

INTRODUCTION

What You Wish For is an adventure designed for five 11th-level player characters (PCs), and is part of the D&D Delve Night kit. Please review the instructions for use of the D&D Delve Night kit before using this adventure. The adventure uses tiles from the DT7 Fane of the Forgotten Gods tile set. The adventure takes place in the Shadowfell; an ambitious demon faithful to Orcus has taken over the ruins of a giantish shrine and is taking advantage of the local population's desperation to return their loved ones to life.

Once the players are ready to begin play, read:

You've been contacted by a distraught shadar-kai woman who implores you to rescue her husband from his own folly. Her name is Sheh-asha and her husband Melnoth could not accept the death of his dear daughter. Rebell ing against the normal stoic faith in the Raven Queen, he was tempted by the promises of a new, shady priest of the Dark Lady. He disappeared into the Shadowfell with the priest and his daughter's body. His wife has hired you to bring him home before he does something he will regret always.

SETUP

The PCs have been approached by a grieving shadar-kai mother named Sheh-asha. Her husband Melnoth could not place his faith in the Raven Queen when their daughter died and came under the sway of a new priest in the area. This new priest of the Raven Queen claimed that not everyone who died was the Queen's will, that some of the dead were *meant* to be returned to life. Melnoth was more than willing to grasp at whatever thin hope offered and he took his daughter's body and went deep into the Shadowfell with the priest to perform a ritual of resurrection.

- Melnoth and the priest went into the ruins of a death giant settlement in the Shadowfell. There is supposed to be an ancient shrine to powers of death there, and Sheh-asha believes that is where they want to perform the ritual. She can provide rough directions to a gate to Shadowfell as well as through the ruins.
- Sheh-asha is very suspicious of the priest, believing that he is a heretic or an imposter, as much

of what he said about the Raven Queen flies in the face of tradition - especially his encouraging of resurrection and his claims of how easy it is. Other townsfolk agree, though many say that they have heard stories of how the priest helped a friend of a friend of a friend bring a child, spouse or parent back from the grave.

- In reality, the priest is actually a cleric of Orcus and working for an ambitious immolith with aspirations of setting up a secret cult to the Demon Prince of Undeath, putting his own fire-obsessed spin on it. Ultimately, the immolith hopes to carve out his own domain in the Shadowfell: a Domain of Dead.
- Sheh-asha has little money, but offers the PCs a potion of vitality to retrieve her husband, or two potions if they can get to the bottom of the mysterious priest.

ADJUSTING THE ENCOUNTERS

While this adventure is designed to be played with 5 11th-level characters, you can make some simple adjustments to the adventure to account for 4 or 6 11th-level characters. Simply remove or add a foe of the same level as the encounter that is listed in that encounter's setup.



ENCOUNTER 1: ON THE WAY TO THE RUINS

ENCOUNTER LEVEL 11 (3000 XP)

SETUP

2 **malicious ghosts** (M) (level 13 lurker)
 1 **Shadowfell spirit devourer** (D) (level 12 elite soldier)

The shrine Melnoth went to lies deep in the Shadowfell, amid the crumbling ruins of an ancient death giant city. Traveling through the rubble, the PCs are noticed by a pair of spiteful ghosts that haunt a powerful spirit devourer.

As the adventurers enter the area, read:

The ruins of the ancient giant city lie broken and eerily silent around you, the tips of shattered spires and plinths almost lost in the inky darkness. As you pass beneath a statue that glows faintly with residual spiritual energy, rubble scattered around it, you think you catch a glimpse of a hulk form in the shadows.

- Arcana (DC 15):** The glow from the statues is a residue from the soul energy that flowed through the city during its heyday. It is harmless now, but there is a faint flow toward the direction the PCs are traveling.
- Perception (DC 21):** The PCs see the spirit devourer through the worn ruins.
- Perception (DC 28):** The PCs catch a glimpse of the malicious ghost as it phases into the obelisk to hide.
- Religion (DC 25):** The character notices that the holy symbols at the base of the statues have all been charred and defaced. The holy symbol of Orcus has been crudely burnt into the stone.

FEATURES OF THE AREA

Illumination: The Shadowfell is dimly lit, but the statues provides just enough light for normal illumination in a 6-square radius.

Terrain Feature: The broken bits of rubbles surrounding the statues can be used as cover and cost 1 additional square of movement to climb over.

TACTICS

When the PCs reach the satues, the malicious ghosts dart out a piercing wail, attacking with their *inky breath*. This attracts the attention of the spirit devourer, who lingers at the edge of the light at first, attacking with *trap spirit*.

ENDING THE ENCOUNTER

The encounter ends when the ghosts are destroyed. The spirit devourer will attempt to flee if seems likely to be destroyed.

TREASURE

None of the monsters carry anything of value.

Malicious Ghost (M)	Level 13 Lurker	
Small shadow humanoid (undead)	XP 800	
Initiative +14 Senses Perception +13; darkvision		
HP 72; Bloodied 36		
AC 27; Fortitude 23, Reflex 25, Will 26; (+2 to all defenses with <i>inexorable creep</i>)		
Immune disease, poison; Resist insubstantial		
Speed fly 6 (hover); Phasing		
⊕ Spirit Touch (standard; at-will) ♦ Necrotic +16 (+18 with <i>inexorable creep</i>) vs. Reflex ; 2d8 + 4 necrotic damage.		
↗ Piercing Malice (standard; at-will) ♦ Psychic Ranged 5; +16 (+18 with <i>inexorable creep</i>) vs. Will ; 2d8 + 4 psychic damage, and the target is slowed (save ends).		
↖ Inky Breath (standard; recharge ☷ ☷) ♦ Necrotic Close blast 5; +15 (+17 with <i>inexorable creep</i>) vs. Fortitude ; 2d8 + 4 necrotic damage, and the target takes ongoing 10 necrotic damage and is immobilized (save ends both).		
Inexorable Creep		
When a malicious ghost uses phasing to move through obstacles, it gains a +2 bonus to attack rolls and all defenses, and deals 1d6 extra damage on melee attacks and ranged attacks until the start of its next turn.		
Skills Stealth +18		
Str 14 (+8)	Dex 24 (+13)	Wis 14 (+8)
Con 19 (+10)	Int 10 (+6)	Cha 25 (+13)

Shadowfell Spirit Devourer (D)	Level 12 Elite Soldier	
Large shadow humanoid (undead)	XP 1,400	
Initiative +8 Senses Perception +10; darkvision		
HP 224; Bloodied 112		
AC 28; Fortitude 26, Reflex 22, Will 27; see also <i>spirit ward</i>		
Immune disease, poison; Resist 15 necrotic; Vulnerable 5 radiant (whenever the devourer takes radiant damage, its trapped enemy gets a saving throw to escape)		
Saving Throws +2; Speed 6; Action Points 1		
⊕ Claw (standard; at-will) Reach 2; +18 vs. AC ; 2d6 + 5 damage.		
↗ Trap Spirit (standard; at-will) ♦ Necrotic Ranged 5; targets a living humanoid; +16 vs. Fortitude ; 1d8 + 7 necrotic damage, and the target is trapped (save ends). The trapped creature is removed from play and can take no actions. If it succeeds on a saving throw, it escapes and appears in an unoccupied space of its choice adjacent to the spirit devourer. A trapped creature escapes automatically when the spirit devourer is destroyed. Only one creature can be trapped at a time.		
↖ Spirit Rupture (standard, usable only after the spirit devourer uses <i>devour spirit</i> and only on the same turn; at-will) ♦ Fear, Necrotic Close burst 1; +16 vs. Will ; 2d8 + 7 necrotic damage, and the target is immobilized until the end of the spirit devourer's next turn. Miss: Half damage, and the target is not immobilized.		
Devour Spirit (minor; at-will) ♦ Healing, Necrotic		
The spirit devourer deals 10 necrotic damage to a creature it has trapped (see <i>trap spirit</i>). The spirit devourer either regains 10 hit points or uses <i>spirit rupture</i> . A creature killed by this power can't be returned to life with a <i>Raise Dead</i> ritual.		
Spirit Ward		
The spirit devourer gains a +2 bonus to all defenses while it has a creature trapped (see <i>trap spirit</i>).		
Skills Stealth +11		
Str 20 (+10)	Dex 12 (+6)	Wis 11 (+5)
Con 16 (+8)	Int 16 (+8)	Cha 24 (+12)

ENCOUNTER 2: SHRINE ENTRANCE

Encounter Level 12 (3400 XP)

SETUP

2 vrocks (V) (level 13 skirmishers)

3 mezzodemons (M) (level 11 soldiers)

Several demons stand guard around the entrance to the Shadoowfell shrine. Posted outside and resentful of the undead clustered inside, the vrocks pay little attention to their surroundings while the mezzodemons maintain at least a modicum of discipline.

As the adventurers enter the area, read:

Tall and wide enough to accommodate the most powerful death giants, the archway at the entrance to the shrine would once have been quite impressive. Now, a filthy, vulture-headed demon-beast perches atop both of the crumbling remnants, snapping at each other over scraps of some carcass. Below them, a trio of insect-like creatures wielding wicked tridents gaze into the darkness.

Massive bonfires have been built at the base of each leg of the broken arch. The heat singes the vulture-demons' feather and a revolting stench fills the still air. Beyond the fires, a hallway extends into the darkness.

- **Perception (DC 25):** The character notices that the guards are clearly not interested in their duties and should be easy to surprise with a good plan.

FEATURES OF THE AREA

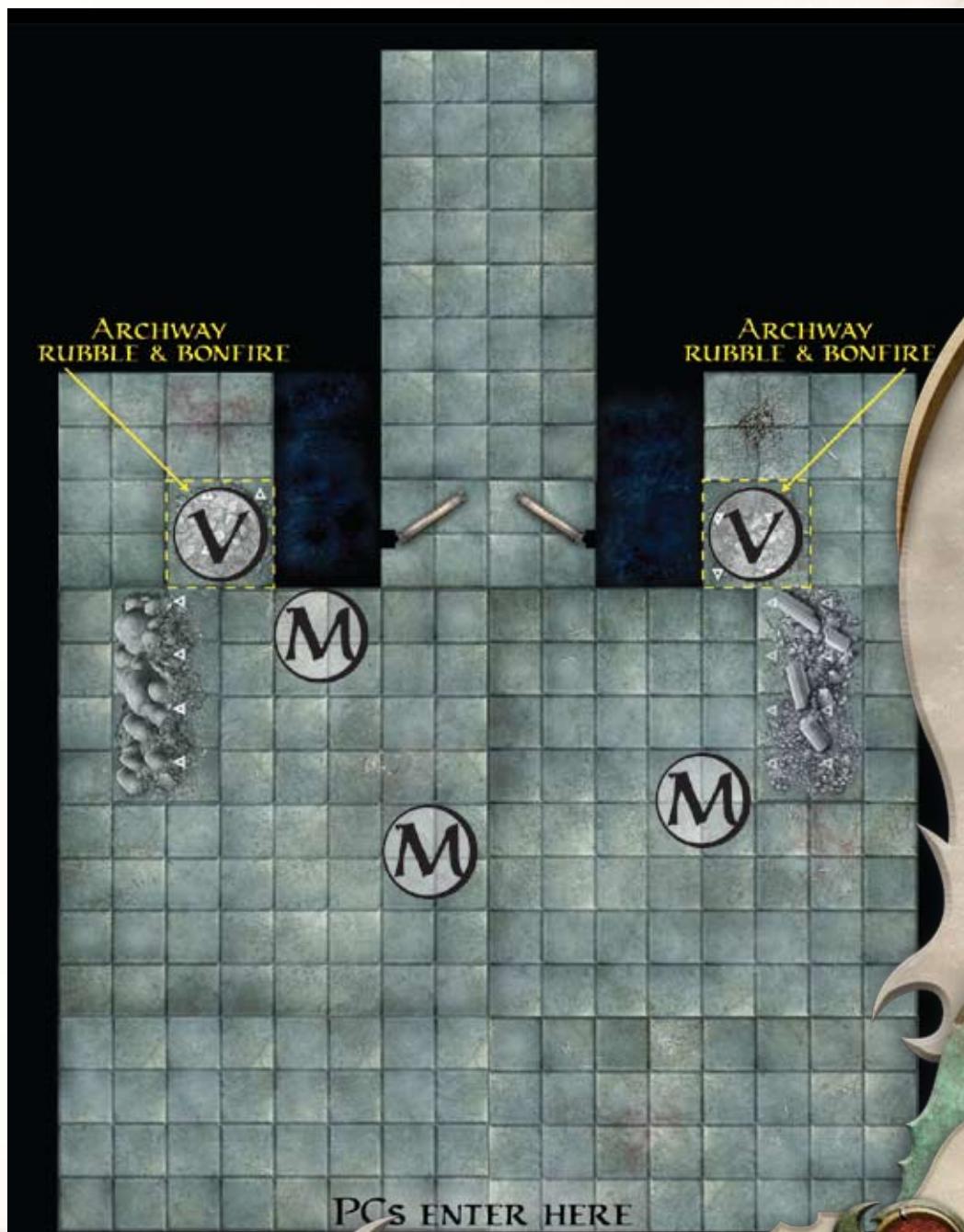
Illumination: The huge fires at the base of the arch keeps the entire area brightly lit.

Terrain Feature: The mezzodemons have cleared away all major debris and rubble from in front of the shrine, though stealthy characters should rush from the ruined buildings on the sides.

TACTICS

When the PCs attack, the mezzodemons move forward to meet them, using skewering tines to pin targets far enough apart from each other that the vrocks can repeatedly use their *flyby attack* to whittle down the strongest foes.

The mezzodemons only fall back if any character attempts to enter the shrine.



ENDING THE ENCOUNTER

The encounter ends when the mezzodemons have been killed or rendered unconscious. The vrocks will attempt to flee into the shrine if they are the only enemies left and it looks like they will be defeated. If captured, the mezzodemons will reveal nothing about what to expect in the shrine, but the vrocks can be interrogated if properly intimidated or promised their freedom.

The hallway extends straight into the shrine, but it is quite long and the Shadowfell dampens sounds in the area, so it is unlikely that the combat would be heard by anyone inside unless anyone fought within the hallway itself.



TREASURE

The vrocks were squabbling over worthless scraps, but the amid the mezzodemons' supplies (piled next to the entrance) the PCs find a vicious +3 magic weapon (the exact form is determined by the player who received the item).

Mezzodemon (M)	Level 11 Soldier
Large elemental humanoid (demon)	XP 600
Initiative +9 Senses Perception +13; darkvision	
HP 113; Bloodied 56	
AC 27; Fortitude 25, Reflex 22, Will 23	
Resist 20 poison, 10 variable (2/encounter; see glossary)	
Speed 6	
① Trident (standard; at-will) ♦ Weapon	
Requires trident; reach 2; +18 vs. AC; 1d8 + 5 damage.	
④ Skewering Tines (standard; at-will) ♦ Weapon	
Reach 2; +18 vs. AC; 1d8 + 5 damage, ongoing 5 damage and the target is restrained (save ends both). While the target is restrained, the mezzodemon can't make trident attacks.	
← Poison Breath (standard; recharge 2/2) ♦ Poison	
Close blast 3; targets enemies; +16 vs. Fortitude; 2d6 + 3 poison damage, and ongoing 5 poison damage (save ends).	
Alignment Chaotic evil Languages Abyssal	
Skills Intimidate +11	
Str 20 (+10) Dex 15 (+7) Wis 16 (+8)	
Con 17 (+8) Int 10 (+5) Cha 13 (+6)	
Equipment trident	

Vrock (V)	Level 13 Skirmisher
Large elemental humanoid (demon)	XP 800
Initiative +12 Senses Perception +13; darkvision	
HP 132; Bloodied 66; see also <i>spores of madness</i>	
AC 27; Fortitude 25, Reflex 23, Will 23	
Resist 10 variable (2/encounter; see glossary)	
Speed 6, fly 8; see also <i>flyby attack</i>	
① Claw (standard; at-will)	
Reach 2; +18 vs. AC; 2d8 + 6 damage.	
④ Flyby Attack (standard; at-will)	
The vrock flies up to 8 squares and makes one claw attack at any point during that movement. The vrock doesn't provoke opportunity attacks when moving away from the target of the attack.	
← Stunning Screech (standard; recharge 2/2)	
Close burst 3; deafened creatures are immune; +17 vs. Fortitude; the target is stunned until the end of the vrock's next turn.	
← Spores of Madness (free, when first bloodied; encounter)	
♦ Poison	
Close burst 2; demons are immune; +16 vs. Will; 1d10 + 4 poison damage, and the target is dazed (save ends).	
Alignment Chaotic evil Languages Abyssal	
Skills Bluff +15, Insight +13	
Str 23 (+12) Dex 19 (+10) Wis 15 (+8)	
Con 20 (+11) Int 12 (+7) Cha 19 (+10)	

ENCOUNTER 3: ANTECHAMBER

Encounter Level 13 (4000 XP)

SETUP

- 1 deathpriest of Orcus (D) (level 9 controller)
- 3 skeletal tomb guardians (marilith skeletons) (S) (level 10 brutes)
- 1 firelasher (F) (level 11 skirmisher)
- 1 corrupted offspring (O) (level 12 skirmisher)
- 1 vrock (V) (level 13 skirmisher)
- 1 shadar-kai father (M) (Melnoth) (NPC)

This crescent room curves to both the right and left from the entrance hallway. The skeleton guardians stand against the wall, waiting to be ordered into action. A priest of Orcus masquerading as a devotee of the Raven Queen is presenting Melnoth with his newly (un)risen daughter to the right. To the left, a vrock lounges, toying with a firelasher.

As the adventurers enter the area, read:

The hallway opens into a crescent-shaped room. As the room curves to the right, you can see a human priest in the dark robes of the Raven Queen's clergy speaking with a shadar-kai man who is tightly clutching a disheveled little shadar-kai girl to his chest. To the left a vrock with bits of charcoal braided into its feathers tosses bones into a small fire. Along the far wall are three massive six-armed skeletons whose waists trail into tails curled up like some dead snake.

- **Arcana (DC 20):** The skeletons appear to be animated marilith corpses.
- **Perception (DC 15):** The fire the vrock is tossing bones into is actually animated and alive.
- **Perception (DC 25):** Something is wrong with the young girl. There is a predatory glint in her eye and she clutches a flith-covered, razor-sharp sacrificial dagger that the priest handed her while talking to her father.



FEATURES OF THE AREA

Illumination: The room is brightly lit by everburning torches in sconces spread throughout the room.

Terrain Feature: Most of the room has been cleared, but a few piles of rubble remain (mainly down the left wing of the room). A shallow pool of dark liquid lies in the middle of the room and a large, glowing room is set into the floor before each door into the shrine. These runes are harmless, though soul energy can be seen flowing through them into the room.

Alcoves are set high in the walls and appear to have once contained religious icons, though everything has long since been smashed. Closer examination reveals that they have all been burned recently and symbols honoring Orcus have been inscribed since them.

TACTICS

The vrock and firelasher leap into battle with enthusiasm. The priest orders the skeletal guardians to attack, but waffles back and forth between pretending to be a worshipper of the Raven Queen and letting his spite and true allegiance to Orcus show through with his own vicious attacks. If the vrock, firelasher and skeletons appear to be losing, he completely abandons his cover.

Melnoth's daughter has been brought back as a corrupted offspring and attempts to maintain that façade for as long as possible. Once revealed, however, she drops all pretenses and viciously attacks her father and any nearby characters. Melnoth does not fight back at her daughter. Melnoth is hit on any attack directed at him that is not an automatic miss. The first hit against Melnoth drops him unconscious and he starts to die. If he is dying, the second hit against Melnoth kills him.

ENDING THE ENCOUNTER

The encounter ends when the priest, skeletons, vrock and firelasher are defeated. If the corrupted offspring was revealed, she attacks until defeated as well. Otherwise she bides her time. If the PCs let her leave with her father, she kills him and returns to jump into the next encounter after 3 rounds.

The doors leading to the inner shrine are thick and the commotion will not be heard by anyone inside.

TREASURE

In the rubble of the vrock's make-shift next the PCs find a flameburst +3 magic weapon (the exact form for which is determined by the players that receives it).

Deathpriest of Orcus (D)	Level 9 Controller (Leader)	
Medium natural humanoid, human		XP 400
Initiative +4	Senses Perception +12	
Death's Embrace (Necrotic) aura 10; enemies in the aura take a -2 penalty to death saves.		
HP 96; Bloodied 48		
AC 23; Fortitude 21, Reflex 19, Will 21; see also <i>dark blessing</i>		
Speed 5		
① Mace (standard; at-will) ♦ Necrotic		
+12 vs. AC; 1d8 + 1 damage plus 1d8 necrotic damage.		
② Ray of Black Fire (standard; at-will) ♦ Fire, Necrotic		
Ranged 10; +10 vs. Reflex; 1d8 + 3 fire and necrotic damage, and one ally in the deathpriest's line of sight gains a +2 power bonus to its next attack roll against the target.		
③ Dark Blessing (standard; encounter) ♦ Necrotic		
Close burst 2; +10 vs. Fortitude; 2d8 + 3 necrotic damage, and the target is pushed 1 square. Hit or Miss: The deathpriest and all allies in the burst gain a +2 power bonus to AC until the end of the encounter.		
Alignment Evil	Languages Abyssal, Common	
Skills Arcana +10, Religion +10		
Str 13 (+5)	Dex 10 (+4)	Wis 16 (+7)
Con 16 (+7)	Int 12 (+5)	Cha 15 (+6)
Equipment chainmail, skull-headed mace		

Vrock (V)	Level 13 Skirmisher	
Large elemental humanoid (demon)		XP 800
See Encounter 2 for statistics.		
Skeletal Tomb Guardian (S)	Level 10 Brute	
Medium natural animate (undead)		XP 500
Initiative +10	Senses Perception +12; darkvision	
HP 126; Bloodied 63		
AC 23; Fortitude 22, Reflex 23, Will 20		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 8		
① Twin Scimitar Strike (standard; at-will) ♦ Weapon		
The skeletal tomb guardian makes two scimitar attacks against the same target: +13 vs. AC; 1d8 + 4 damage (crit 1d8 + 12). This also holds true for opportunity attacks.		
② Cascade of Steel (standard; at-will) ♦ Weapon		
The skeletal tomb guardian makes two twin scimitar strike attacks (four scimitar attacks total).		
③ Sudden Strike (immediate reaction, when an adjacent enemy shifts; at-will) ♦ Weapon		
The skeletal tomb guardian makes a melee basic attack against the enemy.		
Alignment Unaligned	Languages –	
Str 18 (+9)	Dex 20 (+10)	Wis 14 (+7)
Con 16 (+8)	Int 3 (+1)	Cha 3 (+1)
Equipment 4 scimitars		

Firelasher (F)	Level 11 Skirmisher	
Large elemental magical beast (air, fire)		XP 600
Initiative +12	Senses Perception +5	
HP 108; Bloodied 54		
AC 25; Fortitude 21, Reflex 25, Will 20		
Immune disease, poison; Resist 25 fire		
Speed fly 8 (hover)		
① Fire Lash (standard; at-will) ♦ Fire		
Reach 2; +14 vs. Reflex; 2d8 + 5 fire damage.		
② Wildfire Cyclone (standard; recharge ②) ♦ Fire		
Close burst 2; +14 vs. Reflex; 2d6 + 5 fire damage, and the target is pushed 1 square and knocked prone. Miss: Half damage, and the target is neither pushed nor knocked prone.		
③ Whirlwind Dash (standard; recharge ②) ♦ Fire		
The firelasher can move up to twice its speed. It can move through spaces occupied by other creatures without provoking opportunity attacks. It must end its move in an unoccupied space. Any creature whose space the firelasher enters takes 10 fire damage.		
Mutable Shape		
The firelasher can squeeze through spaces as though it were a Medium creature.		
Alignment Unaligned	Languages Primordial	
Str 11 (+5)	Dex 21 (+10)	Wis 11 (+5)
Con 12 (+6)	Int 7 (+3)	Cha 8 (+4)

Corrupted Offspring (O)	Level 12 Skirmisher	
Small natural animate (undead)		XP 700
Initiative +13	Senses Perception +7; darkvision	
HP 122; Bloodied 61		
AC 25; Fortitude 24, Reflex 23, Will 23		
Immune disease, poison; Resist 10 necrotic; Vulnerable 10 radiant		
Speed 8; see also <i>filthy razor</i> and <i>cut the tendons</i>		
① Filthy Razor (standard; at-will) ♦ Necrotic, Weapon		
The corrupted offspring shifts up to 2 squares before or after the attack; +15 vs. Reflex; 3d4 + 6 damage, and ongoing 5 necrotic damage (save ends).		
② Cut the Tendons (standard; recharge ②) ♦ Weapon		
The corrupted offspring shifts up to 2 squares before or after the attack; +15 vs. Reflex; 5d4 + 8 damage, and the target is knocked prone and slowed (save ends).		
Alignment Evil	Languages Common	
Skills Bluff +15, Stealth +16		
Str 6 (+4)	Dex 21 (+11)	Wis 12 (+7)
Con 18 (+10)	Int 10 (+6)	Cha 18 (+10)
Equipment razor		



ENCOUNTER 4: INNER SHRINE

ENCOUNTER LEVEL 13 (4100 XP)

SETUP

2 zombie hulk smashers (Z) (level 10 brutes)
1 battle wight commander (W) (level 12 soldier)
6 horde ghouls (G) (level 13 minions)
1 immolith (I) (level 15 controller)

The back of the ruined death giant shrine houses a throne that focuses the power of the soul fragments running through the whole structure. Naturally, the immolith has turned it into a make-shift chapel to Orcus. Surrounding himself with other undead adherents, he hopes to hopes to use the site's power to help it craft its own domain of dread. It is attended by a battle-hardened wight (its martial proxy) and the animated corpses of massive demons the pair has defeated. A pack of horde ghouls is kept in a cage in the wall, serving as shock troops when needed and disposing of any remains.

As the adventurers enter the area, read:



Through the ominous doors lies some kind of profane shrine to death and necrotic energy. Dark energies and fragments of long-dead souls ride through veins in the black rock, flowing through the room and focusing on an enormous throne at the back of the room.

A many-armed demon wreathed in flames stands before the throne, holy symbols of Orcus burned and charred into it, pulsing with tainted power. The demon is attended by a shriveled but powerful warrior in worn armor covered in ash. Two hulking, demonic forms stand at either side, their eyes glowing red with hate through rotting visages.

- **Arcana (DC 20):** The necrotic energies of the ruins all flow through the altar. Anyone standing adjacent to the altar could harness the energies to heal themselves.
- **Perception (DC 26):** There are 6 ravenous ghouls locked in the cage set in the wall on the right.

FEATURES OF THE AREA

Illumination: The room is brightly lit not only by the glow of residual soul-essence flowing through the profane stonework, but also the towering inferno of the immolith itself.

Terrain Feature: The room is largely open, and clear of debris. A small library is set into the left wall and a cage in the right. Another shallow pool of dark liquid lies in the middle of the room.

The altar at the back of the room heals a character, provided they can puzzle out the arcane scrawled on the throne. Any creature adjacent to it that succeeds on a DC 20 Arcana check can access any of the powers it provides. As a standard action, a character standing adjacent to the altar can spend a healing surge and regain 20 hit points. The altar's energies can be used once per character; the battle wight commander also knows about the altar and can use its power as well.

TACTICS

The zombie hulks move forward to block the characters from attacking the immolith, who hangs back and uses *fiery grab* to pull weaker targets adjacent to it. It remains adjacent to the altar and uses it if surrounded.

The wight rushes to open the cage and let the ghouls out to swarm the party and then stays as close to the immolith as possible, using *soul harvest* on any target the ghouls have managed to immobilize.

ENDING THE ENCOUNTER

The encounter ends when the zombie hulks, wight commander and immolith are unconscious or destroyed. If any horde ghouls remain conscious, they scatter and flee when the immolith falls.

An Arcana check (DC 20) will reveal that the necrotically infused energies still swirling through the ruins are centered on the Soul Shard Stone. The PCs can cleanse the ruins of Orcus's taint and disperse the remaining necrotic energy in the stone with either an Arcana or a Religion check (DC 25).

The party can then return to civilization, safe in the knowledge that the dead can now rest peacefully.

TREASURE

After searching the room, the PCs find the tithe the demon had collected from the victims who had been desperate enough to believe its lies. This comes to a total of 3000 gp and 3 rubies worth 1000 gp each.

Zombie Hulk Smasher (Z)	Level 10 Brute
Large natural animate (undead)	XP 500
Initiative +2	Senses Perception +3; darkvision
HP 88; Bloodied 44; see also <i>rise again</i>	
AC 22; Fortitude 25, Reflex 19, Will 20	
Immune disease, poison; Resist 10 necrotic; Vulnerable 10 radiant	
Speed 4	
① Slam (standard; at-will)	Reach 2; +14 vs. AC; 2d8 + 6 damage.
④ Zombie Smash (standard; recharge ②)	Reach 2; targets Medium size or smaller creature; +14 vs. AC; 4d8 + 6 damage, and the target is knocked prone.
Rise Again (the first time the zombie hulk drops to 0 hit points)	Make a new initiative check for the zombie hulk. On its next turn, the zombie hulk rises (as a move action) with 44 hit points.
Alignment Unaligned	Languages –
Str 21 (+9)	Dex 6 (+2)
Con 18 (+8)	Int 1 (-1)
	Wis 8 (+3)
	Cha 3 (+0)

Battle Wight Commander (W)	Level 12 Soldier (Leader)
Medium natural humanoid (undead)	XP 700
Initiative +12	Senses Perception +12; darkvision
HP 106; Bloodied 53	
AC 28; Fortitude 26, Reflex 23, Will 26	
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant	
Speed 5	
① Souldraining Longsword (standard; at-will) ♦ Necrotic, Weapon	+18 vs. AC; 1d8 + 7 necrotic damage, and the target is immobilized and weakened (save ends both) and loses 1 healing surge.
④ Soul Harvest (standard; recharge ②②②) ♦ Healing, Necrotic	Ranged 5; affects an immobilized target only; +15 vs. Fortitude; 2d8 + 7 necrotic damage, and the battle wight commander and all undead allies within 2 squares of it regain 10 hit points.
Alignment Evil	Languages Common
Skills Intimidate +18	
Str 24 (+13)	Dex 19 (+10)
Con 22 (+12)	Int 15 (+7)
	Wis 14 (+7)
	Cha 24 (+13)
Equipment plate armor, heavy shield, longsword	

Horde Ghoul (G)	Level 13 Minion
Medium natural humanoid (undead)	XP 200
Initiative +11	Senses Perception +7; darkvision
HP 1; a missed attack never damages a minion.	
AC 25; Fortitude 22, Reflex 24, Will 20	
Immune disease, poison; Resist 10 necrotic	
Speed 8, climb 4	
④ Claws (standard; at-will)	+16 vs. AC; 6 damage, and the target is immobilized (save ends).
Alignment Chaotic evil	Languages Common
Skills Stealth +16	
Str 17 (+8)	Dex 22 (+11)
Con 18 (+9)	Int 13 (+6)
	Wis 14 (+7)
	Cha 15 (+7)

Immolith (I)	Level 15 Controller
Large elemental magical beast (demon, fire, undead)	XP 1,200
Initiative +10	Senses Perception +9
Flaming Aura (Fire) aura 1; any creature that enters or starts its turn in the aura takes 10 fire damage.	
HP 153; Bloodied 76	
AC 27; Fortitude 28, Reflex 24, Will 25	
Immune disease, fire, poison; Resist 15 variable (2/encounter; see glossary); Vulnerable 10 radiant	
Speed 6	
④ Claw (standard; at-will) ♦ Fire	Reach 4; +20 vs. AC; 1d8 + 7 fire damage, and ongoing 5 fire damage (save ends).
④ Fiery Grab (standard; at-will) ♦ Fire	The immolith makes a claw attack (see above) against a Large or smaller target. On a hit, the target slides into a square adjacent to the immolith and is grabbed (until escape). While grabbed, the target loses any resistance it has to fire. An immolith can hold up to five grabbed creatures using this power.
④ Deathfire Curse (minor; at-will) ♦ Fire	Ranged 10; +18 vs. Will; the target is slowed (save ends). Aftereffect: The target takes ongoing 5 fire damage (save ends).
④ Vigor of the Grave (minor 1/round; at-will) ♦ Healing	Close burst 5; undead in the burst (including the immolith) regain 5 hit points.
Alignment Chaotic evil	Languages Abyssal
Str 22 (+13)	Dex 16 (+10)
Con 25 (+14)	Int 9 (+6)
	Wis 15 (+9)
	Cha 18 (+11)

