

SHADOWS OF THE KNIGHTS

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

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The Uthgardt Barbarians are on the move, but not against their longtime enemy orcs. This time they are raiding frontier towns and merchant caravans. What has caused this new aggression? A *Living Forgotten Realms* adventure set in *Luruar* for characters levels 7 - 10.

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

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OFFICIAL D&D PLAY

Most likely you ordered this adventure as part of an event, or you received it from your organizer. To play this adventure and receive rewards for it, you must schedule it as an event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To schedule a game for public play, you must be enrolled in the Wizards Play Network. Information on enrolling in the program can be found at www.wizards.com/wpn. If you are scheduling the game for private play, you do not need to be enrolled in the Wizards Play Network. The person who schedules the event, called the organizer, is in charge of making sure the event is scheduled before play, runs smoothly on the date scheduled, and gets reported back to Wizards in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the organizer is also the table DM. You don't have to be enrolled in the Wizards Play Network to DM this adventure if you are not the organizer.

By scheduling and reporting this adventure you accomplish a couple of things. First, it is an official game, tracked under your play history. Second, DMs gain rewards for scheduled play if they are members of the DM REWARDS program. DMing this adventure is worth one (1) point.

To learn more about event scheduling and DM REWARDS, visit the D&D Events website at www.wizards.com/dnd and click on "Events."

PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. Any other rules referenced in this adventure will be 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 on nonplayer characters (NPCs) and monsters appear 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 an officially scheduled event, 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. A lower-case letter (used only in some 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 when you DM for a group:

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

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** 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 ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** 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 within 3.5 - 4 hours; try to be very aware of running long or short. Adjust the pacing accordingly.

- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

In short, 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 is designed for player characters (PCs) levels 7 - 10. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

Each adventure has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the lower levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the higher levels of the adventure's level spread.

A group may decide to play the high level when their levels are more suited to the low level if everyone in the group agrees to do so; however, some of the rewards may not be available to them. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group agrees; however, some of the rewards may be less than what they'd ideally want from the adventure.

Reading the Numbers: Each encounter has a level and sometimes other values (such as XP or skill check DCs) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version of the adventure; the number after the slash is the value for the high-level version of the adventure.

FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter - that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success - they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later and defeat it, award them the other half of the experience points for the encounter.

CHARACTER DEATH

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly among the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there are encounters remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give out experience points do not count for purposes of reaching a milestone.** Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't easily resolved before the end of the adventure. The two most common lasting effects are the death penalty and diseases.

Death Penalty: When a character dies and is brought back to life by the Raise Dead ritual, that character suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until they have reached three milestones. The player should simply record the adventure where the character died on their adventure log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, they no longer suffer the penalty.

Diseases: Diseases take hold of a character and last until they are cured or they reach their 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 the adventure, any character suffering from a disease must resolve the disease to either its cure or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may decide to 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. Any effects that last for a specific period of time (that end after a certain number of days or a certain number of extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified). Effects that use some sort of adventuring benchmark of unknown duration (such as milestones) should be recorded on the character's logsheet and tracked across adventures.

ADVENTURE BACKGROUND

Eltan, a Shadovar agent, is instigating trouble in Luruar by having a band of fake Knights in Silver desecrate Uthgardt sacred trees of the Tree Ghost tribe as well as the burial grounds of other tribes. The goal of the Shadovar is to bring all of Faerun under Nethrere control, and Eltan believes that the barbarian war with Luruar weakens the nation, making it easy prey for Netheril conquest and expansion. These false knights have massacred a few Uthgardt Barbarian messengers on their way to Silverymoon to talk with Knights in Silver officials, and have also spread anti-Uthgardt rhetoric among the real Knights in Silver.

The Shadovar agent has found willing allies among several of the Uthgardt barbarian tribes - Griffons and other more violent tribes, who long for the old ways and think the Uthgardt are growing soft. These radicals have come to the aid of the Tree Ghost tribe, and see this as but the first step in a campaign to teach those upstart so-called civilized people a lesson. These radicals have prevented the cooler heads among the barbarians from attempting to contact Silverymoon again, and succeeded in rousing the tribes into action.

A Harper agent, Bern Beltrick, has noted an increase in Shadovar activity in the region, and hires adventurers to investigate.

See Appendix 1 for descriptions of the various groups and places referred to in the adventure. See Appendix 4 for a map of area.

DM'S INTRODUCTION

Luruar remains blanketed with snow and temperatures continue to plummet. The PCs hired to guard Beltrick's caravan from Silverymoon to Longsaddle have to battle not only constant whiteouts, but also furious winds that threaten to topple the wagons. The merchant who hired them, Bern Beltrick, not only wants to sell his wares to the people of Longsaddle, but also, being a Harper, hopes to enlist the aid of the Harpell family against the Shadovar.

Just before they reach Longsaddle, Uthgardt barbarians of the Griffon tribe along with their Shadovar allies attack the PCs from the air. After the attack is repelled, Bern reveals himself as a Harper and asks the PCs to investigate the reason for this and numerous other attacks.

If the PCs played *LURU1-5 Beyond the Wild Frontier*, they recognize Soren Two-Carts who is in town on business from Jalifar. Soren helps them with

information on the recent attacks on the merchants. The PCs discover the Uthgardt tribes are gathering for a Shieldmeet at the barbarian city known as the Griffon's Nest.

Once at the Griffon's Nest, the PCs must convince the Griffon chief, Ragnar Bonesnapper V, to reveal the reason behind the attacks. The PCs uncover the fact that a band of Knights in Silver has desecrated Uthgardt sacred trees of the Tree Ghost tribe. Ragnar warns them that all the Uthgardt are angry and that the tribal chiefs are gathering to decide on a course of action that could lead to all-out war. A third party has also come to the aid of the barbarians' plans for revenge in the form of Eltan, a Shadovar agent. The PCs investigate the scene of desecration and uncover the truth of the situation: these "Knights" are not the real Knights in Silver, but agents in the pay of a Shadovar named Eltan.

The PCs rush to the Uthgardt council with the news that hopefully stops the war before it begins.

With war averted, the PCs make their way back to Longsaddle to report to Bern, but are attacked by Eltan and his Shadovar allies.

Having uncovered the influence of the Shadovar among the Uthgardt Barbarians, Beltrick now has enough proof of the Nethril's true intentions to convince the Harpells, an eccentric clan of wizards who reside in Longsaddle, to aid the cause against the Shadovar.

If a PC already has **ADAP04 Contact with Harpers** or similarly worded favor, the PCs are offered positions with the Harpers (see Appendix 2 for all the story awards needed for this adventure). Otherwise, they are on the list as someone that might be a good fit.

Campaign Note: In Slumber Remain Quest

Two tasks from the quest card *In Slumber Remain* may be completed during the course of this adventure. Task 1 (find and read a moldy tome) is found in Encounter 1. Task 3 (speak with an otherworldly creature about the sleeping titan) can be done in the Introduction. Each PC may only do **one** task in this adventure. Note that task 3 cannot be performed before tasks 1 and 2 have been finished. The DM should discover what PCs are doing the quest before start of play and run the Introduction and/or Encounter 1 accordingly.

PLAYER'S INTRODUCTION

Rumors of trouble brewing up North prompt merchants to hire extra guards on their journeys. PCs with **LURU02 Blessed of Eaerlann** receive a prompting from the spirit of Tarnruth to investigate the evil stirring in the North. If the PC has **ADAP04 Contact with Harpers**, a Harper agent contacts him to investigate the trouble in the area. Those PCs with **LURU08 Sky Pony Initiation** hear from Thalgrim, son of the Sky Lord, chief of the Sky Pony tribe that some of the more violent Uthgardt tribes are on the move against the civilized folk of Luruar.

For any of the reasons above -or for the coin- the PCs hire on as caravan guards for a traveling book merchant on his way to Longsaddle. Bern informs the PCs that the trip to Longsaddle takes about a week.

The caravan consists of one wagon driven by Bern Beltrick, the employer of the PCs. The wagon is covered and includes room for two in the driver's carriage.

Read or paraphrase the following to the players:

Silverymoon is big city full of wonders with magic at every corner. But it is time to leave as you join a book merchant heading to Longsaddle as caravan guard.

As you are leaving, a young boy with spikes sticking out of his purple and gold outfit, is standing in front of a shop exclaiming, "Protect yourselves from the cold! We got cloaks for survival, scrolls to help you endure and much more. All at half price!" He points to a standing billboard with these items at discounted prices. And it seems to be working as people are streaming into the store.

Allow the PCs to stop and go to Srekal's store to purchase cold-related item. If the PCs stop, read the following:

As you stop, an older man also with body spikes and looks like the father of the young boy steps out of the store and crosses off the sale sign and adjusts the prices to the normal prices you are used to seeing.

Allow the PCs to continue to purchase any cold related items they would normally purchase. Srekal is a bladeling who escaped the realm of Bane, creator of the bladeling race, eventually relocating to Silverymoon. Srekal knows of the sleeping titan. If asked and the PC who asks has bought something, he says:

“When I was young, my parents told me the story about a dawn titan of fire who sleeps near his bride under the frozen mountains of Fimbrul. And he could only be awakened by the Key of Cirotralech found in Darkturret. It was one of my favorite bedtime stories. Do you think there is any truth in it?”

Allow the PCs to role-play this encounter, but he has no more information and is always suggesting more items from his store for the PCs to purchase.

Below is a sample list of cold weather items available to purchase at the store:

- Climber’s kit (2 gp)
- Winter coat of animal skins (2 gp)
- Scroll of Endure Elements (100 gp)
- Frostwolf pelt +1 (840 gp)

The Endure Elements ritual protects up to 5 people for 24 hours. The *frostwolf pelt* provides cold resistance 5 to the wearer with a daily power (immediate reaction) when an adjacent creature hits the wearer to knock that attacking creature prone (*Adventurer’s Vault* 2, page 66).

If they don’t bother stopping or take the proper precautions, continue with the following:

The extreme cold that has gripped Luruar rips through your body. So cold that no matter how much clothing you put on you still can’t get warm. It is so cold that the chill of winter rattles your bones through your clothing.

If the PCs took proper measures, read:

Having taken the proper precaution, the extreme cold that has gripped Luruar doesn’t affect you as much.

WEATHER

Due to the severe cold, the PCs have to make a DC 14/16 Endurance check every morning. Any PC may also make a DC 15 Nature check to instruct all the others on the best way to deal with the extreme conditions, giving everyone a +2 bonus on the Endurance check. If a PC bought a winter cloak, they get a +1 bonus to the Endurance check. If they fail, they lose a healing surge due to the freezing sleep the night before not affording them the proper rest.

If the PCs cast the Endure Elements ritual or have cold resistance of at least 5, they do not have to make the Endurance check.

If the PCs have to make the checks they have to make 7 of them. If they fail, they lose a healing surge due to the freezing cold they feel during the previous

night preventing proper rest. Further rest does not regain this healing surge until the Endure Elements ritual is cast or the adventure ends and temperatures return to normal.

If the PCs are struggling with this, Bern takes pity on the PCs on the second to last day of the journey and casts Endure Elements on them, but then deducts the costs from the amount he is going to pay them at the end (20 gp less for the rewards).

After the seventh check, proceed to Encounter 1.

ENCOUNTER 1: TELL ME A TALE

SETUP

Important NPCs:

Bern Beltrick, curious intelligent book merchant and Harper agent.

It has been a few days since you left Silverymoon. At first, there were many patrols by the Knights in Silver. But as you get farther away from the city, the patrols grow scarcer. The frigid weather, however, has not improved.

Your employer, who was keeping to himself and his books for most of the journey, now comes out of his shell, striking up a conversation.

Bern starts a conversation with anyone with **ADAP04 Contact with Harpers** or similarly worded favors. If no one has any of these, then he talks to the person with the highest intelligence. He is interested in sizing up their interest and motivations to see if they would be good candidates for the Harpers.

- Bern is a bard as well as being a book dealer on his way to Longsadle, mostly to sell his wares to the Harpells. He is eager to share his tales of adventure. It is hard for the PCs to tell if these adventures are actually true or just stories lifted from the many books that he's read.
- He is especially interested in any tales of opposition to the Shadovar, Netheril, Shar and shadow magic.
- If the PCs are looking for a moldy tome about Darkturret and its connection to the sleeping God, he refers him to the following book in his cart: "*Slumbering Darkness*." The book seems to get progressively incoherent. Orson Graymantle, a priest-sage researching worship of the sleeping God, wrote it. Orson went mad and just wandered out of his abbey one day never to return. There are references to a great being that sleeps beneath the ruins of Darkturret. This entity strikes fear in even the greatest of creatures and is best left alone. For if awakened, a terrible age of cold and darkness will spread throughout the land. The

rest of the book seems to be the ramblings of a mad man.

- The reason he hired the PCs is the increase of barbarian attacks on merchants, which Bern finds very odd, as the barbarians have never attacked merchants so brazenly in a long time. This has also caused an increase in activity and tension among the Knights in Silver, who are already spread thin.

ENDING THE ENCOUNTER

After the PCs are done conversing with Bern, proceed to Encounter 2.

EXPERIENCE POINTS

The characters receive no experience points, as this is a roleplaying encounter.

TREASURE

No Treasure.

ENCOUNTER 2: BRIDGE OVER FROZEN WATER

ENCOUNTER LEVEL 9/11 (2025/2775 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 veserab (level 2)
- 1 Shadovar cursebringer (level 11) (C)
- 1 Shadovar slayer (level 11) (S)
- 1 Korgoth, Uthgardt veserab rider (level 8) (K)

This encounter includes the following creatures at the high tier:

- 1 veserab (level 4)
- 1 Shadovar cursebringer (level 13) (C)
- 1 Shadovar slayer (level 13) (S)
- 1 Korgoth, Uthgardt veserab rider (level 10) (K)

On the morning of the last day of travel to Longsaddle, the PCs approach a bridge over a frozen river.

As the PCs arrive at the river, read:

The snow flurries swirl as you approach the final leg of your journey to Longsaddle. You clear a thicket of trees and see a bridge spanning a frozen river.

Bern proceeds to lead the caravan slowly across the bridge.

The encounter begins when the cart is halfway across the bridge. The Uthgardt and Shadovar are hiding on the other side of the bridge, waiting to ambush traveling merchants. The halfway point is the first time either side can spot the other due to the snow flurries. A PC with a passive Perception DC 22 may act in the surprise round.

FEATURES OF THE AREA

The caravan area has the following features:

Illumination: Though it is snowing, illumination is normal, but visibility is not (see snow below).

Snow: The snowfall limits visibility out to 10 squares. Beyond 10 squares provides total concealment. Creatures flying above 15 feet high also must make a DC 15 Athletics check or be blown two squares to the left of the map at the end of their move.

Bridge: The bridge is covered with snow. To move faster than a half move requires a DC 10 Acrobatics check. On a failed check, the PC only moves at half movement. The bridge is 10 feet above the river. A PC under the bridge has total cover from anyone on the bridge and cover from anyone on the banks of the river.

Frozen river: The river is frozen over and very precarious. It is slippery with a thin layer of ice on top. The PC makes a DC 15 Athletics to move his speed and slide 1d4+1 squares at the end of the move action. On a failure, the PC only moves at half speed. The bank of the river is 2 squares up and requires a DC 10 Athletics check to climb up. A DC 15 Nature check gives the PC a +2 bonus on any check on the frozen river as they know how to deal with the terrain.

Whenever a PC falls from the bridge or falls prone on the ice, roll a d20 for the thin ice. On a roll of 1-10, the ice breaks then the creature falls into the river. If the PC is in heavy armor subtract 2 to the roll. If the PC is small, add 2 to the roll. Of they fall from the bridge subtract 5 from the roll. Falling into the river, the PC takes 10 cold damage then ongoing 5 cold damage (save ends). An Athletics DC 10 allows the PC to pull himself out of the water where he is prone on any solid ice square adjacent to the water square.

Trees: The trees are 20 feet high and require a DC 15 Athletics to climb.

Wagon: The wagon movement is 5 squares and requires a driver to move it as a move action. The carriage part of the wagon grants cover.

TACTICS

Give your highest initiative roll to the cursebringer, then Korgoth (his mount acts at the same time), and finally the slayer. The cursebringer opens with *curse storm* starting at the most forward of the PCs to allow the slayer to attack without moving into the zone. He then follows with *curse of creeping doom* against the PCs not immobilized.

How the shadow curse storm power of the Shadovar slayer works:

A PC can only be immobilized (save ends) once per zone unless he leaves and re-enters ending his turn in the zone or does not leave the zone at his first opportunity. Meaning that if he saves against the immobilize status at the end of the character's turn the PC does not become immediately immobilized again.

Korgoth starts in the tree on the other side of the bridge. He takes to the air and leads with *relentless charge*. He stays in the air above the bridge outside the reach of the PC, attacking with his lance. The veserab use its actions to support Korgoth. If his mount is bloodied, Korgoth dismounts. Once dismounted, Korgoth spends his action point on *tower of snow*, then uses *dismounted wrath*. Korgoth uses his aura to slide a PC off the bridge.

The slayer attacks the PC who is immobilized with *digging for answers*. He attacks bloodied, immobilized PCs whenever the opportunity presents itself, hoping to reduce him to 0 hit points and dominate him.

DM's Note: What does Bern do?

The 1st round, Bern is trying to calm down the horse. The 2nd round, Bern reaches under the carriage for a crossbow and loads it with a special bolt. Bern has two +2 *dispelling* bolts. These bolts were a gift to use in case of dire emergency. He is very hesitant to use them. A PC with a DC 20 passive Insight notes he is hesitant to use it. It is up to the PC to encourage him to do so, but doing so is automatically successful. He fires it and hits on a roll of 11+. Bern does not let anyone else use his *dispelling bolts*.

SCALING THE ENCOUNTER

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

Four PCs: Lower the level of Korgoth (-1 to all attacks and defenses, -16 hp). Lower the level of the slayer and the cursebringer (-1 to all attacks and defenses, -6 hp).

Six PCs: Raise the level of Korgoth (+1 to all attacks and defenses, +16 hp). Raise the level of the slayer and the cursebringer (+1 to all attacks and defenses, +6 hp).

ENDING THE ENCOUNTER

Korgoth fights to the death, believing the PCs are responsible for the death of his sacred trees. The Shadovar agents, however, attempt to flee if Korgoth is killed. If any are knocked unconscious and questioned, proceed to Encounter 3.

Characters see a griffon tattoo on the cheek of Korgoth. A DC 15 History identifies the Griffon tribe of Uthgardt barbarians that he belongs too.

Once the PCs defeat Korgoth and his Shadovar allies, Bern reveals himself to be a Harper and asks the PCs to investigate why the barbarians have turned

hostile and allied themselves with the Shadovar. Proceed to Encounter 3.

If the veserab was not killed, a PC can attempt to befriend it with a DC 20 Nature check to use it as a mount (see treasure). If the PC is a shadar-kai, he gets a +2 bonus to the check. If the PC has the Mounted Combat feat, he gets a +2 bonus to the check as well.

EXPERIENCE POINTS

The characters gain 405/555 experience points each for defeating the encounter.

TREASURE

If the PCs keep the veserab alive and befriended it, they can keep it as a mount. The PCs also find 50/50 gp per character in various coin and jewelry at the Korgoth.

ENCOUNTER 2: BRIDGE STATISTICS (LOW LEVEL)

Shadovar Slayer (level 11)	Level 11 Lurker
Medium shadow humanoid	XP 600
Initiative +13 Senses Perception +7; low-light vision	
HP 94; Bloodied 47	
AC 25; Fortitude 24, Reflex 22, Will 24	
Speed 6	
m Inquisitive Dagger (standard; at-will) ♦ Psychic, Weapon	
+16 vs. AC; 2d4 + 7 psychic damage, and the target is immobilized until the end of the slayer's next turn.	
M Digging for answers (standard; requires a dagger; recharge 4-6) ♦ Psychic, Charm, Weapon	
Targets an immobilized creature; +14 vs. Will; 2d4 + 2 damage plus 5d6 psychic damage. A target reduced to 0 hit points or fewer by this attack is dominated by the slayer. A dominated target does not fall unconscious and does not need to make death saving throws. It dies only when reduced to negative hit points equal to his bloodied value. If the target under the slayer's control regains hit points so it is no longer dying or if the slayer drops to 0 hit points, the slayer's domination of the target ends.	
Martial Secret (immediate interrupt; when the cursebringer is hit by a melee or close weapon attack; encounter)	
The triggering attacker rerolls the attack roll with a -2 penalty.	
Alignment Evil Languages Abyssal, Common, Supernal	
Skills Arcana +14, Insight +12, Stealth +14	
Str 12 (+10) Dex 19 (+9) Wis 15 (+7)	
Con 21 (+11) Int 19 (+9) Cha 23 (+11)	
Equipment Dagger x5	
Note: Incunabulum Slayer reflavored as a shadovar.	

Shadovar Cursebringer (level 11)	Level 11 Artillery
Medium shadow humanoid	XP 600
Initiative +12 Senses Perception +7; low-light vision	
Whisper of Hate aura 1; each enemy that starts its turn within the aura is pushed 2 squares.	
HP 93; Bloodied 46	
AC 23; Fortitude 22, Reflex 24, Will 22	
Speed 6	
m Shadow Mind Grip (standard; at-will) ♦ Psychic	
+16 vs. Reflex; 2d6 + 2 psychic damage, and the target is immobilized until the end of the cursebringer's next turn.	
r Curse of Creeping Doubt (standard; at-will) ♦ Psychic	
Ranged 20; +16 vs. Reflex; 3d6 + 3 psychic damage.	
R Curse of Agonizing Uncertainty (standard; encounter)	
The cursebringer makes two <i>curse of creeping doubt</i> attacks. If both attacks hit the same target, the target is immobilized (save ends). The target takes a -2 penalty to saving throws to end this condition.	
A Shadow Curse Storm (standard; recharge 5-6) ♦ Psychic	
Area burst 3 within 20; +16 vs. Reflex; 1d10 psychic damage, and the target is immobilized (save ends). The burst creates a zone of shadowy tendrils that lasts until the end of the encounter. The zone is difficult terrain. Any creature that ends its turn within the zone is immobilized (save ends).	
Martial Secret (immediate interrupt; when the cursebringer is hit by a melee or close weapon attack; encounter)	
The triggering attacker rerolls the attack roll with a -2 penalty.	
Alignment Evil Languages Abyssal, Common, Supernal	
Skills Arcana +12, Diplomacy +15, Insight +12	
Str 18 (+9) Dex 24 (+12) Wis 14 (+7)	
Con 21 (+10) Int 14 (+7) Cha 20 (+10)	
Note: Incunabulum cursebringer reflavored as shadovar.	

Veserab (level 2)	Level 2 Lurker
Large shadow beast (mount)	XP 125
Initiative +9 Senses Perception +9; blind, blindsight 20	
HP 36; Bloodied 18	
AC 16; Fortitude 16, Reflex 13, Will 13	
Immune noxious breath	
Speed 4 (clumsy), fly 8	
m Bite (standard; at-will)	
+7 vs. AC; 2d6 + 3 damage	
m Wing Claw (standard; at-will)	
+7 vs. AC; 1d6 + 3 damage; see also <i>diving wing rake</i> .	
C Noxious Breath (standard; encounter) ♦ Poison, Zone	
Close blast 4; +5 vs. Fortitude; 2d6 + 1 poison damage, and the target takes a -2 penalty to all defenses until the end of the veserab's next turn. This power creates a zone of black, noxious fumes that remains in place until the end of the encounter. This zone blocks line of sight, and a creature that enters or ends its turn in the zone takes 5 poison damage. Veserabs are immune to this power.	
M Diving Wing Rake (standard; at-will)	
The veserab makes a charge attack making two wing claw attacks. After attacking, the veserab moves 1 square and lands in an unoccupied space.	
Dark Wings (when mounted by a friendly rider of 6 th level or higher)	
The veserab's rider gains resist 5 poison and is immune to the effects of any veserab's <i>noxious breath</i> .	
Combat Advantage	
The veserab deals an extra 1d6 damage on melee attacks against any target it has combat advantage.	
Alignment Unaligned Languages –	
Skills Stealth +10	
Str 20 (+6) Dex 18 (+5) Wis 17 (+4)	
Con 17 (+4) Int 2 (-3) Cha 4 (-2)	

Korgoth		Level 8 Elite Soldier	
Medium natural humanoid (human)		XP 700	
Initiative +9		Senses Perception +8	
Slippery Ice aura 3; when a creature starts its turn in the aura Korgoth can slide it 1 as an opportunity action.			
HP 180; Bloodied 90			
AC 24; Fortitude 22, Reflex 19, Will 19			
Saving Throws +2			
Resist 5 poison (while mounted)			
Speed 6			
Action Points 1			
m Lance (standard; usable only while mounted; at-will) ♦ Weapon			
Reach 2; +15 vs. AC; 2d6 + 5 damage.			
m Scimitar (standard; at-will) ♦ Weapon			
+15 vs. AC; 1d8 + 7 damage (crit 2d8 + 15)			
M Dismounted Wrath (standard; usable only when dismounted; at-will) ♦ Weapon			
Korgoth makes two scimitar attacks, which score critical hits on a natural roll of 19-20.			
M Relentless Charge (standard; requires a lance, usable only while mounted and charging; at-will) ♦ Weapon			
Reach 2; +15 vs. AC; 2d6 + 5 damage and the target is pushed 1 square and knocked prone.			
Mounted Combat			
While Korgoth rides a creature, he gains access to any special mount abilities it confers to its rider, plus the creature can also make Acrobatics, Athletics, Endurance, and Stealth check using the Korgoth's base skill check bonus rather than its own if Korgoth's is higher.			
Tower of Snow (standard; unusable while mounted; encounter) ♦ Polymorph			
Korgoth absorbs the snow underfoot to fuel a magical growth spurt. He becomes Large, occupying 4 squares instead of 1. Creatures and objects in the squares that he comes to occupy are pushed 1 square. His reach becomes 2 and he gains a +5 bonus to damage rolls. He can revert to its normal form as a free action.			
Alignment Unaligned		Languages Common	
Skills Athletics +15, Endurance +13, Nature +13			
Str 22 (+10)	Dex 17 (+7)	Wis 18 (+8)	
Con 18 (+8)	Int 14 (+6)	Cha 14 (+6)	
Equipment chainmail, lance, scimitar.			

Note: Najid modified into a human. His monster theme is a reflavored Those Who Hear, aura of madness from the DMG2.

ENCOUNTER 2: BRIDGE FROZEN WATER STATISTICS (HIGH LEVEL)

Shadovar Slayer (level 13)	Level 13 Lurker
Medium shadow humanoid	XP 800
Initiative +14 Senses Perception +8; low-light vision	
HP 106; Bloodied 53	
AC 27; Fortitude 26, Reflex 24, Will 26	
Speed 6	
m Inquisitive Dagger (standard; at-will) ♦ Psychic, Weapon	
+18 vs. AC; 2d4 + 8 psychic damage, and the target is immobilized until the end of the slayer's next turn.	
M Digging for answers (standard; requires a dagger; recharge 4-6) ♦ Psychic, Charm, Weapon	
Targets an immobilized creature; +16 vs. Will; 2d4 + 3 damage plus 5d6 psychic damage. A target reduced to 0 hit points or fewer by this attack is dominated by the slayer. A dominated target does not fall unconscious and does not need to make death saving throws. It dies only when reduced to negative hit points equal to his bloodied value. If the target under the slayer's control regains hit points so it is no longer dying or if the slayer drops to 0 hit points, the slayer's domination of the target ends.	
Martial Secret (immediate interrupt; when the cursebringer is hit by a melee or close weapon attack; encounter)	
The triggering attacker rerolls the attack roll with a -2 penalty.	
Alignment Evil Languages Abyssal, Common, Supernal	
Skills Arcana +15, Insight +13, Stealth +15	
Str 12 (+11) Dex 19 (+10) Wis 15 (+8)	
Con 21 (+12) Int 19 (+10) Cha 23(+12)	
Equipment Dagger x5	
Note: Incunabulum Slayer reflavored as a shadovar.	

Shadovar Cursebringer (level 13)	Level 13 Artillery
Medium shadow humanoid	XP 800
Initiative +13 Senses Perception +8; low-light vision	
Whisper of Hate aura 1; each enemy that starts its turn within the aura is pushed 2 squares.	
HP 105; Bloodied 52	
AC 25; Fortitude 24, Reflex 26, Will 24	
Speed 6	
m Shadow Mind Grip (standard; at-will) ♦ Psychic	
+18 vs. Reflex; 2d6 + 3 psychic damage, and the target is immobilized until the end of the cursebringer's next turn.	
r Curse of Creeping Doubt (standard; at-will) ♦ Psychic	
Ranged 20; +18 vs. Reflex; 3d6 + 4 psychic damage.	
R Curse of Agonizing Uncertainty (standard; encounter)	
The cursebringer makes two <i>curse of creeping doubt</i> attacks. If both attacks hit the same target, the target is immobilized (save ends). The target takes a -2 penalty to saving throws to end this condition.	
A Shadow Curse Storm (standard; recharge 5-6) ♦ Psychic	
Area burst 3 within 20; +18 vs. Reflex; 1d10 psychic damage, and the target is immobilized (save ends). The burst creates a zone of shadowy tendrils that lasts until the end of the encounter. The zone is difficult terrain. Any creature that ends its turn within the zone is immobilized (save ends).	
Martial Secret (immediate interrupt; when the cursebringer is hit by a melee or close weapon attack; encounter)	
The triggering attacker rerolls the attack roll with a -2 penalty.	
Alignment Evil Languages Abyssal, Common, Supernal	
Skills Arcana +13, Diplomacy +14, Insight +13	
Str 18 (+10) Dex 24 (+13) Wis 14 (+8)	
Con 21 (+11) Int 14 (+8) Cha 20 (+11)	
Note: Incunabulum cursebringer reflavored as shadovar.	

Veserab (level 4)	Level 2 Lurker
Large shadow beast (mount)	XP 175
Initiative +10 Senses Perception +10; blind, blindsight 20	
HP 48; Bloodied 24	
AC 18; Fortitude 18, Reflex 15, Will 15	
Immune noxious breath	
Speed 4 (clumsy), fly 8	
m Bite (standard; at-will)	
+9 vs. AC; 2d6 + 4 damage	
m Wing Claw (standard; at-will)	
+9 vs. AC; 1d6 + 4 damage; see also <i>diving wing rake</i> .	
C Noxious Breath (standard; encounter) ♦ Poison, Zone	
Close blast 4; +7 vs. Fortitude; 2d6 + 2 poison damage, and the target takes a -2 penalty to all defenses until the end of the veserab's next turn. This power creates a zone of black, noxious fumes that remains in place until the end of the encounter. This zone blocks line of sight, and a creature that enters or ends its turn in the zone takes 5 poison damage. Veserabs are immune to this power.	
M Diving Wing Rake (standard; at-will)	
The veserab makes a charge attack making two wing claw attacks. After attacking, the veserab moves 1 square and lands in an unoccupied space.	
Dark Wings (when mounted by a friendly rider of 6 th level or higher)	
The veserab's rider gains resist 5 poison and is immune to the effects of any veserab's <i>noxious breath</i> .	
Combat Advantage	
The veserab deals an extra 1d6 damage on melee attacks against any target it has combat advantage.	
Alignment Unaligned Languages –	
Skills Stealth +11	
Str 20 (+7) Dex 18 (+6) Wis 17 (+3)	
Con 17 (+5) Int 2 (-2) Cha 4 (-1)	

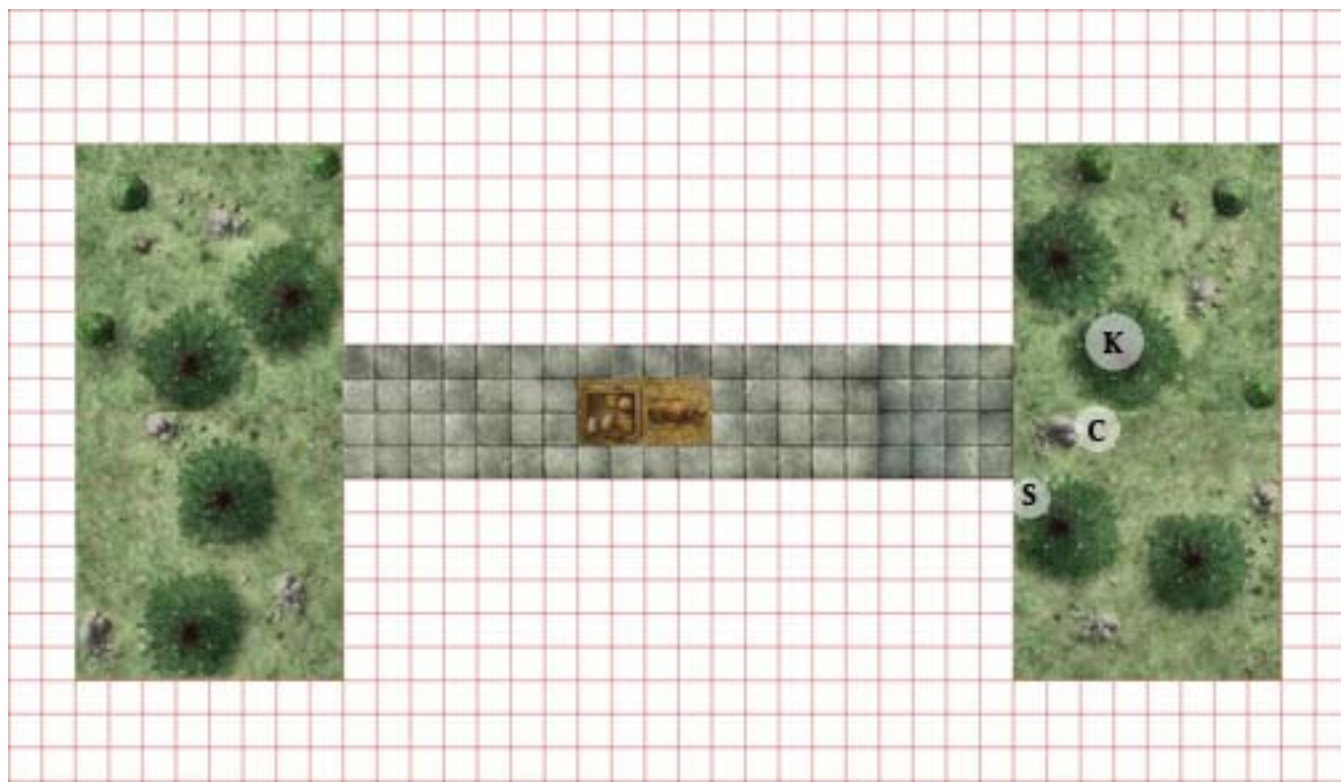
Korgoth (level 10)		Level 10 Elite Soldier	
Medium natural humanoid (human)		XP 1000	
Initiative +10		Senses Perception +9	
Slippery Ice aura 3; when a creature starts its turn in the aura Korgoth can slide it 1 as an opportunity action.			
HP 196; Bloodied 98			
AC 26; Fortitude 24, Reflex 21, Will 21			
Saving Throws +2			
Resist 5 poison (while mounted)			
Speed 6			
Action Points 1			
m Lance (standard; usable only while mounted; at-will) ♦ Weapon			
Reach 2; +17 vs. AC; 2d6 + 6 damage.			
m Scimitar (standard; at-will) ♦ Weapon			
+17 vs. AC; 1d8 + 8 damage (crit 2d8 + 16)			
M Dismounted Wrath (standard; usable only when dismounted; at-will) ♦ Weapon			
Korgoth makes two scimitar attacks, which score critical hits on a natural roll of 19-20.			
M Relentless Charge (standard; requires a lance, usable only while mounted and charging; at-will) ♦ Weapon			
Reach 2; +17 vs. AC; 2d6 + 6 damage and the target is pushed 1 square and knocked prone.			
Mounted Combat			
While Korgoth rides a creature, he gains access to any special mount abilities it confers to its rider, plus the creature can also make Acrobatics, Athletics, Endurance, and Stealth check using the Korgoth's base skill check bonus rather than its own if Korgoth's is higher.			
Tower of Snow (standard; unusable while mounted; encounter) ♦ Polymorph			
Korgoth absorbs the snow underfoot to fuel a magical growth spurt. He becomes Large, occupying 4 squares instead of 1. Creatures and objects in the squares that he comes to occupy are pushed 1 square. His reach becomes 2 and he gains a +5 bonus to damage rolls. He can revert to its normal form as a free action.			
Alignment Unaligned		Languages Common	
Skills Athletics +16, Endurance +14, Nature +14			
Str 22 (+11)	Dex 17 (+8)	Wis 18 (+9)	
Con 18 (+9)	Int 14 (+7)	Cha 14 (+7)	
Equipment chainmail, lance, scimitar.			

Note: Najid modified into a human. His monster theme is a reflavored Those Who Hear, aura of madness from the DMG2.

ENCOUNTER 2: BRIDGE OVER FROZEN WATER

TILE SETS NEEDED

Ruins of the Wild x2, Halls of the Giant King x1, Streets of Shadow x1



ENCOUNTER 3: WHAT'S GOING ON?

SETUP

This is a role-playing encounter where the PCs need to discover the reasons behind the attacks of the Uthgardt on the civilized folk. The first scene deals with interrogating any prisoners caught in Encounter 2 and obviously can only be done if the PCs have any prisoners to question. Scene 2 is set in Longsaddle.

SCENE 1: INTERROGATION

If the PCs captured Korgoth or any of the Shadovar, interrogation is an option.

Your prisoner(s) look up at you defiantly as you begin your interrogation.

If any of the PCs have **LURU08 Sky Pony Initiation**, the PC receives a +2 bonus on any interaction with the Uthgardts.

If any of the PCs have **CORE02 Shade Coin**, the PC receives a +2 bonus on any interaction with the Shadovar. If any of the PCs have **CORM06 Foiling the Netherese**, **CORE15 Humiliated the Dark Moon Monks** or any other anti-Shadovar story award, the PC receives a -2 penalty on any interaction with the Shadovar.

If the PCs make a DC 20 Insight check, the PC knows that Korgoth only responds to intimidation not diplomacy, but the Shadovar respond to both.

The prisoners don't know all the details, but this is what can be gleaned from the appropriate DC 20 Diplomacy or Intimidate check.

- The Tree Ghost tribe's sacred grove of trees was defiled by the civilized folk of the North.
- The Tree Ghost tribe went to the Griffon's Nest to enlist the aid of the largest Uthgardt tribe and to call a Shieldmeet (Uthgardt tribal council of the different tribes).
- The Shieldmeet is concluding tonight where the tribes decide on whether or not to go to war.
- The Shadovar have offered their aid to right this wrong done to the barbarians. This is what these agents have been told by their leader, Eltan.

SCENE 2: LONGSADDLE

Otherwise, they can ask around Longsaddle. If they get stuck, Bern prods them in the right direction, which eventually leads them to travel to the Griffon's Nest.

After Silverymoon, the town of Longsaddle seems quaint. Long Road is the only road in town. You arrive at the Night Cloak where Bern is planning to stay.

If any of the PCs have **LURU04 Friend of Darwin Surehand**, **LURU06 Mark of the Beast** or **LURU07 Hero of the Hunt** (the latter two means they saved his son), Darwin is in town and provides information for the PC, giving him one piece of knowledge from the information below.

If any of the PCs rescued Fetchen in **LURU1-5 Beyond the Wild Frontier**, his father, Soren Two-Carts is in town and provides information to the PC, giving him one piece of knowledge from the information below.

Asking around in Longsaddle reveals the following:

- Recently, barbarian attacks on merchants outside the town have increased.
- Townspeople are afraid to venture too far out of town because these attacks are drawing closer and closer to town.
- Survivors of the attacks have mentioned the barbarians shouting about getting revenge for some type of defiling of their sacred trees.
- You find a merchant who recently came from the Griffon's Nest where he witnessed a gathering of many different tribes of Uthgardt.
- The Knights in Silver are spread too thin across Luruar to protect all areas, even though the patrols have increased.

If the PCs feel the barbarians are in the right or are warmongers, Bern reminds them that the Shadovar increasing their sphere of influence is bad, so please investigate the matter to make sure that no mistake was made.

Clever PCs may attempt to purchase good food and ale in Longsaddle to bring as gifts to the barbarians. The Night Cloak Inn would be a good place for this.

Any mundane item from the PHB in addition to healing potions is available in Longsaddle.

GENERAL INFORMATION ABOUT THE UTHGARDTS.

Members of an Uthgardt barbarian tribe and people with home region of Luruar know the things below automatically.

History DC 15 (0 successes)

The Uthgardt barbarians value strength, good food/ale and humor.

The Griffon tribe makes its home at Griffon's Nest. Kalgar Bonesnapper whose vision to conquer one of the Northern towns was never realized in his lifetime is the most famous chief of the tribe. The current chief, Ragnar Bonesnapper V, is much more tolerant of the civilized people of the North and wishes to learn from and trade with them. This grants the PCs a +2 bonus on the next interaction with an Uthgardt as the PC uses this knowledge to influence the Uthgardt NPC.

Religion DC 15 (0 successes)

Uthgardt, the Father of the barbarians is said to be the son of Tempus, who defeated each beast spirit that each tribe derives its name from. The Tree Ghost tribe of the Uthgardt barbarians worship sacred trees. This grants the PCs a +2 bonus on the next interaction with an Uthgardt as the PC pay proper respect to the nature spirits.

SCENE 3: TO THE NEST

Once the PCs discover the Shieldmeet convening at Griffon's Nest, Bern asks the PCs to go and reason with the Uthgardts while he meets with the Harpell Clan in town to put together a defensive plan for Longsaddle if the barbarians' bravado increases and they start attacking outlying areas of the city. If there are any mercenary PCs who don't care about averting the war, Bern offers gold for their services. Bern plans to pay them for their trouble anyway, but wants to see whose heart is true and thus might be a good candidate for the Harpers. The plan is to meet back at The Night Cloak in 12 hours.

If the PCs want to contact the Knights in Silver, Bern says that Silverymoon is a long way off, but he will talk to the Harpells about getting a message to Silverymoon.

Due to the distance to Griffon's Nest (90 miles), Bern uses a scroll to cast the ritual Eagles Flight (see New Rules). The giant eagles from Bern's ritual travel at 15 miles/hour. He warns the PCs to land and dismiss the eagles before they get to Griffon's Nest so as to not startle the barbarians, who disdain magic.

Though the snowstorm has subsided, the bitter cold and driving winds at altitude still need to be dealt with.

Endurance DC 14/16 (0 successes)

Each PC needs to make this or lose a healing surge. If the PCs have any of the countermeasures (see Introduction), they receive a +2 bonus to the check.

ENDING THE ENCOUNTER

The PCs arrive at the entrance to the barbarian town of Griffon's Nest. Proceed with Encounter 4.

EXPERIENCE POINTS

The characters receive no experience points, as this is a roleplaying encounter.

TREASURE

No Treasure.

ENCOUNTER 4: FALSE KNIGHTS

SKILL CHALLENGE LEVEL 7/10, COMPLEXITY 2 (600/1000 XP)

SETUP

The PCs arrive at Griffon's Nest at the main gate outside the palisade during mid-afternoon.

SKILL CHALLENGE: FALSE KNIGHTS

Goal: The PCs discover that the Knights in Silver that allegedly cut down the sacred trees were mercenaries hired by the Shadovar and convince the barbarian council not to go to war against the civilized people of the North.

Complexity: 2 (6 successes before 3 failures)

Primary Skills: Various.

Other Skills: Any skill or ability that is not listed here, and the judge thinks is applicable; a DC19/21 check is needed.

Success: PCs discover the Shadovar deception and avert the war.

Failure: PCs fail to convince the barbarian council to not go to war. War threatens the land of Luruar.

Any orc or half-orc PC receives a -2 penalty on interactions with the Uthgardt barbarians as orcs are their sworn enemies. PCs who are actual members of an Uthgardt tribe gain various benefits throughout the challenge. Keep this in mind.

SCENE 1: ENTERING THE NEST (1 SUCCESS; GROUP)

Griffon's Nest is impressive for a barbarian town. A wooden wall rings the city and there are barbarian warriors standing guard at the entrance gates to the city.

Every PC must make a check to get inside the city. It is a group check, so as long as half of the PCs make it, they get in easily. A failure of the group check causes a -2 penalty toward all interactions with the Uthgardt barbarians as they are reluctantly let in.

If the PC has **LURU08 Sky Pony Initiation**, it counts as one success toward the group check. This PC with the story award can aid others as he vouches for them using the specific skill that other PC is using to get in as per the normal aiding rules.

Each skill description has suggestions that can be adjusted depending on what the PC does. Whatever skill they use here gives them a reputation in the next

scene that NPCs refer too in a mocking way if they failed or in a respectful way if they succeeded. Use Appendix 3 to keep track of this.

Athletics DC 19/21 (1 success)

The character challenges one of the warriors to a wrestling match or some similar physical activity and defeats him.

Bluff DC 14/16 (1 success)

The character convinces the warriors that he disdains city dwellers, is one of them or wants to join the barbarians to fight the so-called civilized folk.

Insight DC 14/16 (0 successes)

The PC knows what the guard wants to hear. The PC gets a +2 bonus to your next Bluff, Diplomacy or Intimidate check.

Diplomacy DC 19/21 (1 success)

The PC tell the warrior that he is here about the Shieldmeet on behalf of the civilized folk of the Northern towns who do not want to go to war with the Uthgardt.

Perception DC 14/16 (0 successes)

The PC notices the guards are distracted when they check a merchant's cart, allowing a chance for a PC to try to sneak in. The PC gives any PC a +2 bonus to any PC's Stealth check to enter the city.

Stealth DC 19/21 (1 success)

The PC slips by the guards without them noticing by hanging underneath a merchant carriage as it enters the city.

SCENE 2: TOKEN OF INVITATION (1 SUCCESS: GROUP)

Important NPCs (see Appendix 1):

Ragnar Bonesnapper V, chief of the Griffon Tribe, human barbarian.

Thalgrim Brightspear, son of the chief of the Sky Pony Tribe, human barbarian.

Sten Brontoskin, chief of the Thunderbeast Tribe, human barbarian.

Kortooth Razorclaw, chief of the Red Tiger Tribe, human barbarian.

Tolfug Redwood, chief of the Tree Ghost Tribe, human barbarian.

Eltan Fungao, Shadovar agent, shadar-kai emissary

The majority of the inhabitants of the Griffon's Nest are humans with black hair and blue eyes covered in furs. Other races are present, but are few and far between.

The Shieldmeet requires a token given by one of the tribal leaders to be allowed to speak at the meeting. Most leaders only have one token to hand out. The PCs find this out with a DC 14/16 Streetwise. The scene is a group check, so a failure just limits the number of PCs participating in the next scene. If no PCs are successful, they find a token that someone dropped on the way to the Shieldmeet after a long time. The delay in their arrival is not making things easier.

PCs who are humans get a +2 bonus to their interactions with the barbarians. PCs of a primal class get a +2 bonus that stacks with the human bonus.

The characters who earn a token also gain the story award **LURU18 Uthgardt Token**. Note down with which chieftain that character earned the token.

Streetwise DC 19/21 (0 success)

The whole camp is abuzz with the emergency Shieldmeet that has been called. Members of the Red Tiger, Sky Pony and Thunderbeast have all heeded the call made by the Tree Ghost tribe. A non-barbarian ally is also said to have come to the aid against the civilized folk of the Northern cities (Eltan is unavailable in this scene). This gives additional information about the various tribal leaders (see Appendix 1). More checks can be made to find out about different leaders.

The PCs now have an opportunity to meet the different leaders of the various tribes at their camps within the city. This is their opportunity to impress the leaders and gain their trust. And ultimately win one of their tokens of invitation.

Below are suggested skills that can be used to impress the various tribal chiefs. Allow other skills if the PC comes up with a creative way to impress the chief (DC 19/21).

If a PCs looks for a wrestling match, they find a circle of barbarians of the **Sky Pony** tribe surrounding two combatants.

Athletics DC 19/21 (1 success maximum)

The PC challenges the strongest warrior of the tribe and defeats him in a hard fought battle. The PC gains respect among the barbarians. **Thalgrim** nods towards the victorious PC and offers a token: a palm-sized wooden horse with wings.

If a PC looks to test his oratory skills, he finds a **Sten** surrounded by other barbarians each taking turns ridiculing each other and bursting with laughter.

Bluff or Diplomacy DC 14/16 (1 success maximum)

The PC tells the joke about the city folk and their colorful, fancy clothes. The crowd erupts in laughter. Sten loves a good joke and offers his token: a stone engraved with a thunderbeast.

If a PC looks for a drinking contest, he finds one at the Claw and Talon Inn.

Endurance DC 19/21 (1 success maximum)

The PC enters in a drinking challenge and is the last one standing. Success or failure extracts its toll of one healing surge on the PC. **Kortooth** loves to drink and admires the PC's stamina. He offers the PC a red-feathered "tiger's claw" (three-bladed stone dagger), the favored weapon of the Red Tiger tribe.

If the PC looks for **Ragnar**, chief of the Griffon tribe, he finds him discussing the proud history of the Uthgardts.

History DC 19/21 (1 success; special)

The wars waged by the Uthgardt barbarians against the civilized cities of the North have never been successful, serving only to rally the cities together and exact a heavy toll on the barbarians. Ragnar wants to avoid the war and yet demands justice for the Tree Ghost. Ragnar offers his specially dyed griffon feather as his token. Ragnar as the host tribe is the only chief that is allowed to offer multiple tokens, so other skills can be allowed to impress him.

If the PC wishes to talk to the leader of the Tree Ghost tribe, they find **Tolfug** calling for justice for the desecration of the sacred trees.

Religion DC 19/21 (1 success)

The Tree Father (nature spirit of the Uthgardts) preaches patience and endurance in times of turmoil. Violence is used only after all other means are exhausted. Tolfug is humbly reminded of the principals he learned growing up from his tribal shaman. Tolfug will offer the PC a piece of bark from an oak tree engraved with crossing spears over a shield.

Throughout their interactions with the various tribal leaders, the following information is gleaned:

- The shaman of the Tree Ghost tribe woke up in the middle of the night screaming in pain. He told of a vision he had of armored men on

horseback leading other men on foot carrying axes, who were chopping down trees and setting others on fire.

- When warriors were dispatched to Moose Hollow, the site of the vision, they reported back that the sacred grove of trees had indeed been leveled.
- The guardian druid slew a few of the interlopers before succumbing.
- They found a tunic on one of the dead horsemen with the emblem of the Knights in Silver. They also found coins from the Northern cities in a pouch on one of the dead horses.
- The Tree Ghost tribe dispatched messengers to Silvermoon demanding an explanation. One returned, reporting an ambush by the Knights in Silver before succumbing to his mortal wounds.
- The Tree Ghost delegation then traveled to the Griffon's Nest where an emergency Shieldmeet was called to gather the tribes to unite and to go to war against the civilized people. A decision will be made to go to war or not by the end of the night.

SCENE 3: SHIELDMEET (0 SUCCESSES)

All the tribal chiefs and their retainers in traditional Uthgardt regalia are assembled in front of the Kalgar Hall of Meeting. The room is standing room only with the overflow spilling outside the door.

This is a roleplaying scene that allows the PCs to receive any of the above information that they failed to receive in the previous scene. Allow the PCs with tokens to talk about various reasons to not go to war.

This is also an opportunity for the PCs to interact with Eltan. He is normally distant and aloof unless a PC shows the shade coin (CORE02 Shade Coin), and then he warms up and converse with them. He does not reveal his true role in the tree desecration, but tells of how the Shadovar always are willing to help those with just causes.

If the PCs ask for permission to investigate the grove of sacred trees that were defiled, Ragnar wants to grant them the permission if only there was a way to get there and back before night's end when the decision is to be made.

The PCs should remember that although they dismissed their giant eagle spirits, the spirits can be summoned back. Moose Hollow is 15 miles northeast of Griffon's Nest. This is a two-hour trip plus the time spent

investigating, so it is possible to make it if they use their giant spirit eagles.

SCENE 4: MOOSE HOLLOW (3 SUCCESSES MAXIMUM; 1 MINIMUM)

The state of the sacred trees at Moose Hollow is just as reported. Trees are in various states of ruin. The remains of a recent funeral pyre is in the center of the grove.

The PCs can discover clues to prove the Knights in Silver were not responsible for the defiling of the sacred grove. The skill challenge is detailed to give a suggested flow for the investigation, but feel free to change the order depending on the actions of the PCs.

Perception DC 19/21 (0 successes)

A character notice the shadowy haze in the area. This opens up Arcana.

Arcana DC 19/21 (trained only; 1 success; 1 maximum)

There is a faint aura of powerful shadow magic that has been used here. This information provides a +2 bonus to one Diplomacy check in scene 5.

Second Perception DC 19/21 (1 success)

A character finds a small caboshon black onyx, and then perceives someone on horseback watching from behind one of the still standing trees. This opens up the Athletics skill use and the person realizes that he is being spotted and begins to run.

Acrobatics, Athletics or Endurance DC 19/21 (0 successes; 1 maximum per PC)

The lurker's horse struggles in the snow as you run him down. This opens up Diplomacy/Intimidate.

Insight or Perception DC 14/16 (0 successes; 1 maximum per skill)

With Insight the character realizes the knight lacks the proper attitude. With Perception the character notices the knight's outfit doesn't fit properly, being very loose. This gives the PCs a cumulative +2 bonus on the following check.

Diplomacy or Intimidate DC 19/21 (1 success; 1 maximum)

The man is outfitted as a Knight in Silver, but is no more than a thug sent to retrieve the obsidian stone. A cloaked man with an obsidian-jeweled longsword hired the thug. They had stolen the uniforms from a Knight in Silver

warehouse in Silvermoon. They were able to speed to the site with the aid of some type of magic. Bringing this man back as a witness provides a +2 bonus to the Diplomacy check in scene 5.

Nature DC 14/16 (0 successes)

The dead horse is not a type of horse normally found in the North. This opens up a History check.

History DC 19/21 (0 successes)

The dead horse is not the type of horse used by the Knights in Silver. They only use Friesian horses. This information provides a +2 bonus to a Diplomacy check in Scene 5.

SCENE 5: CONVINCING THE COUNCIL (1 SUCCESS MINIMUM)

The tribal leaders are on edge, waiting to hear your report.

If the PCs have garnered all the successes possible from the previous challenges, there should be just one Diplomacy check to make. If not, they can make up the successes with additional checks.

Perception DC 19/21 (0 successes; 1 maximum)

The PC notices that Eltan's jeweled longsword has a stone missing. This provides a +2 bonus to the next Diplomacy check.

Diplomacy DC 19/21 (1 success; no maximum)

The evidence that someone framed the Knights in Silver is overwhelming and/or the characters are very convincing that a war is a bad idea. The tribal leaders vote against going to war.

If the PCs are successful:

Ragnar and the rest of the tribal leaders turn their attention to Eltan. Eltan shrugs; twists his ring and disappears before anyone can detain him.

If the PCs are not successful:

War is declared. Eltan look at you and grins. You are allowed to leave in peace, as preparations for battle are about to take place.

ENDING THE ENCOUNTER

If war is averted (last Diplomacy check successful), the Uthgardt are grateful for the PCs aid. Ragnar offers the PCs an Uthgardt ceremonial weapon or a totem. The tribal chiefs that the PCs impressed offer a special blessing from their shaman (the divine boon listed).

LURU2-2 Shadow of the Knights

The PCs now have just enough time to summon their giant eagle mounts to get back to Longsaddle to meet Bern. If war is not averted, the PCs still need to report to Bern so preparations can be made. Regardless, as soon as they enter Longsaddle they are attacked. Proceed with Encounter 5.

EXPERIENCE POINTS

The characters receive 120/200 experience points each for completing the skill challenge.

TREASURE

If the PCs averted a war they gain a *vanguard weapon* +2, *astral redoubt totem* +2 or a *beast spirit's mighty wrath* (divine boon; cannot be sold).

ENCOUNTER 5: SHADOWY VENGEANCE

ENCOUNTER LEVEL 11/13 (3000/4200 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 Eltan Fungao (level 10) (E)
- 2 shadar-kai weaponmaster (level 10) (W)
- 1 shadar-kai dawnkiller (level 10) (D)
- 1 shadar-kai blacksoul (level 10) (B)

This encounter includes the following creatures at the high tier:

- 1 Eltan Fungao
- 2 shadar-kai weaponmaster (level 12)
- 1 shadar-kai dawnkiller (level 12)
- 1 shadar-kai blacksoul (level 12)

Having dismounted their giant eagles outside of town, the PCs start the scene in the middle of the map, on their way to The Night Cloak.

Proceeding down Long Street, the town seems eerily quiet. The lights flicker and out of the shadows a man steps into the middle of the road, a longsword hanging at his hip.

If war was averted:

“You have foiled the shades’ plans for the last time. Prepare to go to the Shadowfell.”

If war was not averted:

“You meddling adventurers will no longer attempt to foil the shades’ plans by warning the townspeople of Longsaddle of the upcoming war. Prepare to go to the Shadowfell.”

PCs with a passive DC 25 Perception see the blacksoul on the roof. A passive DC 29 Perception reveals the dawnkiller hiding in the alley. A passive DC 19 Perception reveals the weaponmasters in the snowdrifts.

If the PCs have SPEC04 Shar’s Displeasure, or similar worded disfavor with Shar shadows coalesce around him and the PC starts with a -1 penalty to all attacks and defenses (save ends).

FEATURES OF THE AREA

Illumination: The magically lit street lamps provide dim light.

Buildings: The buildings are 20 feet high and require an Athletics DC 15 check to climb. The sloped roofs contain snow and are difficult terrain.

Fountain: The fountain in the middle of Town Square provides cover and is considered blocking terrain.

Puddles: The snow has melted then refrozen, creating frozen ice. These squares are slippery and require a DC 15 Acrobatics when entered to prevent falling prone.

Snowdrifts: Each square adjacent to a building square has piled up snow swept from the streets. It is difficult terrain and standing in a snowdrift provides cover and allows Stealth checks. If the snowdrifts are targeted by any area effect fire spell, the snow is removed in that square.

TACTICS

Eltan moves up to the PCs to catch as many as possible in *haunted by the past*. While he waits for that to recharge, he uses *flesh-splitter* on multiple targets.

The weaponmasters use *disarming strike* every time the weapon recharges. Upon success, he uses *my weapon now* to make a basic attack against the PC he stole it from. Use the disarmed weapon damage dice and add the enhancement to the attack and damage. On a critical hit, add the appropriate dice of damage. If you want to make it more challenging for the players, allow him to disarm implements and then use them as improvised weapons and use the daily power of the items he disarmed.

The blacksoul opens with *shadowburst*. Then *corrupt soul* while he waits for *shadowburst* to recharge.

The dawnkiller targets the PCs that are *shrouded in gloom* with *shade strike*.

If any of the PCs have CORM06 **Foiling the Netherese**, CORE15 **Humiliated the Dark Moon Monks** or any other anti-Shadovar story award, the PC is targeted first.

SCALING THE ENCOUNTER

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

Four PCs: Remove the shadar-kai blacksoul (or remove a weaponmaster, but case the blacksoul **cannot** dominate the PCs).

Six PCs: Add one shadar-kai weaponmaster.

ENDING THE ENCOUNTER

Eltan and his Shadovar allies are defeated or chased away.

EXPERIENCE POINTS

The characters receive 600/840 experience points each for defeating the Shadovar.

TREASURE

The PCs receive from Bern 100/150 gp. He also offers them a ritual scroll of Eagle's Flight and a martial practice book of Peerless Exploration. They also receive their choice of implement their level or less from the Harpells.

CONCLUDING THE ADVENTURE

If war is averted, Bern hears their report and relays the message to the Knights in Silver about the deception by the Shadovar.

Bern is pleased with the PCs' work and offers those with **ADAP04 Contact with the Harpers** or similarly worded story award membership to the Harpers. Those PCs receive **LURU16 Harper Agent**. Others receive **LURU17 Friend of the Harpers**.

If war is not averted, Bern thanks the PCs for their effort and hurries off to help the Harpells to prepare the town's defenses. He also sends word to the Knights in Silver to expect war.

Regardless of the outcome, the Harpells are convinced that the Shadovar threat is real and lend aid to the Harpers.

ENCOUNTER 5: SHADOWY VENGEANCE (LOW LEVEL)

Shadar-kai Weaponmaster (level 10)	Level 10 Skirmisher
Medium shadow humanoid	XP 500
Initiative +12 Senses Perception +8; low-light vision HP 100; Bloodied 50 AC 24; Fortitude 22, Reflex 23, Will 22 Speed 6; see also <i>shadow jaunt</i>	
m Shadar-kai shortsword (standard; at-will) ♦ Weapon +15 vs. AC; 1d6 + 10 damage (crit 1d6 + 16).	
r Hurl Weapon (standard; at-will) ♦ Weapon Ranged 5/10; +15 vs. AC; 1d6 + 10 damage; the shadar-kai weaponmaster can use any melee weapon for this attack.	
M Disarming Strike (standard; recharge 5-6) ♦ Weapon +13 vs. Reflex; 3d6 + 10 damage (crit 1d6 + 28) and the target drops one weapon it is holding. The shadar-kai weaponmaster can choose to catch the dropped weapon in a free hand or have it land on the ground at his feet (in his square).	
My Weapon Now (free; when the shadar-kai weaponmaster successfully catches a weapon a target drops; at-will) The shadar-kai weaponmaster makes a basic attack with the weapon his target just dropped.	
Shadow Jaunt (move; encounter) ♦ Teleportation The shadar-kai weaponmaster teleports 3 squares and becomes insubstantial until the start of his next turn.	
Weapon Master The shadar-kai weaponmaster is considered to be proficient with all Weapons.	
Alignment Unaligned Languages Common Skills Acrobatics +15 Str 17 (+8) Dex 20 (+10) Wis 16 (+8) Con 12 (+6) Int 10 (+5) Cha 10 (+5)	
Equipment shadar-kai short sword, leather armor.	

Shadar-kai Blacksoul (level 10)	Level 10 Controller
Medium shadow humanoid	XP 500
Initiative +8 Senses Perception +6; low-light vision HP 106; Bloodied 53 AC 22; Fortitude 21, Reflex 24, Will 24 Speed 7; see also <i>shadow jaunt</i>	
m Corrupting Blackfire (standard; at-will) ♦ Fire, Necrotic +15 vs. AC; 1d10 + 4 fire and necrotic damage, and the target is shrouded in gloom (save ends).	
r Shadowbolt (standard; at-will) ♦ Necrotic Ranged 10; +14 vs. Reflex; 3d6 + 4 necrotic damage, and the target is shrouded in gloom (save ends).	
R Corrupt Soul (standard; at-will) ♦ Charm Ranged 10; targets a creature shrouded in gloom; +14 vs. Will; the target is dominated (save ends).	
A Shadow Burst (standard; recharge 6) ♦ Necrotic Area burst 3 within 10; targets enemies; +12 vs. Reflex; 1d10 + 4 necrotic damage, and the target is shrouded in gloom (save ends). <i>Miss:</i> Half damage.	
Shadow Jaunt (move; encounter) ♦ Teleportation The shadar-kai blacksoul teleports 3 squares and becomes insubstantial until the start of his next turn.	
Shrouded in Gloom When shrouded in gloom, a creature takes a –2 penalty to attack rolls and gains only half the benefit of healing effects.	
Alignment Unaligned Languages Common Skills Arcana +17, Stealth +13 Str 12 (+6) Dex 16 (+8) Wis 12 (+6) Con 18 (+9) Int 24 (+12) Cha 20 (+10)	

Shadar-kai Dawnkiller (level 10)	Level 10 Lurker
Medium shadow humanoid	XP 500
Initiative +16 Senses Perception +14; low-light vision HP 82; Bloodied 41 AC 24; Fortitude 22, Reflex 24, Will 21 Speed 7; see also <i>shadow jaunt</i>	
m Kukri (standard; at-will) ♦ Weapon +15 vs. AC; 2d6 + 4 damage, and the target is shrouded in gloom (save ends).	
M Shade Strike (standard; at-will) ♦ Necrotic +15 vs. AC; targets an enemy shrouded in gloom; 2d8 + 4 necrotic damage, and the target is blinded (save ends).	
Shadow Jaunt (move; encounter) ♦ Teleportation The shadar-kai dawnkiller teleports 3 squares and becomes insubstantial until the start of his next turn.	
Shadows of Shar ♦ Necrotic The shadar-kai dawnkiller's melee attacks deal 2d6 extra necrotic damage against a target that cannot see the dawnkiller.	
Shrouded in Gloom When shrouded in gloom, a creature takes a –2 penalty to attack rolls and gains only half the benefit of healing effects.	
Alignment Unaligned Languages Common Skills Acrobatics +17, Stealth +17 Str 20 (+10) Dex 24 (+12) Wis 18 (+9) Con 16 (+8) Int 14 (+7) Cha 11 (+5)	
Equipment leather armor, 2 kukris.	

Eltan Fungao (level 10)	Level 10 Elite Skirmisher
Medium shadow humanoid	XP 1000
Initiative +13 Senses Perception +4; low-light vision Swirling Madness (Fear) aura 1; Eltan makes a <i>mind rend</i> attack against each enemy that starts its turn within the aura. HP 212; Bloodied 106 AC 24; Fortitude 22, Reflex 25, Will 19 Saving Throws +2 Speed 6; see also <i>shadow jaunt</i> Action Point 1	
m Longsword (standard; at-will) ♦ Weapon +15 vs. AC; 2d8 + 3 damage, and if Eltan is marked, end this condition.	
m Mind Rend (standard; at-will) ♦ Fear +13 vs. Will; the target is dazed until the end of Eltan's next turn.	
M Flesh-Splitter (standard; at-will) ♦ Weapon Make a longsword attack against two targets. Eltan can shift before or after each attack. If both attacks hit, both targets are slowed (save ends).	
C Haunted by the Past (standard; recharge 5-6) ♦ Fear, Psychic Close burst 3; targets enemies; +13 vs. Will; the target is dazed (save ends). <i>First Failed Saving Throw:</i> The target is dominated instead of stunned (save ends). <i>Aftereffect:</i> The target takes 10 psychic damage.	
Shadow Jaunt (move; encounter) ♦ Teleportation Eltan teleports 3 squares and becomes insubstantial until the start of his next turn.	
Alignment Evil Languages Common Skills Arcana +19, Heal +19, History +14 Str 13 (+6) Dex 22 (+11) Wis 8 (+4) Con 18 (+9) Int 25 (+12) Cha 13 (+6)	
Equipment robes, longsword	

Note: This is the Patriarch changed to a shadar-kai.

ENCOUNTER 5: SHADOWY VENGEANCE (HIGH LEVEL)

Shadar-kai Weaponmaster (level 12)	Level 12 Skirmisher
Medium shadow humanoid	XP 700
Initiative +13 Senses Perception +9; low-light vision	
HP 116; Bloodied 58	
AC 26; Fortitude 24, Reflex 25, Will 24	
Speed 6; see also <i>shadow jaunt</i>	
m Shadar-kai shortsword (standard; at-will) ♦ Weapon	
+17 vs. AC; 1d6 + 11 damage (crit 1d6 + 17).	
r Hurl Weapon (standard; at-will) ♦ Weapon	
Ranged 5/10; +17 vs. AC; 1d6 + 11 damage; the shadar-kai weaponmaster can use any melee weapon for this attack.	
M Disarming Strike (standard; recharge 5-6) ♦ Weapon	
+15 vs. Reflex; 3d6 + 11 damage (crit 1d6 + 29) and the target drops one weapon it is holding. The shadar-kai weaponmaster can choose to catch the dropped weapon in a free hand or have it land on the ground at his feet (in his square).	
My Weapon Now (free; when the shadar-kai weaponmaster successfully catches a weapon a target drops; at-will)	
The shadar-kai weaponmaster makes a basic attack with the weapon his target just dropped.	
Shadow Jaunt (move; encounter) ♦ Teleportation	
The shadar-kai weaponmaster teleports 3 squares and becomes insubstantial until the start of his next turn.	
Weapon Master	
The shadar-kai weaponmaster is considered to be proficient with all Weapons.	
Alignment Unaligned	Languages Common
Skills Acrobatics +16	
Str 17 (+9)	Dex 20 (+11) Wis 16 (+9)
Con 12 (+7)	Int 10 (+6) Cha 10 (+6)
Equipment shadar-kai short sword, leather armor.	

Shadar-kai Blacksoul (level 12)	Level 12 Controller
Medium shadow humanoid	XP 700
Initiative +9 Senses Perception +7; low-light vision	
HP 122; Bloodied 61	
AC 24; Fortitude 23, Reflex 26, Will 26	
Speed 7; see also <i>shadow jaunt</i>	
m Corrupting Blackfire (standard; at-will) ♦ Fire, Necrotic	
+17 vs. AC; 1d10 + 5 fire and necrotic damage, and the target is shrouded in gloom (save ends).	
r Shadowbolt (standard; at-will) ♦ Necrotic	
Ranged 10; +16 vs. Reflex; 3d6 + 5 necrotic damage, and the target is shrouded in gloom (save ends).	
R Corrupt Soul (standard; at-will) ♦ Charm	
Ranged 10; targets a creature shrouded in gloom; +16 vs. Will; the target is dominated (save ends).	
A Shadow Burst (standard; recharge 6) ♦ Necrotic	
Area burst 3 within 10; targets enemies; +14 vs. Reflex; 1d10 + 5 necrotic damage, and the target is shrouded in gloom (save ends). <i>Miss</i> : Half damage.	
Shadow Jaunt (move; encounter) ♦ Teleportation	
The shadar-kai blacksoul teleports 3 squares and becomes insubstantial until the start of his next turn.	
Shrouded in Gloom	
When shrouded in gloom, a creature takes a –2 penalty to attack rolls and gains only half the benefit of healing effects.	
Alignment Unaligned	Languages Common
Skills Arcana +18, Stealth +14	
Str 12 (+7)	Dex 16 (+9) Wis 12 (+7)

Con 18 (+10)	Int 24 (+13)	Cha 20 (+11)
Equipment leather armor.		
Shadar-kai Dawnkiller (level 12)		Level 12 Lurker
Medium shadow humanoid		XP 700
Initiative +17 Senses Perception +15; low-light vision		
HP 94; Bloodied 47		
AC 26; Fortitude 24, Reflex 26, Will 23		
Speed 7; see also <i>shadow jaunt</i>		
m Kukri (standard; at-will) ♦ Weapon		
+17 vs. AC; 2d6 + 5 damage, and the target is shrouded in gloom (save ends).		
M Shade Strike (standard; at-will) ♦ Necrotic		
+17 vs. AC; targets an enemy shrouded in gloom; 2d8 + 5 necrotic damage, and the target is blinded (save ends).		
Shadow Jaunt (move; encounter) ♦ Teleportation		
The shadar-kai dawnkiller teleports 3 squares and becomes insubstantial until the start of his next turn.		
Shadows of Shar ♦ Necrotic		
The shadar-kai dawnkiller's melee attacks deal 2d6 extra necrotic damage against a target that cannot see the dawnkiller.		
Shrouded in Gloom		
When shrouded in gloom, a creature takes a –2 penalty to attack rolls and gains only half the benefit of healing effects.		
Alignment Unaligned		Languages Common
Skills Acrobatics +18, Stealth +18		
Str 20 (+11)	Dex 24 (+13)	Wis 18 (+10)
Con 16 (+9)	Int 14 (+8)	Cha 11 (+8)
Equipment leather armor, 2 kukris.		

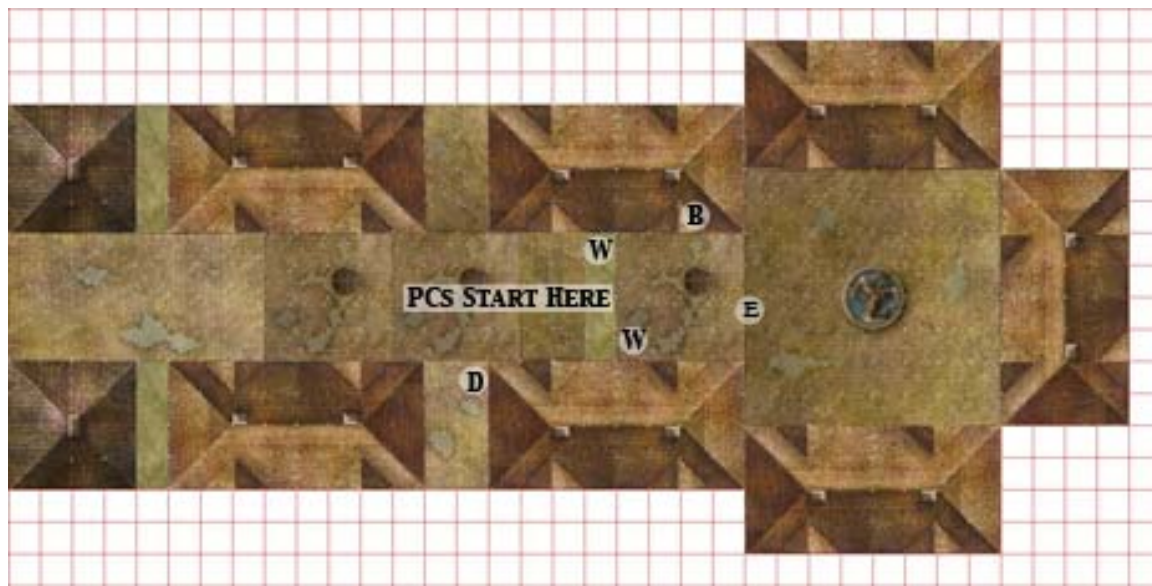
Eltan Fungao	Level 12 Elite Skirmisher
Medium shadow humanoid	XP 1400
Initiative +14 Senses Perception +5; low-light vision	
Swirling Madness (Fear) aura 1; Eltan makes a <i>mind rend</i> attack against each enemy that starts its turn within the aura.	
HP 244; Bloodied 122	
AC 26; Fortitude 24, Reflex 27, Will 21	
Saving Throws +2	
Speed 6; see also <i>shadow jaunt</i>	
Action Point 1	
m Longsword (standard; at-will) ♦ Weapon	
+17 vs. AC; 2d8 + 4 damage, and if Eltan is marked, end this condition.	
m Mind Rend (standard; at-will) ♦ Fear	
+15 vs. Will; the target is dazed until the end of Eltan's next turn.	
M Flesh-Splitter (standard; at-will) ♦ Weapon	
Make a longsword attack against two targets. Eltan can shift before or after each attack. If both attacks hit, both targets are slowed (save ends).	
C Haunted by the Past (standard; recharge 5-6) ♦ Fear, Psychic	
Close burst 3; targets enemies; +15 vs. Will; the target is dazed (save ends). <i>First Failed Saving Throw</i> : The target is dominated instead of stunned (save ends). <i>Aftereffect</i> : The target takes 10 psychic damage.	
Shadow Jaunt (move; encounter) ♦ Teleportation	
Eltan teleports 3 squares and becomes insubstantial until the start of his next turn.	
Alignment Evil	Languages Common
Skills Arcana +20, Heal +20, History +15	
Str 13 (+7)	Dex 22 (+12) Wis 8 (+5)
Con 18 (+10)	Int 25 (+13) Cha 13 (+7)
Equipment robes, longsword	

Note: This is the Patriarch changed to a shadar-kai.

ENCOUNTER 5: SHADOWY VENGEANCE

TILE SETS NEEDED

Streets of Shadow x4



REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

EXPERIENCE POINTS

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

Encounter 2: Bridge over Frozen Water

405 / 555 XP

Encounter 4: False Knights

120 / 200 XP

Encounter 5: Shadowy Vengeance

600 / 840 XP

Minor Quest: War Averted

70 / 100 XP

Total Possible Experience

1120 / 1600 XP

(The PCs can earn more experience, but the above is the maximum allowed for the adventure.)

Gold per PC

150/200 gp

(Encounter 2: 50/50 gp, Encounter 5: 100/150 gp)

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle 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; players may choose the same treasure bundle. Note that it is possible (and likely) that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character who spends more gold than he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They

receive 50% of the market price for ritual books and alchemical formulas.

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 choice in a bundle, 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.

An asterisk next to a magic item means that it is an item that appears in the **New Rules** section.

EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

Bundle A: *veserab* (mount)* (level 10; *Forgotten Realms Campaign Guide*)

Found in Encounter 2 (only if not killed and befriended)

Bundle B: *vanguard weapon +2** (level 8; *Adventurer's Vault*)

Found in Encounter 3

Bundle C: *astral redoubt totem +2** (level 10; *Dragon Magazine* 382)

Found in Encounter 3

Bundle D: *beast spirit's mighty strength** (level 9; *Dungeon Master's Guide* 2) (Replace Kord with whatever beast tribe chosen - cannot be sold)

Given in Encounter 3

Bundle E: any implement from any legal player's source of the PC's level or lower

Found in Encounter 5

Bundle F: ritual scroll of Eagles' Fight (level 10; *Primal Power*)

Found in Encounter 5

Bundle H: martial practice book with Peerless Exploration* (Level 11; *Martial Power* 2)

Found in Encounter 5

Consumable plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a pouch of *dispelling bolt +2* plus 225/375 gp to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the listed amount of

gold (if any) instead of any other treasure bundle. Consumable items obtained in this fashion do not take up found magic item slots.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 350/500 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

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. Normally, if a PC earns three awards, they may only have 2 of them and must pick which two they want before ending the session (exceptions to this will be noted in the story award text).

LURU16 Friend of the Harpers

The PC is up for consideration for membership with the Harpers. The Harpers are watching their development closely.

LURU17 Harper Agent

If the PC has *ADAP05 Contact with the Harpers* or similarly worded favor, the PC is offered membership in the Harpers. The PC must pledge to fight the Shadovar at every opportunity and to the secrecy of the organization.

LURU18 Uthgardt Token

The PC spoke at the Shieldmeet and owns the token of _____. The Uthgardt barbarians hold the PC in high regard. The PC is considered aligned with the appropriate tribe.

ADVENTURE QUESTIONS

Mark the answers to the following adventure questions on the tracking form.

1. Was war averted?

- a. Yes
- b. No.

2. Did the PCs defeat Eltan?

- a. Yes.
- b. He turned out to be too powerful and Bern chases them away by sounding the town bell.

NEW RULES

Vanguard Weapon

Level 8

Favored by soldiers of the frontline, this weapon makes any charge formidable.

Lvl 8 +2 3400 gp

Weapon: Any melee

Enhancement: Attack rolls and damage rolls

Critical: +2d8 damage

Property: Deal +1d8 damage on any successful charge.

Power (Daily): Minor Action. Use this power when you make a charge attack. If you hit with your charge attack, all allies within 10 squares of you gain a +1 bonus to damage rolls and gain your Charisma bonus as a bonus to damage rolls until the start of your next turn.

Reference: *Adventurer's Vault*, page 81.

Veserab

Level 6

Veserab	Level 6 Lurker
Large shadow beast (mount)	
Initiative +11	Senses Perception +11; blind, blindsight 20
HP 60; Bloodied 30	
Immune <i>noxious breath</i>	
AC 20; Fortitude 20, Reflex 17, Will 17	
Speed 4 (clumsy), fly 8	
m Bite (standard; at-will)	
+11 vs. AC; 2d6 + 5 damage	
m Wing Claw (standard; at-will)	
+11 vs. AC; 1d6 + 5 damage; see also <i>diving wing rake</i> .	
C Noxious Breath (standard; encounter) ♦ Poison, Zone	
Close blast 4: +9 vs. Fortitude; 2d6+3 poison damage, and the target takes a -2 penalty to all defenses until the end of the veserab's next turn. This power creates a zone of black, noxious fumes that remains in place until the end of the encounter. This zone blocks line of sight, and a creature that enters or ends its turn in the zone takes 5 poison damage. Veserabs are immune to this power.	
M Diving Wing Rake (standard; at-will)	
The veserab makes a charge attack making two wing claw attacks. After attacking, the veserab moves 1 square and lands in an unoccupied space.	
Dark Wings (when mounted by a friendly rider of 6 th level or higher; at-will)	
The veserab's rider gains resist 5 poison and is immune to the effects of any veserab's <i>noxious breath</i> .	
Combat Advantage	
The veserab deals an extra 1d6 damage on melee attacks against any target its has combat advantage.	
Alignment Unaligned	Languages –
Skills Stealth +12	
Str 20 (+8)	Dex 18 (+7)
Con 17 (+6)	Int 2 (-1)
	Wis 17 (+6)
	Cha 4 (+0)

Reference: *Forgotten Realms Campaign Guide*, page 263.

Astral Redoubt Totem

Level 9

Each string of this dream-catcher totem records a leg of Rolant's journey across the Astral Sea, including a refuge along the path.

Lvl 9 +2 4200

LURU2-2 *Shadow of the Knights*

Implement (totem)

Enhancement: Attack rolls and damage rolls

Critical: +2d6 damage, and you regain hit points equal to twice the totem's enhancement bonus.

Power (Daily Healing, Teleportation): Free action.

Trigger: you hit an enemy with a primal attack power using this totem. *Effect:* Any ally within 5 squares regains hit points equal to twice the totem's enhancement bonus and can disappear to a place of safety in the Astral Sea until the start of his or her next turn. While there, the ally has neither line of sight nor line of effect to anything, and nothing has line of sight or line of effect to the ally.

Reference: *Dragon Magazine* 382, page 64.

<tribe name> Spirit's Mighty Strength Level 6

The spirit of the <tribe name> lends his strength to followers who prove their mettle in battle against his enemies.

Lvl 8 3400 gp

Divine Boon

Property: Gain a +2 item bonus to Athletics checks and a +5 item bonus to Strength checks made to break objects.

Power (daily): Minor Action. Until the end of the encounter, you gain a +2 item bonus to melee damage rolls.

Reference: *Dungeon Master's Guide* 2, page 140.

This is a reflavored Kord of Might Strength divine boon. It cannot be sold.

Eagles Flight

Giant eagle spirits thunder through the sky, carrying you and your allies to a far-off location.

Level: 10

Component Cost: 400 gp

Category: Exploration

Market Price: 1000

gp

Time: 10 minutes

Key Skill: Arcana

Duration: 12 hours

You see images you wish to see related to an object you hold at the completion of the ritual. Your Arcana check result determines the number of images you see that are associated with the object's past. You might choose to see a sword's last owner, the creature that forged it, and the last creature it killed.

Arcana Check

24 or lower

25-29

30-39

Speed

8

10

12

Overland Flight

10

15

20

40 or higher

15

30

Creatures take a -4 penalty to attack rolls and defenses when carried by the eagles.

The eagles' can't attack or affect other creatures in any way. The eagles' defenses are equal to yours, and if an eagle is hit by an attack, it descends to a solid surface to drop off the creature it carries, then flies away. Eagles who have flown away during combat can be called back as a standard action.

Reference: *Primal Power*, page 157.

Peerless Exploration

You set off from your allies to gain a sense of your environs.

Level: 12

Market Price: 1000 gp

Time: 1 hour

Key Skill: Stealth (no check)

Duration: Instantaneous and 24 hours

Component Cost: 1 healing surge

When you are outdoors and aboveground, you can use this martial practice to survey the land around you within a 1-mile radius. At the end of the exploration, you return to the point where you began with knowledge of any bodies of water, suitable campsites, settlements and ruins, as well as the presence or absence of hostile inhabitants (at the DM's discretion). During your explorations, you are not at risk of triggering encounters unless you choose to be.

In addition, you gain a +5 bonus to Nature checks to forage or you grant a +5 bonus to an ally's next Endurance check made against an environmental danger (*Dungeon Master's Guide*, page 159) during the next 24 hours.

Reference: *Martial Power 2*, page 151.

Dispelling Bolt

Level 8

This flat black quarrel extinguishes conjurations and zones.

Ammunition 125 gp

Enhancement: +2 attack and damage rolls

Property: When you hit an enemy with an attack using this ammunition, you can end one conjuration or zone.

Reference: *Adventurer's Vault 2*, page 26.

APPENDIX 1: KEY NPCs, ORGANIZATIONS AND LOCATIONS

Harpers - A secret society of individuals, mostly based in Luruar, dedicated to opposing the Shadovar and all evil that comes from the Shadowfell.

Harpells - Eccentric family of wizards that reside in Longsaddle and serve as the city's protectors. Their base is the Ivy Mansion, a building on Harpell Hill in the center of the village.

Longsaddle - A town in the center of the Dessarin Valley, to the west of Luruar on the Long Road - the road from Mirabar to Waterdeep. It's chief product, aside from the Harpell family's magic, is meat and mutton. The main inn is the Gilded Horseshoe, known for its huge meals.

Netheril - Nation bent on expansion through conquest. It is ruled by High Prince Telamonth Tanthul and his sons, the twelve princes of Shade. The 'Most High' and his sons are all arcanists and shades (shadow-infused humans). The nation is dedicated to Shar, the evil goddess of darkness. Head of the faith is Rivalen Tanthul, a Shade prince and a Chosen of Shar.

Shadovar - Elite agents of Netheril directly serving the princes of Netheril.

Uthgardt - Human barbarians of the Northlands who worship Uthgar (unaligned god of wildlands). They consist of 10 tribes. Each tribe has a totem beast representing an aspect of Uthgar. The following tribes exist: Black Lion, Black Raven, Blue Bear, Elk, Gray Wolf, Great Worm, Griffon, Red Tiger, Sky Pony, Tree Ghost and Thunderbeast.

Silverymoon - The largest of the three main cities of Luruar, known as the Gem of the North. Silverymoon was pivotal in the formation of a mutual defence pact with other cities, forming the confederacy of the Silver Marches, the remnants of which are now known as Luruar.

Knights in Silver - The city army of Silverymoon that patrols throughout Luruar. They number over five hundred.

Griffon's Nest - Town surrounded by a palisade that is the home of the largest tribe of Uthgardt barbarians, the

Griffon tribe. Griffon's Nest lies north-east of Longsaddle.

Bern Beltrik - Bookish human merchant; secretly is a Harper agent. He loves to spin a tale and make the listener wonder about the veracity of the tale: is it really about him or from one of the books he read? He also enjoys hearing tales from others.

Ragnar Bonesnapper V - Tall and muscular with black hair and beard, the chief of the Griffon tribe looks younger than he is. He is wise and fights against the warring legacy of his ancestors. He wishes to grow the Griffon tribe through trade with the Northern cities.

Thalgrim Brightspear - With flowing blonde hair and deep blue eyes, Thalgrim is the son of the chief of the Sky Pony Tribe. His father sent him to the council because his father was too ill to travel. Thalgrim values strength and skill in battle highly, and knows that the Uthgardt united are a mighty people.

Sten Brontoskin - Short and stocky with a long black beard and a shaved head, Sten is the chief of the Thunderbeast tribe. He loves to laugh, but when it comes down to tribal business, he takes it seriously.

Kortooth Razorclaw - Wiry with long black hair and piercing blue eyes, Kortooth, leader of the Red Tiger tribe, carries the three-bladed stone daggers known as the "tiger's claws" on a bandolier across his chest. He is quick with his hands, whether reaching for his daggers or a mug of ale.

Torfug Redwood - Tallest of the Uthgardt chiefs, Torfug leads the Tree Ghost tribe. He is deeply distressed about the defilement of the sacred trees and seeks revenge against the civilized folk of the North, especially the Knights in Silver, for what they did.

Eltan Fungao - Lustrous black orbs for eyes with ears and nose piercings, Eltan is the Shadovar emissary to the Uthgardt. He wishes to sow seeds of war within Luruar, with Silverymoon itself being the ultimate prize. Ambition tempered with wisdom, he is smooth and calculating. He wears a jeweled longsword on his side.

APPENDIX 2: STORY AWARDS TRACKING FORM

Story Awards/Adventure	Character Name						LURU2-2 Ramifications
ADAP04 Contact with Harpers from ADAP1-4							Bern talks to in Encounter 1 and possibly joins the Harpers at the end of the adventure.
LURU02 Blessed of Eaerlann from LURU1-1							Visited by the spirit of Tarnruth to investigate the evil stirring in the North in the Introduction.
LURU04 Friend of Darvin Surehand from LURU1-2							Darvin will the aid the PCs in gathering information in Encounter 3
LURU06 Mark of the Beast from LURU1-4							Darvin will the aid the PCs in gathering information in Encounter 3
LURU07 Hero of the Hunt from LURU1-4							Darvin will the aid the PCs in gathering information in Encounter 3
LURU08 Sky Pony Initiation from LURU1-5							+2 bonus with all interactions with Uthgardt barbarians
CORE02 Shade Coin from CORE1-1							+2 bonus in interactions with Shadovar in Encounter 2 and Eltan in Encounter 3
CORM06 Foiling the Netherese from CORM1-3							-2 penalty in interactions with Shadovar in Encounter 2 Targeted in Encounter 5
CORE15 Humiliated the Dark Moon Monks from CORE1-8							-2 penalty in interactions with Shadovar in Encounter 2 Targeted in Encounter 5
SPEC04 Shar's Displeasure from SPEC1-2							PCs start with a -1 penalty to attacks and all defenses (save ends) in Encounter 5
Played LURU1-5 and rescued Fetchen							Soren Two-Carts will the aid the PCs in gathering information in Encounter 3

APPENDIX 3: PC REPUTATION TRACKER

Character Name	Reputation

APPENDIX 4: MAP OF LURUAR

