ends). The darkblood becomes insubstantial until the end of its next turn.	
C Darkblood Corruption (necrotic, poison) • At-Will	
Requirement: The darkblood must be insubstantial.	
Attack: Close burst 1 (enemies in e burst); +23 vs. Fortitude	
Hit: 2d8 + 17 poison and necrotic damage, and the target falls prone.	
Effect: The darkblood is no longer insubstantial.	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The darkblood teleports 3 squares and becomes insubstantial until the end of its next turn.	
Skills Acrobatics +18, Athletics +21, Stealth +18	
Str 23 (+16)	Dex 17 (+13) Wis 11 (+10)
Con 17 (+13)	Int 12 (+11) Cha 19 (+14)
Alignment unaligned Languages Common	
Equipment battleaxe, chainmail	

6 Ghost Talon Shadows (level 20)	Level 20 Minion Brute
Medium shadow humanoid, shadar-kai	XP 700
HP 1; a missed attack never damages a minion	Initiative +14
AC 30, Fortitude 31, Reflex 30, Will 29	Perception +14
Speed 6	Low-light vision
STANDARD ACTIONS	
m Shadow Axe • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 20 cold damage and ongoing 10 cold and necrotic (save ends).	
MOVE ACTIONS	
Shadow Jaunt (teleportation) • Encounter	
Effect: The ghost talon teleports 3 squares and becomes insubstantial until the end of its next turn.	
TRIGGERED ACTIONS	
Not Dead Yet	
Effect: If the ghost talon is reduced to 0 hit points by an attack that does not deal fire damage or radiant damage, the creature falls prone and appears to be destroyed. At the start of its next turn, it regains 1 hit point. However, if it is destroyed 3 times, it is destroyed for good.	
Str 18 (+14)	Dex 20 (+15) Wis 8 (+9)
Con 23 (+16)	Int 4 (+6) Cha 18 (+14)
Alignment evil Languages Common	
Equipment battleaxe, chainmail	
Note: Re-flavored <i>Blightfire Wretch</i> . Changed to shadar-kai type removing ice walk, changing darkvision to low-light, increased Int to 9 and adding shadow jaunt. Updated damage to Essentials.	

ENCOUNTER 3: THE FINAL SHOWDOWN

TILE SETS NEEDED

DT4: Ruins of the Wild x1

DU5 Sinister Woods x1

ET3: Dungeon Tiles Master Set: The Wilderness x1



PCs start this encounter where they ended Encounter 2.

E = Eltan Fungao

B = Ghost Talon Darkblood

D = Ghost Talon Death Dealer

S = Ghost Talon Shadow

P = Portal

C = Coura

ENCOUNTER 4: REGROUPING

Eventually, the PCs are able to regroup with Bern, Blaynden and the rest of their allies. The Netherese force was disabled by the explosion at the end of Taliss's ritual, and the surviving barbarians were able to capture, kill or rout the remainder.

Blaynden addresses the gathered crowd. "Heroes! The day is ours! The bards will sing songs of our victory throughout the ages!" A resounding cheer rises throughout the gathered host.

If the ritual to cleanse Coura was successful (that is, Eltan was unable to separate Coura and Saharel) and Coura is still in Harper hands, the assembled allies hear a loud screech as Coura awakens. Once she has everyone's attention, she writes the following:

"The prophet sees shadows, long dormant but now stirring. The shadows are famished after such a long rest, and they hunger for all the Realms. It is odd, though, that we receive such a significant prediction only now. Perhaps this vision is what Netheril sought to prevent us from seeing..."

Coura and Saharel are unable to provide any further details about the prophecy.

If the ritual was not successful, but the PCs were able to reclaim Saharel from Eltan, read:

Once the crowd disperses, Blaynden pulls you aside. "Whatever gods you worship, now is the time to pray to them. It seems the damage to Coura is irreversible. Even now, Lady Saharel's spirit is being pulled into the Fugue Plane.

"It may be bittersweet, but though we are losing her, I am certain she is lost to the Netherese as well. That fact alone has saved many lives.

"If you have any last respects to pay her, do so now, before she slips away."

If the PCs wish, they may address Saharel, who is sullen, yet resigned to her fate. Though her powers are failing her, she provides the PCs a final prophecy:

"The Fugue Plane calls, and the concerns of your world are no longer mine. But I see shadows, long resting but now stirring. After such a long sleep, the darkness hungers, and it hungers for all the Realms."

With this final glimpse into the future, Saharel moves on to her final judgment. Coura, who spent some

time bound to Saharel, suggests that the prophecy may refer to the Netherese, who Saharel could not see until the cleansing ritual was completed...

Finally, if Eltan has escaped with Saharel (regardless of whether or not the ritual was successful), read:

Blaynden's voice sombers. "Yet a greater threat lies before us. With Lady Saharel once again in the hands of our enemy, it is only a matter of time before they find a way to bend her to their will. Perhaps a hero will arise from our assembled ranks to reclaim her!"

CONCLUDING THE ADVENTURE

If you run this adventure before 31 March 2012, please be sure to fill out the online questionnaire (see the Event Summary for details). The results determine the fate of Coura and the future of the Netheril Story Area.

STORY AWARDS

If the PCs successfully completed the ritual and kept Coura from falling into Netherese hands, they receive **NETH20 The Purified Prophet**.

If Eltan escaped with Coura or Saharel, the PCs receive **NETH21 Shade Coin**.

If Saharel is not in Netherese possession at the end of the adventure (regardless of whether the ritual was successfully completed), the PCs receive **NETH22 Savior of Saharel**.

TREASURE

The PCs are rewarded by Blaynden. They each receive 1600 / 2750 / 5500 / 11000 / 16500 gp if they successfully complete the ritual and kept Coura from the Netherese. They receive half this amount if they failed at the ritual, but retrieved Saharel from Eltan.

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.

Each PC who already has both Story Awards **NETH13** and **NETH16**, and who earns **NETH20** in this adventure, completes the *Foresight* Major Quest and earns the additional rewards listed for the Adventure Level played. This Major Quest Bonus is in addition to the listed Maximum XP and the listed Base Gold.

To be clear, the quest bonus is based strictly on the AL played in this adventure, not the ALs at which that PC played NETH4-1 and/or NETH4-2.

ADVENTURE LEVEL 12

Minimum Possible XP: 1280 XP

Successfully complete ritual (Encounter 2): +400 XP
Keep Saharel in Harper Hands (Encounter 3): +400 XP
Both of the above (Encounters 2/3): +320 XP

Maximum Possible XP: 2400 XP

Base Gold per PC: 1600 gp
(Encounter 3: 1600 gp)

AL 12 Major Quest Bonus: +700 XP, +200 gp

ADVENTURE LEVEL 14

Minimum Possible XP: 1800 XP

Successfully complete ritual (Encounter 2): +600 XP
Create the defensive measures (Encounter 3): +600 XP
Taliss survives the siege (Encounters 2/3): +400 XP

Maximum Possible XP: 3400 XP

Base Gold per PC: 2750 gp
(Encounter 3: 2750 gp)

AL 14 Major Quest Bonus: +1000 XP, +500 gp

ADVENTURE LEVEL 16

Minimum Possible XP: 2510 XP per PC

Successfully complete ritual (Encounter 2): +800 XP
Keep Saharel in Harper Hands (Encounter 3): +800 XP
Both of the above (Encounters 2/3): +640 XP

Maximum Possible XP: 4750 XP per PC

Base Gold per PC: 5500 gp
(Encounter 3: 5500 gp)

AL 16 Major Quest Bonus: +1400 XP, +1600 gp

ADVENTURE LEVEL 18

Minimum Possible XP: 3600 XP

Successfully complete ritual (Encounter 2): +1100 XP
Keep Saharel in Harper Hands (Encounter 3): +1100 XP
Both of the above (Encounters 2/3): +1000 XP

Maximum Possible XP: 6800 XP

Base Gold per PC: 11000 gp
(Encounter 3: 11000 gp)

AL 18 Major Quest Bonus: +2000 XP, +3200 gp

ADVENTURE LEVEL 20

Minimum Possible XP: 5020 XP

Successfully complete ritual (Encounter 2): +1500 XP
Keep Saharel in Harper Hands (Encounter 3): +1500 XP
Both of the above (Encounters 2/3): +1480 XP

Maximum Possible XP: 9500 XP

Gold per PC: 16500 gp
(Encounter 3: 16500 gp)

AL 20 Major Quest Bonus: +2800 XP, +5000 gp

TREASURE

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

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

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

Certain Treasures have a minimum Adventure Level listed. That Treasure is not available if the group played below the minimum adventure level. However, those who played at a higher adventure level can always choose from the lower-level options.

EACH PC SELECTS ONE OF THE FOLLOWING:

Treasure A: *broom of flying* (level 15; Mordenkainen’s Magnificent Emporium)
Found in Encounter 1

Treasure B: *+3 staff of earthen might* (level 13; *Dungeon* 171)
Found in Encounter 2

Treasure C: *+3 dreamstone amulet* (level 12; *Dungeon* 155)
Found in Encounter 2

Treasure D: *+3 earthroot staff* (level 13; *Adventurer’s Vault*)
Found in Encounter 3

At AL 14+, add the following:

Treasure E: *+3 shadowdance armor* (level 15; *Seekers of the Ashen Crown*)
Found in Encounter 3

Treasure F: *+3 blade of the eldritch knight* (level 15; *Adventurer’s Vault* 2)
Found in Encounter 3

At AL 16+:

Treasure G: *+4 dreamstone amulet* (level 17; *Dungeon* 155)
Found in Encounter 2

Treasure H: *+4 staff of earthen might* (level 18; *Dungeon* 171)
Found in Encounter 2

At AL 18+, add the following:

Treasure I: *+4 shadowdance armor* (level 20; *Seekers of the Ashen Crown*)
Found in Encounter 3

Treasure J: *+4 blade of the eldritch knight* (level 20; *Adventurer’s Vault* 2)
Found in Encounter 3

ALL ALs:

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

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

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

AL 12: *potion of cure moderate wounds* or *stonehold ammunition* +3 plus 200 gp

AL 14: *potion of cure moderate wounds* or *stonehold ammunition* +3 plus 950 gp

AL 16: *potion of cure moderate wounds*, *potion of heroism* or *stonehold ammunition* +3 plus 1700 gp

AL 18: *potion of cure moderate wounds*, *potion of heroism* or *stonehold ammunition* +4 plus 2800 gp

AL 20: *potion of cure moderate wounds*, *potion of heroism* or *stonehold ammunition* +4 plus 6800 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.

PCs who succeeded at the skill challenge in Encounter 2 earn NETH20 if Coura is in the PCs' possession at the end of the adventure:

NETH20 The Purified Prophet

Coura, the sentient construct that houses the essence of Lady Saharel, the lich of Spellguard Keep, was plagued by shadow essence, drawing the attention of Netheril. With the help of the wizard Taliss Muirwood, you have purified Coura and put a stop to the threat, at least for now. Your aid has earned you great favor with the Harpers, including an offer of membership.

If you helped the Harpers achieve their objectives during the previous chapters of the *Foresight* trilogy, the organization grants you access to purchase items from their vaults. For each of the Story Awards listed below that you have, you gain access to purchase one Uncommon item from a player resource with an item level no greater than your character level at the time you make the purchase (maximum item level 21). Each Story Award is good for the purchase of one item only. Purchasing items using this benefit does not void the Story Awards.

If you do not have either NETH13 or NETH16 at the time you gain this Story Award, then you may still get purchase access for those Story Awards if you play the appropriate adventures later. In this case, however, you must earn both of the missing Story Awards, and you only get to purchase a single item, not one item per award.

If you have one of the above two Story Awards but not both at the time you gain this Story Award, you get the benefit of purchase access for the one award that you do have now, and you may still get the benefit of

purchase access from the one you are missing, if you play the appropriate adventure later and get that award.

If the Netherese escaped with Coura or with Saharel's essence, then the PCs earn NETH21:

NETH21 Shade Coin

Despite your best efforts, the shade Eltan Fungao has captured the construct Coura, which means he has also captured the essence of Lady Saharel, the lich of Spellguard Keep. Eltan left you a token of his appreciation for your assistance (however unwilling) in completing his vengeance. This *shade coin* possesses no special abilities of its own, though it may be upgraded with Shade Coin story awards obtained in future adventures. More details about shade coins can be found in the Harper entry of the *LFR Meta-Organization Guide*.

The PCs earn NETH22 if they prevented the Netherese from recapturing Saharel's essence, regardless of whether the skill challenge was completed:

NETH22 Savior of Saharel

The lady Saharel is grateful for your continued efforts to save her from enslavement by the Netherese, her former people. She grants you the gift of prophetic insight into a critical event in the future of your adventuring career. Once time only, you can expend this favor to gain the benefit of a *moment of prophecy*. Void this Story Award once you have expended the power. The special bonuses listed in the item description stack with each other (maximum +10).

Moment of Prophecy	Paragon Tier Uncommon
You hear the words of Lady Saharel at a critical moment, telling you exactly what is about to happen.	
Consumable (Special)	
Utility Power ♦ Consumable (Free Action)	
Effect: Once before the end of the current encounter, when you make an attack roll for an encounter or a daily attack power of level 20 or below and dislike the result, you can reroll the attack roll, but you must use the second result.	
Special: If you have Story Award ADAP03 <i>Prophecy of Lady Sarahel</i> , you get a +7 bonus on the reroll.	
Special: If you have Story Award ADCP19 <i>Victory at the Battle of Spellgard</i> , you get a +3 bonus on the reroll.	
Reference: Customized version of a <i>potion of clarity</i> (level 20) from Mordenkainen's <i>Magnificent Emporium</i> .	

NEW RULES

Blade of the Eldritch Knight +3/+4

Level 15/20

Weapon: Heavy Blades

Enhancement: +3/+4 attack and damage rolls

Critical: +3d6/4d6 and the target is knocked prone.

Property: When you use a standard action to make a melee attack with this blade, your melee reach increases to 5 for that attack.

Reference: *Adventurer's Vault 2*, page 114.

Broom of Flying

Level 15

Wondrous Item

Property: While riding the broom, you have a fly speed of 8 and can hover. The broom can carry you and your gear (up to a normal load for you). You take a -2 penalty to attack rolls while riding the broom.

Utility Power Daily: Standard action.

Effect: You call the broom to you from any location within 60 squares of you. As long as the broom is not prevented from moving, it appears in your hand at the start of your next turn. The broom's movement as it moves to you cannot be used to attack or impede any creature.

Reference: *Mordenkainen's Magnificent Emporium*, page 80.

Dreamstone Amulet +3/+4

Level 12/17

Slot: Neck

Enhancement: +3/+4 fortitude, reflex and will defense

Property: While asleep, you don't take the -5 penalty to Perception checks.

Power Daily (Minor Action): Use this power to remove the blinded condition and gain blindsight until the end of your next turn.

Reference: *Dungeon 155*, page 74.

Guardian Whistle

Level 4

Wondrous Item

Utility Power (teleportation) Daily: Move action.

Effect: Close burst 10 (one ally in the burst). The target teleports to an unoccupied square adjacent to you.

Reference: *Mordenkainen's Magnificent Emporium*, page 85.

Potion of Heroism

Level 16

Consumable

Utility Power: Minor Action. You drink this potion and gain 20 temporary hit points. In addition, you gain a +2 power bonus to saving throws until the end of the encounter.

Reference: *Mordenkainen's Magnificent Emporium*, page 96.

Potion of Cure Moderate Wounds

Level 10

Consumable

Utility Power (Healing): Minor Action. You drink this potion. If you have a healing surge, you must spend one. Instead of the hit points you would normally regain, you regain 2d8 + 10 hit points. If you are bloodied and don't have any healing surges, you still regain the hit points. If neither of these things are true, there is no effect.

Reference: *Mordenkainen's Magnificent Emporium*, page 96.

Shadowdance armor +3/+4

Level 15/20

Armor: Cloth or leather

Enhancement: +3/+4 AC

Property: Your area and ranged attacks don't provoke opportunity attacks.

Power Daily (Free Action):

Trigger: You move more than 3 squares.

Effect: In bright light, your space and all adjacent squares become shrouded in dim light until the end of your next turn. If you were already in dim light, your square and all adjacent squares become dark, blocking line of sight, until the end of your next turn. You can see perfectly in the area of dim light or darkness.

Reference: *Seeker's of the Ashen Crown*, page 26.

Staff of Earthen Might +3/+4

Level 13/18

Implement: Staff

Enhancement: +3/+4 attack and damage rolls

Critical: +1d6 damage per plus and the target is knocked prone.

Property: When you are standing on a surface of stone or earth, you gain a +2 item bonus to Athletics checks and Strength ability checks (but not Strength-based attacks).

Power Daily (Free Action): Use this power when an attack with this implement hits. The target feels as if its weight has tripled, and it is slowed until the end of your next turn.

Reference: *Dungeon 171*, page 14.

Stonehold Ammunition

Level 14

Ammunition

Enhancement: +3 to attack and damage rolls

Property: When you hit an enemy with an attack using this ammunition, that enemy is also immobilized until the end of your next turn.

Reference: *Mordenkainen's Magnificent Emporium*, page 37.

EVENT SUMMARY

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

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

<https://www.surveymonkey.com/s/NETH0403LFR>

The survey period closes on **31 March 2012**. The adventure remains playable after that date, but we will tabulate the results at the end of the survey period and that will be the official result for the campaign as a whole.

If played at a convention, what slot:

Table Number:

DM's Name:

Question 1: Which sources of aid did the PCs obtain (choose all that apply)?

- a. Tree Ghost Tribe.
- b. Halaskar.
- c. Darvin Surehand.
- d. Soren Two-Carts.
- e. Rigamoo Harpell
- f. None.

Question 2: What was the fate of Saharel and Coura?

- a. Eltan failed to separate Saharel and Coura, and the PCs stopped him from stealing Coura.
- b. Eltan failed to separate Saharel and Coura, but succeeded at stealing Coura.
- c. Eltan succeeded at separating Saharel and Coura, but the PCs recovered Saharel.
- d. Eltan succeeded at separating Saharel and Coura, and escaped with Saharael.

Question 3: How interested are the players/DM in seeing more Netheril adventures set in Luruar?

- a. Interest in seeing more Netheril adventures in Luruar.
- b. Interest in seeing more Luruar content, but not as part of the Netheril story area.
- c. No interest in seeing more Luruar content.
- d. Split decision or undecided.

Question 4: 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 5: How do you, the DM, rate this adventure, using the same 5-point scale?

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

APPENDIX 1: BACKGROUND

Warning: This appendix contains significant spoiler information for ADCP3-2 *Swarm of Chaos*, CORM1-4 *All the King's Men*, CORM2-3 *Secret of the Queen of Thorns*, CORM2-4 *Fury of the Queen of Thorns*, LURU2-2 *Shadows of the Knight*, LURU2-3 *Forgotten Crypts Hidden Dangers*, LURU2-4 *Need to Know*, NETH3-3 *Seek and Destroy*, NETH4-1 *Containing Shadow*, and NETH4-2 *The Tripartite Tower*.

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

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

The Harpers found an opportunity to learn just how much Netheril knew about them when Netheril occupied the ancient ruins of Spellgard Keep to compel its oracle, Saharel, to provide prophecies only to the Netherese. The intervention of adventurers prevented this, and at their urging, the Harpers intervened further, performing a ritual to bind Lady Saharel to Coura, allowing them to remove Saharel from the ruins for the first time in centuries.

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

Neither the unnatural forces of the Ordulin Maelstrom nor the military might of Netheril were able to prevent the Harpers from obtaining their components and caster. Adventurers braved the Maelstrom to collect the enigmatic creatures known as shadow mites, who possess the ability to absorb the shadowy energy cast off during the ritual. Other adventurers braved a siege initiated by a Netherese flying fortress to ensure the safety of Taliss Muirwood, the ritual's creator. With everything they needed in hand and the ritual taking place in a secluded location, the Harpers' victory seemed all but assured.

But there is one piece of information the Netherese know that the Harpers do not. The shadowy energy bound to Coura and Saharel calls to the Netherese like a beacon. They had planned to use its call to deliver a major blow to the Harpers' headquarters once forces were assembled, but with the ritual about to start, the time to strike is now. Eltan Fungao, who previously failed the Netherese during a mission in Luruar, jumped at the opportunity to prove his worth. Once he uses the Shadowfell as cover to sneak up on the ritual, siphons Saharel's essence into another vessel, and makes his escape, the Shade Princes will surely bestow their favor upon him once more...

HANDOUT 1: STORY AWARDS TRACKING FORM

DM's Note: Fold the ramifications section underneath and have the players fill out before play begins.

Story Awards/Adventure	Character Name						NETH4-3 Ramifications
Harper favor							Increases amount of Harper help for the mission.
"Hated by Netherese" favor							Preferentially targeted by Netherese in combat.
ADCP18 Liquid Shadow from ADCP3-2							PC starts each combat dominated for his first turn.
ADCP19 Victory at the Battle of Spellgard from ADCP3-2							+2 bonus on skill checks to garner aid in Encounter 1
Beast Spirit Boon from LURU2-2							Automatic success in enlisting aid of the Uthgardt tribe that gave the PC the boon.
LURU01 Friend of Halaskar from LURU1-1							Unlocks aid from Halaskar.
LURU04 Friend of Darvin Surehand from LURU1-2 and/or LURU06 Mark of the Beast or LURU07 Hero of the Hunt from LURU1-4							Unlocks Darvin Surehand's aid.
LURU09 Stilled Spears from LURU1-5							Unlocks Soren Two-Carts aid.
Played LURU2-2							Unlocks aid from the Harpells.
LURU18 Uthgardt Token from LURU2-2							Unlocks what tribe the token represents aid.
LURU19 Coura's Lore from LURU2-3							+2 to all skill checks in ritual for PC.
NETH12 Lesser Shadowbane from NETH3-3							PC is the top priority target in all combat.
NETH13 Shadow Catcher from NETH4-1; Amount of shadow mites collected							Amount of shadow mites in Encounter 2.
NETH15 Selune's Mark from NETH4-1							Targeted by Netherese with preference.
NETH18 Taliss's Concordance from NETH4-2							Gives benefits in both combat encounters.
SPEC04 Shar's Displeasure from SPEC1-2							PC starts with a -2 penalty to attacks and all defenses (save ends) in combat.

HANDOUT 2: HALASKAR'S WARHORSES

Warhorse	Level 3 Brute
Large natural beast (mount)	XP 150
HP 58; Bloodied 29	Initiative +3
AC 17, Fortitude 16, Reflex 14, Will 14	Perception +8
Speed 6	Low-light vision
TRAITS	
Charger (while mounted by a friendly rider of 3 rd level or higher with the mounted combat feat) • Mount	
The warhorse grants its rider a +5 bonus to damage rolls on charge attacks.	
STANDARD ACTIONS	
m Kick • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d6 + 5 damage.	
M Trample • At-Will	
Effect: The warhorse can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the warhorse must end its move in an unoccupied space. When it enters and enemy's space, the warhorse makes a trample attack.	
Attack: +4 vs. Reflex	
Damage: 1d6 + 6 damage and the target is knocked prone.	
Str 21 (+6)	Dex 14 (+3) Wis 14 (+3)
Con 18 (+5)	Int 2 (-3) Cha 10 (+1)
Alignment unaligned	Languages -

Warhorse	Level 3 Brute
Large natural beast (mount)	XP 150
HP 58; Bloodied 29	Initiative +3
AC 17, Fortitude 16, Reflex 14, Will 14	Perception +8
Speed 6	Low-light vision
TRAITS	
Charger (while mounted by a friendly rider of 3 rd level or higher with the mounted combat feat) • Mount	
The warhorse grants its rider a +5 bonus to damage rolls on charge attacks.	
STANDARD ACTIONS	
m Kick • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d6 + 5 damage.	
M Trample • At-Will	
Effect: The warhorse can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the warhorse must end its move in an unoccupied space. When it enters and enemy's space, the warhorse makes a trample attack.	
Attack: +4 vs. Reflex	
Damage: 1d6 + 6 damage and the target is knocked prone.	
Str 21 (+6)	Dex 14 (+3) Wis 14 (+3)
Con 18 (+5)	Int 2 (-3) Cha 10 (+1)
Alignment unaligned	Languages -

Warhorse	Level 3 Brute
Large natural beast (mount)	XP 150
HP 58; Bloodied 29	Initiative +3
AC 17, Fortitude 16, Reflex 14, Will 14	Perception +8
Speed 6	Low-light vision
TRAITS	
Charger (while mounted by a friendly rider of 3 rd level or higher with the mounted combat feat) • Mount	
The warhorse grants its rider a +5 bonus to damage rolls on charge attacks.	
STANDARD ACTIONS	
m Kick • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d6 + 5 damage.	
M Trample • At-Will	
Effect: The warhorse can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the warhorse must end its move in an unoccupied space. When it enters and enemy's space, the warhorse makes a trample attack.	
Attack: +4 vs. Reflex	
Damage: 1d6 + 6 damage and the target is knocked prone.	
Str 21 (+6)	Dex 14 (+3) Wis 14 (+3)
Con 18 (+5)	Int 2 (-3) Cha 10 (+1)
Alignment unaligned	Languages -

Warhorse	Level 3 Brute
Large natural beast (mount)	XP 150
HP 58; Bloodied 29	Initiative +3
AC 17, Fortitude 16, Reflex 14, Will 14	Perception +8
Speed 6	Low-light vision
TRAITS	
Charger (while mounted by a friendly rider of 3 rd level or higher with the mounted combat feat) • Mount	
The warhorse grants its rider a +5 bonus to damage rolls on charge attacks.	
STANDARD ACTIONS	
m Kick • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d6 + 5 damage.	
M Trample • At-Will	
Effect: The warhorse can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the warhorse must end its move in an unoccupied space. When it enters and enemy's space, the warhorse makes a trample attack.	
Attack: +4 vs. Reflex	
Damage: 1d6 + 6 damage and the target is knocked prone.	
Str 21 (+6)	Dex 14 (+3) Wis 14 (+3)
Con 18 (+5)	Int 2 (-3) Cha 10 (+1)
Alignment unaligned	Languages -

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS COMPLETED THE FORESIGHT TRILOGY WITH THE ADVENTURE:

NETH4~ 3 PURIFYING THE PROPHET

NETH20 The Purified Prophet

Coura, the sentient construct that houses the essence of Lady Saharel, the lich of Spellguard Keep, was plagued by shadow essence, drawing the attention of Netheril. With the help of the wizard Taliss Muirwood, you have purified Coura and put a stop to the threat, at least for now. Your aid has earned you great favor with the Harpers, including an offer of membership.

If you helped the Harpers achieve their objectives during the previous chapters of the *Foresight* trilogy, the organization grants you access to purchase items from their vaults. For each of the Story Awards listed below that you have, you gain access to purchase one Uncommon item from a player resource with an item level no greater than your character level at the time you make the purchase (maximum item level 21). Each Story Award is good for the purchase of one item only. Purchasing items using this benefit does not void the Story Awards.

NETH13 Item Purchased:

Level:

NETH16 Item Purchased:

Level:

If you do not have either NETH13 or NETH16 at the time you gain this Story Award, then you may still get purchase access for those Story Awards if you play the appropriate adventures later. In this case, however, you must earn both of the missing Story Awards, and you only get to purchase a single item, not one item per award.

If you have one of the above two Story Awards but not both at the time you gain this Story Award, you get the benefit of purchase access for the one award that you do have now, and you may still get the benefit of purchase access from the one you are missing, if you play the appropriate adventure later and get that award.

NETH21 Shade Coin

Despite your best efforts, the shade Eltan Fungao has captured the construct Coura, which means he has also captured the essence of Lady Saharel, the lich of Spellguard Keep. Eltan left you a token of his appreciation for your assistance (however unwilling) in completing his vengeance. This *shade coin* possesses no special abilities of its own, though it may be upgraded with Shade Coin story awards obtained in future adventures. More details about shade coins can be found in the Harper entry of the *LFR Meta-Organization Guide*.

NETH22 Savior of Saharel

The lady Saharel is grateful for your continued efforts to save her from enslavement by the Netherese, her former people. She grants you the gift of prophetic insight into a critical event in the future of your adventuring career. Once time only, you can expend this favor to gain the benefit of a *moment of prophecy*. Void this Story Award once you have expended the power. The special bonuses listed in the item description stack with each other (maximum +10).

Moment of Prophecy

Paragon Tier Uncommon

You hear the words of Lady Saharel at a critical moment, telling you exactly what is about to happen.

Consumable (Special)

Utility Power ♦ Consumable (Free Action)

Effect: Once before the end of the current encounter, when you make an attack roll for an encounter or a daily attack power of level 20 or below and dislike the result, you can reroll the attack roll, but you must use the second result.

Special: If you have Story Award ADAP03 *Prophecy of Lady Sarahel*, you get a +7 bonus on the reroll.

Special: If you have Story Award ADCP19 *Victory at the Battle of Spellgard*, you get a +3 bonus on the reroll.

Reference: Customized version of a *potion of clarity* (level 20) from *Mordenkainen's Magnificent Emporium*

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

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

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

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

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

Player Name	WIN/DCI Number
1	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
2	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
3	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
4	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
5	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
6	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>

DUNGEONS & DRAGONS

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------

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

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

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

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

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

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

Player Name	WIN/DCI Number
1	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
2	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
3	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
4	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
5	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
6	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>

DUNGEONS & DRAGONS

SESSION TRACKING

DUNGEON MASTER

DM Name: _____

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------

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