

TSCIRE NOBI

The pcs have journeyed to the south and, while there, will presumably investigate the cult of Tenebrous. Their primary lead is that a shrine called Tscire Nobi exists, hidden on an island in White Lake. Even if they can find the island and its shrine, Tscire Nobi is full of dangers all its own.

FINDING THE ISLAND (Level 11 Skill Challenge and one or more EL 9 encounters; total xp 3800 or more)

The pcs should be able to hire a boat to take them out on White Lake for a couple of gold pieces, but the island itself is cloaked by a combination of illusions and weather magic (cloaking it in fog). In order to find it, the pcs must defeat this magic by completing a skill challenge.

RUNNING THE SKILL CHALLENGE

Finding the island is a level 11, complexity 3 skill challenge. To successfully complete it, the pcs must achieve 8 successes before 3 failures. Once the pcs get close (after they have achieved 5 successes), see Complications, below.

Since a combination of illusion and weather hide it, the pcs' possible approaches to finding the illusion include the following:

Search Grid: The lake is truly too large to divide and search without immense manpower, but the pcs can spend six hours to eliminate everything within a few miles of the Delphinat proper. Doing this doesn't require any skill checks or gain a success or failure for the party, but gives all further checks in the skill challenge a +2 bonus.

Pierce Illusions: A character that expresses the belief that illusions are involved may attempt to see through them with an Insight check (DC 27). Success means that the character earns a success; though they cannot see through the veils of mist, they can make out which ones are illusory. Failure ensnares the characters further in the misty magic; they gain a failure.

Countermagic or Follow the Flow: A character trained in Arcana may attempt to sense the presence and direction of flow of the magical energy that cloak the island (DC 19); doing this earns one

success for the party, while failing earns the party a failure. Once the presence of the magic has been sensed, a trained character may attempt to countermand the cloaking spells here in order to eliminate them, but doing so is very difficult (DC 29). A character that makes this check earns two successes, while failing it gains only a single failure. A character that uses *dispel magic* against the fog earns an automatic success for the party.

True Navigation: The characters may attempt to simply use their Perception (DC 23) or knowledge of Nature (DC 19) to navigate. Using such a skill earns either a success or failure for the party. Alternatively, a character could make a History check (DC 19) to remember details on the locations of the lake's islands; the party can earn only one success this way (although they could conceivably earn multiple failures!).

Watch the Ghouls: During and after the attack of the sodden ghouls (see Complications), a pc could try to discern the direction of the island by watching their behavior using either Insight (DC 19) or Religion (DC 19). A daring character might also swim in pursuit, using Athletics (DC 20). The characters earn successes or failures for any of these instances.

Rituals: Using a divination or weather control ritual earns the pcs one to three successes, depending on the ritual, its level and how cleverly the party uses it.

Complications: As the pcs get closer to the island, they enter a more active layer of the island's defenses. After their 5th success, the party is ambushed by a trio of sodden ghouls (OG 154; level 9 soldiers), who attack from the water, attempting to pull the boat's pilot into the water before dealing with the pcs themselves. The round after they attack, two more sodden ghouls grab the boat from under the water and attempt to tow the vessel away. Each round until that the ghouls tow the boat, the pcs lose one success.

As soon as the pcs defeat the three sodden ghouls above the water, the other two retreat into the depths unless any pcs are in the water, in which case they attempt to drag them under and slay them. If the pcs want to attack the two ghouls under the water, they must enter the water or hole the deck of the boat.

Each time the pcs achieve a 5th success, they are attacked by another group of ghouls unless they are still dealing with the first group. In practice, this means that they must continue to work on the skill challenge while fighting the ghouls, or they will end up fighting group after group of them without ever making headway.

Success: When the pcs achieve their 8th success, read the following:

In the mist ahead, a rocky island starts to resolve itself. A short pier, inexpertly constructed of wood, bobs above the waves, with three small rowing craft attached. You can see the suggestion of a steep upward slope, but the thick vapor in the air makes it impossible to tell more.

Failure: The pcs become hopelessly lost. It is full dark by the time they finally find shore, and it takes until almost 2 a.m. to return to the Delphinat. The pilot who took the pcs on this journey, if still alive, must be impressively compensated or he swears off the party thereafter.

BONE ISLE

The island in question has been christened Bone Isle by the Tenebrous cultists. They have scattered bones of all types all over the island.

Bone Isle was originally a rubble pile for a rock quarry hundreds of miles away in the glory days of the Sword Empire. The discarded rocks and stones were passed through a teleport circle to a spot on the bottom of the lake. Over the seven centuries the quarry was in use, the rock pile became so large that it eventually jutted above the relatively shallow section of the lake. In the centuries since, the wind has brought a substantial accumulation of dirt until now it is a rocky islet.

Therefore, the islet has a relatively steep slope leading up to Tscire Nobi. Using the trails allows

for normal movement; otherwise, characters must climb (Athletics DC 10).

The isle has only a few notable features or areas.

Ghoul Cave: This area, if cleared out, could be useful as a place to rest for the pcs. See *Ghoul Cave*, below.

The Pier: This small pier offers the only easy access to the isle. Three four-person rowboats are tied up here. The pilot will stay until dark, but no longer; if offered sufficient incentive, however, he would be happy to return the next day, if only he could find his way.

Tscire Nobl: The shrine to Tenebrous itself, this is almost certainly the reason the pcs are here. The shrine consists of a cluster of buildings atop a dungeon. See *Tscire Nobl*, below, for details.

GHoul CAVE (EL 14; 5500 xp)

Ghoul Cave is home to a band of ghouls. If the pcs clear it out and take an extended rest within it, it is interrupted by an encounter with five sodden ghoul wailers, but only once.

Monsters: The monsters in this encounter area should arrive spread out over the course of about five rounds, including several clambering up from the water below on round four to underline the risks associated with this cave. When the pcs first enter the outermost cavern and this encounter begins, it should include the following creatures:

- 3 sodden ghoul wailers (OG 154) (level 9 soldiers)
- 3 horde ghouls (MM 118) (level 13 minions)

At the start of round 2, the following additional monsters join the fray from deeper inside Ghoul Cave:

- 5 horde ghouls (MM 118) (level 13 minions)

At the start of round 3, the following additional monsters join the fray from deeper inside Ghoul Cave:

- 1 sodden ghoul wailer (OG 154) (level 9 soldier)
- 2 horde ghouls (MM 118) (level 13 minions)

At the start of round 4, the following additional monsters join the fray from White Lake, beginning to clamber up the rocky slope towards the cave:

- 1 sodden ghoul wailer (OG 154) (level 9 soldier)
- 2 horde ghouls (MM 118) (level 13 minions)

Additionally, the following emerge from deeper inside Ghoul Cave:

- 2 horde ghouls (MM 118) (level 13 minions)

Finally, at the start of round 5, the following additional monsters emerge from the depths of the cave:

- Ourzh, master ghoul (level 12 brute leader)

Tactics: The ghouls try to draw the heroes in to the cave, attempting to avoid a bottleneck. If they can, ghouls will incapacitate a target and then drag him or her away.

Treasure: Once Ghoul Cave has been cleaned out, a search of at least an hour will turn up an overlooked emerald worth a spectacular 5,000 gp, an *amulet of protection* +4 (PH 249) and a *lantern of revelations* (AV 174). In addition, Ourzh has some very expensive perfumes looted from one of the ghouls' victims.

OURZH, MASTER GHoul Level 12 Brute (Leader)

Medium natural humanoid (undead) XP 700

HP 151; Bloodied 75

Initiative +10

AC 24; **Fortitude** 25; **Reflex** 24; **Will** 2
Speed 8, climb 4
Immune disease, poison; **Resist** 10 necrotic

Perception +8
Darkvision

TRAITS

Ghoulish Synergy * Aura 5

Enemies in the aura suffer a -5 penalty to saving throws against effects caused by ghouls.

Weakened Paralysis

Whenever Ourzh takes radiant damage, one creature immobilized or stunned by him can make a saving throw against one of those effects.

STANDARD ACTIONS

(mbasic) Claw * At Will

Attack: Melee 1 (one creature); +16 vs. AC.

Hit: 1d12+6 damage and the target is immobilized (save ends).

(m) Claws * At Will

Effect: Ourzh makes two claw attacks. If both attacks hit the same target, it is stunned (save ends) instead of immobilized.

(m) Evisceration * Encounter

Requirement: Ourzh must be bloodied.

Attack: Melee 1 (one dazed, immobilized, restrained, stunned or unconscious creature); +15 vs. Fortitude.

Hit: 5d8+5 damage, and ongoing 10 damage (save ends). Until the target saves against this ongoing damage, attacks score a critical hit against it on an 18-20.

Skills Bluff +15, Diplomacy +15, Intimidate +15

Str 22 **Dex** 18 **Wis** 14

Con 21 **Int** 15 **Cha** 18

Alignment chaotic evil

Languages Common

Equipment fine clothing, 10 vials of fancy perfume (250 gp each)

TSCIRE NOBI (Upper Level) (EL 11; 3200 Xp)

At the top of the island is a cluster of crude huts and a pen full of zombies. These surround the hall of worship these depraved cultists have constructed, within which is the passage to the dungeon within the island.

Monsters: This encounter includes the following monsters.

12 Tenebrous cultist lackeys (level 10 minion soldiers)

2 corrupted offspring (OG 186) (level 12 skirmishers)

1 zombie throng (OG 198) (level 9 brute)

Setup: Initially, the zombie throng is within the pen, which is closed but not locked (it takes only a shout to 'activate' the zombies) and the corrupted offspring are both within the temple building. Four of the lackeys are asleep in the huts (emerging about round four), four are visible and four are in the temple building.

Features: This encounter area includes the following features of note:

Fire Pits: Two decent-sized fire pits burn with unnatural flames that are pure white. Any creature entering or starting its turn in one of the fire pits takes 10 points of fire and necrotic damage.

Huts: The small huts each contain three beds and minimal additional furnishings. The cult lackeys here live in these huts, having long since donated all their personal possessions to Tenebrous.

The Pen: The pen is of very simple construction, amounting to wooden poles with ropes running between them (similar to a boxing ring). It doesn't impede movement at all, but the zombies have been instructed to remain within its boundaries when not in use.

The Slope: One of the most noteworthy feature in this encounter is the slope. The top of the isle is 60' above the water, so the slope is generally 45 degrees. A creature knocked off the plateau at the top falls 2d6 squares before it has an opportunity to catch itself with a saving throw; failure indicates it falls the rest of the way (if any) to the bottom of the island and into the water. If the creature is lucky enough to fall onto a path, the path arrests its fall. Climbing the slope requires an Athletics check, DC 10, or DC 15 to climb at full speed.

The Temple: The temple building is the sanctuary of two undead children, who were "raised from the dead" by Quah-Nomag to prove Tenebrous' might to the locals that began the cult here a decade ago. The temple includes the following terrain features:

-Altar: The altar gives adjacent undead a +2 bonus on attack rolls and saving throws. A creature within 5 squares can spend a minor action to make a Religion check, DC 21, to negate this effect until the end of its next turn.

-Charnal Pits: The two pits in here are 50' deep, and the bottom of each is covered in jagged bones (a fall deals an extra 1d8 damage because of this). Any character looking into the pit that makes a Perception check, DC 15, can see a door out of the side of the pit at the bottom. Though it isn't obvious, these doors are locked and require a Thievery check, DC 24, to open; if a creature fails three times, it cannot try again until it gains a level. Climbing into or out of one of the pits requires an Athletics check, DC 22. The charnal pits are also traps, but they will not activate until the solamith demon below makes an attack (see Tscire Nobi Dungeon Level, below, for details on the pits and detecting them).

-Columns: A creature sharing a square with a pillar gains cover.

-Pews: Pew squares are difficult terrain and provide cover.

Treasure: At the base of the altar is an obvious chest. It contains a human skull, a 50' long rope ladder, 3200 gp, a ceremonial bowl of jet chased with platinum (worth 2000 gp), four *potions of vitality* and a 12th-level *bloodguard shield* (AV 114) painted all black with a sword and shield etched on the surface. Because this is sacred to Vandreu, the cultists feared to use it.

TENEBOUS CULTIST LACKEY Level 10 Minion Soldier

Medium natural humanoid, human XP 100

Tenebrous cultist lackeys are the rank and file of the cult, each initiated into the dark religion via horrific rites that require him or her to kill an innocent person of their own race. Many of the lackeys are drugged, brainwashed or blackmailed into the horrors that they participate in; by the time the opportunity to escape arises, they have sunk so far into depravity that they feel that there is no escape possible.

HP 1; a missed attack never damages a minion **Initiative** +9

(see also *Undying Devotion*)

AC 26; **Fortitude** 22; **Reflex** 21; **Will** 24 **Perception** +10

Speed 5

Resist 10 necrotic

STANDARD ACTIONS

(mbasic) Mace (weapon) * At Will

Attack: Melee 1 (one creature); +15 vs. AC.

Hit: 7 damage. If the Tenebrous cultist lackey has the undead keyword, it instead deals 7 necrotic damage and the target is immobilized until the end of the Tenebrous cultist lackey's next turn.

TRIGGERED ACTIONS

Undying Devotion * Encounter

Trigger (No Action): The Tenebrous cultist lackey drops to 0 hit points and dies.

Effect: Instead of dying, the Tenebrous cultist gains the shadow origin and the undead keyword and stands up.

Str 18 **Dex** 15 **Wis** 20

Con 16 **Int** 10 **Cha** 8

Alignment chaotic evil

Languages Abyssal, Common

Equipment chain mail, mace, humanoid skull (serves as a symbol of devotion to the cult)

TSCIRE NOBI DUNGEON Level (EL 13; 4700 Xp)

This is likely to unfold as one extended encounter, and is treated as such.

Entry to this level is via the doors at the bottom of the charnal pits; however, they are locked. The only keys are with Ezekiel and the adepts of Tenebrous; none of those above are allowed entry without a good reason. Opening this lock requires a successful Thievery check, DC 24. If a character fails this check three times, they must gain a level before they try again.

Setup: The solamith starts adjacent to the double doors into the ritual chamber; the eater of the dead starts in the cell block; one of the adepts of Tenebrous and Ezekiel start in their rooms. The final adept of Tenebrous begins play in the ossuary. Assuming that the solamith sounds the alarm, the eater of the dead bounds to investigate and arrives at the start of round 2, while the first adept of Tenebrous and Ezekiel arrive at the start of round 3 (Ezekiel begins hidden). The adept in the ossuary arrives at the start of round 4.

Monsters: This level of the dungeon includes the following creatures and traps:

1 solamith demon (MotP 123) (level 15 artillery)

1 charnal pits trap (level 10 obstacle)

1 eater of the dead (level 11 skirmisher)

2 adepts of Tenebrous (level 11 artillery leaders)

Ezekiel, vampire lord (MM 258) (level 11 elite lurker) (+2 to NADs and Stealth)

Note: Ezekiel wears a +4 *elven cloak*.

Features: The various features of the level are described in the room descriptions that contain them.

Adepts' Chambers: Each of these large rooms holds a bed and small dresser, as well as a pyramid of bones with candles and incense burning upon it. These weird altars are difficult terrain.

Cell Block: These cells are currently unlocked (the only locks are simple bars which may be dropped from outside). Three of the cells have recently-dead (of dehydration) corpses in them, and the eater of the dead is gnawing on the fingers of the corpse in the westernmost small cell, making horrible slurping sounds as it does so. One of the corpses is a naked dwarf; the second is a well-dressed Delphinite half-elf; and the third was a smartly-dressed hobgoblin.

Entry Hall: The walls here are crudely painted with scenes of demons and the undead overrunning and devouring civilized folk. The overarching theme seems to be that giving oneself up to become undead is the only salvation. The solamith lurks at the far end of the chamber from the pcs' likely entry point. Note that the charnal pits activate as soon as the solamith attacks. The solamith wears a whistle around its neck, which it blows as a minor action to sound the alert as soon as the pcs attack.

Ezekiel's Room: Sparse, even Spartan, this chamber's sole feature is Ezekiel's coffin.

Hidden Library: The secret door leading here requires a Perception check, DC 25, to locate. This library is where the real treasure for the pcs is: a library of research information that provides a next step for the pcs, should they choose to follow it. If the characters spend 12 man-hours going through

the books and notes, they find the ritual *touch the mind of Tenebrous* (10th level ritual, price 1,000 gp, component cost 400 gp, 8 hour casting time, subject must be willing or helpless the entire time, requires a zombie as a focus, which kisses the subject of the ritual) and can determine the following information without a check:

- The research information seems to focus on things that were deemed lost forever but then recovered. The basic gist is that whoever did this research was looking for ways to find that which cannot be found.

- A new exarch of Tenebrous is rising (which, from the tone, Quah-Nomag finds troubling) in the Underdark. In order to fully attain the rank of exarch, this “Zirithian” must assault the Drow city of Phaervorul in order to sacrifice enough soul energy to Tenebrous, and he then plans to unleash a horde of undead on the surface in order to distract “those backwater meddlers from Overland”.

With an Arcana check, DC 25, the characters can determine the following additional information:

- They find the coordinates to a teleport circle in the Underdark that is “not far above Phaervorul, which lies past the Mushroom Forest.”

- Some of the notes reveal that Quah-Nomag brought information from the Tower of Deryndradin here subsequent to the party's initial encounter with him. It seems that whatever he is searching for was obscured by extremely powerful ritual magic that wiped all memory of it from existence.

- Notes that the researchers made indicates that they believe that they have discovered a possible solution to their dilemma: a place called the Mountain of Ultimate Winter, deep in the Elemental Chaos. This place is so cold that everything, even thought, freezes there, and they believe that it is possible that memory of that which they seek exist as ice crystals guarded by strange beings called immoths, icy giants with incredible mastery of ice runes.

If the Arcana check reaches DC 30, the pcs also know the following about the Mountain of Ultimate Winter:

- The Mountain of Ultimate Winter is hidden away by immoth runecraft because of their disdain and dislike of outsiders. It is said to be impossible to find without a guide, and suitable guides are limited to the immoths and those that have been there before.

If the characters' Arcana check is at least a 30, they may make a History check, DC 30, to discover the following information:

- Several thousands of years ago, a group of immoths came to the world to plumb the depths of a terrible dungeon and were trapped there by a foul mighty beholder named Red-Eye until the Sword Emperor and his Boon Companions came and slew it. The immoth leader, Tarent, and his surviving followers fled. However, after the Sword Emperor and his men cleaned the place out, Tarent returned to it in order to study it and never came out again. This is the pcs' best lead on finding a guide. This dungeon is called Bile Mountain and is far to the east, on an island called Pesh.

Ossuary: This chamber is lined with bones and skulls taken from humanoids of all kinds. A comfortable majority are goblinoid, but there are plenty of elven, human, dwarf, halfling, orc and kobold skulls, a number of other reptilian humanoids such as dragonborn and lizardfolk, gnoll, goliath, gnome and even a single tabaxi skull. This charming place is used for meditation by the cultists.

The Pissery: A steep slope (about thirty degrees) drops down into a shaft of filthy water about 60' deep; this is where the cultists dispose of their waste and trash. If a creature falls into the water, it can clamber out with an Acrobatics (DC 18) or Athletics check (DC 15).

Ritual Chamber: This large room is painted with more scenes of undead and demonkind slaughtering humans, dwarves, elves and their ilk, etc. The floor has several summoning diagrams inscribed upon it to aid in the summoning of demons, as well as various runes, sigils and glyphs of evil portent and vile nature. Powers with the necrotic keyword used in this chamber gain a +1 bonus to attack rolls. This chamber's other noteworthy element is the secret door (Perception DC 25 to locate).

Treasure: The adept currently in the ossuary has a +3 *shildbreaker morningstar*, but it is in his

room and he is unlikely to be able to get to it without dealing with the pcs.

CHARNAL PITS	Level 10 Obstacle
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Trap

XP 500

This trap consists of the two charnal pits.

Detect Arcana DC 21: The character can sense magic **Initiative** +5
in the pits. Religion DC 18: The character can sense
undead energies in the pits.

HP -

AC -, **Fortitude** -, **Reflex** -, **Will** -

Immune all damage, forced movement, all conditions, ongoing damage

STANDARD ACTIONS

(m) Bone Grind * At Will

Attack: Melee 1 (each creature in a charnal pit); +13 vs. AC.

Hit: 2d6+6 damage.

TRIGGERED ACTIONS

(c) Charnal Draw (poison) * At Will

Trigger: A creature within 5 squares starts its turn.

Attack (Opportunity Action): Ranged 5 (triggering creature); +13 vs. Reflex.

Hit: The character is pulled 5 into one of the charnal pits and restrained (save ends).

COUNTERMEASURES

Delay: Arcana DC 26 (standard action). Success: One charnal pit within 3 squares is suppressed until the end of the character's next turn. Religion DC 18 (standard action). Success: One charnal pit within 1 square is suppressed until the end of the character's next turn.

Disable: Religion DC 21 or Thievery DC 25 (standard action). Once the party achieves two successes, they deactivate one charnal pit. When they achieve a fourth success, the second pit is also deactivated.

Disable: If a character in one of the pits uses turn undead or a similar power, they disable the pit if they hit a Will defense of 24.

Disable: A character can attempt to close one of the doors to the pits by using a standard action to make an Athletics check, DC 24. This disables that pit.

EATER OF THE DEAD	Level 11 Skirmisher
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Medium natural humanoid, human

XP 600

Literal necrophages, Tenebrous' eaters of the dead are cultists who have undergone blasphemous ceremonies to strip away all vestiges of morality and decency. Eaters of the dead are filthy, stink of rot and decay and never wash themselves. Old blood and gore stains them, especially their teeth.

In combat, an eater of the dead is a vicious opponent, raving incoherently about the blessings of death the whole time. It ignores pain and is almost impossible to stop as it rushes screaming from one enemy to the next, showing little tactical acumen except in its preference for bloodied foes.

HP 100; **Bloodied** 50

Initiative +8

AC 25; **Fortitude** 24; **Reflex** 23; **Will** 23

Perception +10

Speed 6

TRAITS

Eat the Dying

The eater of the dead gains a +5 bonus to damage against bloodied enemies.

STANDARD ACTIONS

(mbasic) Longsword (weapon) * At Will

Attack: Melee 1 (one creature); +16 vs. AC.

Hit: 2d8+4 damage.

MOVE ACTIONS

Fearless Bound * At Will

Effect: The eater of the dead moves its speed and makes a *bite* attack against each enemy that makes an opportunity attack on it during this movement.

MINOR ACTIONS

(m) Bite * At Will 1/round

Attack: Melee 1 (one creature); +16 vs. AC.

Hit: 1d4+4 damage.

Eat the Dead * At Will 1/round

Requirement: A dead opponent must be adjacent to the eater of the dead.

Effect: The eater of the dead gains an action point.

TRIGGERED ACTIONS

Undying Devotion * Encounter

Trigger (No Action): The eater of the dead drops to 0 hit points and dies.

Effect: Instead of dying, the Tenebrous cultist gains the shadow origin and the undead keyword and stands up with 25 hit points.

Skills Endurance +15

Str 17 **Dex** 17 **Wis** 17

Con 21 **Int** 7 **Cha** 6

Alignment chaotic evil

Languages Abyssal, Common

Equipment chain mail, longsword, humanoid skull (serves as a symbol of devotion to the cult)

ADEPT OF TENEBROUS

Level 11 Artillery (Leader)

Medium natural humanoid, human

XP 600

An adept of Tenebrous has been initiated into the deeper secrets of the cult and has been contacted by a tendril of the dark god's thoughts. Most of those so touched go mad and become martyrs of Tenebrous, but the few strong enough to withstand their deity's blasphemous thoughts are given a touch of unholy power, as well as strange urgings regarding corpses.

An adept of Tenebrous is an unsubtle killer in combat, unleashing the powers of death itself against foes. Such an adept is often served by undead of all sorts, as well as other cultists and servants of Tenebrous.

HP 86; **Bloodied** 43

Initiative +5

AC 23; **Fortitude** 24; **Reflex** 22; **Will** 26

Perception +10

Speed 5

Resist necrotic 5; **Vulnerable** radiant (see *blinded by the light*)

TRAITS

Glory of Tenebrous * Aura 5

Each undead ally that starts its turn in the aura gains 5 temporary hit points.

Blinded by the Light

When an adept of Tenebrous takes at least 15 points of radiant damage from a single attack, it is blinded until the start of its next turn.

STANDARD ACTIONS

(mbasic) Skull Mace (weapon) * At Will

Attack: Melee 1 (one creature); +16 vs. AC.

Hit: 1d10+9 damage and the target is slowed until the end of its next turn.

(rbasic) Hurl Evil (necrotic) * At Will

Attack: Ranged 20 (one creature); +16 vs. Reflex.

Hit: 2d8+5 necrotic damage and ongoing 5 necrotic (save ends).

(r) Heart Clutch (necrotic) * Encounter

Attack: Ranged 10 (one creature); +15 vs. Fortitude.

Hit: 3d10+13 necrotic damage.

Effect: Until the end of the encounter the victim feels a tightness in its chest and its heart seems to skip beats irregularly. Each time the target fails a death save, it loses a healing surge. If it has no healing surge to lose, it dies.

TRIGGERED ACTIONS

The End of Life Continues through Death * Encounter

Trigger: The adept of Tenebrous dies.

Effect (No Action): Each creature with the undead keyword in a close burst 3 regains 10 hit points.

Skills Religion +15

Str 17 **Dex** 11 **Wis** 21

Con 14 **Int** 17 **Cha** 16

Alignment chaotic evil

Languages Abyssal, Common

Equipment chain mail, skull-headed mace