for their heroics. Over a hundred years ago, young Orobius Shadowghast, who lacked the physical prowess of his more acclaimed siblings, made a pact with fiendish entities to obtain through sorcery the prestige that he could not gain through swordsmanship.

The devils with which the reckless Orobius bartered had long been awaiting a chance to seek vengeance on the family that had ruined many of their earthly schemes. Orobius did become the hero of his dreams, and he was even knighted for his arcane service to the land. As he grew dependent on his dark abilities, his devilish patrons changed the terms of the pact, however. To hold onto his powers, Orobius had to deceive, corrupt, or seduce other Shadowghasts into serving evil.

He succeeded. Several years later, corrupted members of the family left Shadowghast Manor and recruited a small army from the ranks of disgraced warriors, amoral thugs, and duergar residing in the nearby crags. From there, they began a campaign of terror. Likewise, other Shadowghasts who had followed a religious path soon spat on the family’s honor, conducting blasphemous acts and speaking heresy.

INTRODUCTION
A corrupted paladin, responsible for murder and havoc across the region, returns to his ancestral home to conduct a necromantic ritual. Adventurers must assault the haunted manor, overcome its guards and hazards, and prevent the blackguard from enslaving the tortured spirits of his ancestors.

“A Knight in Shadowghast Manor” is designed for use with the Shadowghast Manor™ Dungeon Tiles set. The accompanying map illustrations are from that tile set, although you can run this adventure with your own versions of these maps.

You can change the names of places, the personalities involved, and details of the Shadowghast family history to suit your needs.

BACKGROUND
The name of the Shadowghast clan was once revered. Now it is reviled. The Shadowghast family members had included the area’s noblest warriors and paladins, many of whom earned accolades and knighthood for their heroics. Over a hundred years ago, young Orobius Shadowghast, who lacked the physical prowess of his more acclaimed siblings, made a pact with fiendish entities to obtain through sorcery the prestige that he could not gain through swordsmanship.

The devils with which the reckless Orobius bartered had long been awaiting a chance to seek vengeance on the family that had ruined many of their earthly schemes. Orobius did become the hero of his dreams, and he was even knighted for his arcane service to the land. As he grew dependent on his dark abilities, his devilish patrons changed the terms of the pact, however. To hold onto his powers, Orobius had to deceive, corrupt, or seduce other Shadowghasts into serving evil.

He succeeded. Several years later, corrupted members of the family left Shadowghast Manor and recruited a small army from the ranks of disgraced warriors, amoral thugs, and duergar residing in the nearby crags. From there, they began a campaign of terror. Likewise, other Shadowghasts who had followed a religious path soon spat on the family’s honor, conducting blasphemous acts and speaking heresy.
The resulting turmoil inspired tales of horror for miles around, delighting the devils and bringing shame upon those who still lived in Shadowghast Manor, including Orobius. Sadistically, his patrons made him fully aware of each crime committed by the siblings and cousins whose souls he had helped to corrupt. He realized with dread that the Shadowghasts and their heirs were forever cursed.

Orobius retained his arcane powers, but he never again left the manor, and those few relatives who also stayed spent what was left of the Shadowghast fortune on reparations for the victims of their nefarious kin and on fortifications to the crypts beneath the manor. They feared that vengeful people or, worse, evil Shadowghasts would one day seek to corrupt or disturb the final rest of their honored ancestors.

Orobius spent his final years in misery, despite the fact that he had been forgiven by the family members who remained. When he died, the last virtuous members of the family interred his body in the crypts, and then, nearly destitute, they left their home and faded into obscurity. Shadowghast Manor has been unoccupied since, and haunting reports of ghosts and shadowy creatures have guaranteed that only the foolish ever venture near it.

Until now. The clan's current standard bearer in matters of corruption is Arturas Shadowghast, a charismatic blackguard in the service of Asmodeus. After tormenting a neighboring region for years with daring attacks on temples and arcane libraries, Arturas and his small band came under assault from various militias. So, he led a retreat to his long-abandoned ancestral home. His weary pursuers have tracked Arturas to Shadowghast Manor, yet they lack the strength or the confidence to engage his band in a frontal assault.

Has Arturas truly been cornered, though? It has become apparent to the local authorities that in all likelihood Arturas's "retreat" was intentional. Perhaps there is something inside Shadowghast Manor that he wants. Adventurers must answer the call to finish the job and bring Arturas Shadowghast out of the manor, dead or alive.

The blackguard and his succubus ally, Lyrane, have negated the protective wards placed by his ancestors and are now busily preparing a dark ritual in the crypts below. A keen student of shadow magic and necromancy, Arturas has become convinced that by summoning the spirits of Orobius and other of his ancestors, he can place them under his command as wraiths and then absorb their mystical power. His other allies are on alert in the manor proper, ready to kill anyone who tries to interfere with their leader's plan. Arturas also has reset some of the manor's original traps.

Much of the manor's second floor has disintegrated, either from age or the fiery attacks of bitter townspeople. The main floor's northeastern entrance, through which Arturas's group violently entered, has been boarded up, as have most of the windows. The invaders haven't yet barricaded the southwestern entrance, largely because some of Arturas's lackeys have been more interested in ripping apart the manor in search of hidden valuables.

An iron fence 6 feet high extends around the property, about 20 feet away from the building, but it's broken and twisted in so many places that it offers little hindrance. The only possible cover between the fence and the manor is around a couple of small trees near the southeastern corner. Beyond the fence are gently rolling hills.

SYNOPSIS

Characters arrive at the pursuing faction's encampment just within sight of the gates of Shadowghast Manor. Local eyewitnesses claim that Arturas Shadowghast entered the manor the previous day with his allies: a few human mercenaries, a human or half-elf female dressed in robes (the succubus), and several duergar. They had with them a heavily laden wagon.

After getting past archers at the windows and doors, the characters must vanquish the guards on the first floor. If the adventurers examine the first floor before entering the crypts, they find a letter Orobius Shadowghast wrote in his final days. In it, he described his dark deeds and his despair that his soul will never find absolution.

The crypt door is powerfully warded, and a whirlwind blades trap protects the area nearby. The party's entrance into the crypts attracts the interest of Arturas's new pet, a bloodfire ooze.

Adventurers have little opportunity to rest, and once they enter the crypts, they encounter Arturas Shadowghast and Lyrane as the villains utter the final syllables of the ritual. Blazing skeletons open fire on the adventurers, and three wraiths created from the spirits of the Shadowghasts join the attack. The characters might be able to temporarily pierce through the madness of the wraiths and convince the newly created undead to help restore the honor of the Shadowghast name by attacking Arturas and his allies.

If the party fails, Arturas absorbs the wraiths' essence and emerges from Shadowghast Manor more powerful than ever before.

INVOLVING THE CHARACTERS

Following are some hooks you might use to get the characters interested in and involved with Shadowghast Manor. As with any adventure, you need to determine how much information the characters have beforehand. These scenarios can be fashioned into quests appropriate for your game.

Pursuing Justice

Plant seeds in earlier sessions to get the characters interested in chasing Arturas Shadowghast before this adventure starts. For instance, the characters
Knowledge of the Shadowghasts

All characters know of the Shadowghasts’ recent reputation for evil. With a History check or Religion check result of 15, the character is aware that the Shadowghast name was commonly associated with virtuous warriors a century or so ago. A character successful on a Religion check at this DC knows that the Shadowghasts revered Bahamut, Pelor, and the Raven Queen. With a History check result of 23, the character knows that Orobius Shadowghast had a pivotal role in the family’s descent into evil.

Setting History Right

An adventurer or a close ally who is an expert on the region’s history knows the Shadowghast family’s tragic legacy. Once the news of events at Shadowghast Manor breaks, this character begins to suspect Arturas’s motives and encourages the party to act quickly not only to save the spirits of the Shadowghasts but possibly to restore some luster to the Shadowghast name.

1. Stinging Approach

Combat Encounter Level 6 (1,325 XP)

The characters must make their way inside the manor. A quick survey of the exterior reveals the southwestern door to be the structure’s only open point of entry. All other entry points are boarded up.

**Perception DC 15:** Agonized moaning comes from beneath the house. (Characters automatically hear this after they enter the manor.)

**Perception DC 22:** A character who approaches the manor’s southwestern or northwestern corner detects movement behind boarded windows.

**Light:** Outside light is based on time of day. Inside, the manor has bright light from daylight coming in or from several lanterns.

**Monsters:** 4 human town guards (T), 1 duergar scout (S), 2 duergar guards (G), 1 duergar raid leader (R).

When you’re ready to begin, read:

Gray and silent, Shadowghast Manor sits atop a small hill, yet you can’t shake the feeling that you’re descending. The manor’s ivy-covered walls and broken windows carry a trace of the building’s former majesty.

Gaining Entry: Characters can enter freely up the stairs and through the southwestern doorway.

Stealth: If the characters attempt a stealthy approach, they can do so only if they advance from an area to which the humans and the duergar scout have no line of sight. If the characters do, have them attempt a DC 17 group Stealth check. If half or more of the characters succeed, they manage to approach without being spotted or heard. If more than half fail, the duergar scout hears them and warns her allies.

Forced Entry: The northeastern door and all manor windows are barricaded or boarded up. (The windows have gaps large enough to allow the mercenaries here to fire crossbows through them.) One of these entry points can still be breached by a character who succeeds on an Athletics check (DC 22 as part of a move action, or DC 15 as a standard action), treating the entryway thereafter as difficult terrain. If the barricaded door is breached, the stairs leading to it
This group’s intent is to distract the characters from their current action, and takes up a position to flank the invaders. The scout becomes invisible, draws her warhammer, and then they move behind the duergar guards and attack intruders from a distance with halberds. The scout and the raid leader behave as they would have if they were facing other foes. (Once it’s apparent that the party intends to enter the manor, the town guards switch to halberds and retreat to the sitting room midway along the western wall. The scout becomes invisible, draws her warhammer, and takes up a position to flank the invaders. This group’s intent is to distract the characters from the duergar raid leader and his guards.

The duergar guards and the raid leader take up hidden positions once the humans and scout start firing on the characters. They attack from their positions only after the party has engaged the humans and the scout inside the manor, hoping to outflank the intruders. The duergar guards keep themselves between the party and the raid leader to better protect him. The raid leader favors using raid leader’s command to allow the scout to make a melee basic attack after each turn when she uses a standard action to become invisible with underdark sneak.

Forced Entry: If the characters breach an entry point and enter from the east, the northeast, or the south, the duergar guards prepare to intercept anyone who comes through the breached location. The town guards move to fire crossbows from the windows, and then they move behind the duergar guards and attack intruders from a distance with halberds. The scout and the raid leader behave as they would have if the characters had come in through the southwestern doorway.

Once the characters enter the manor, read:

Moth-eaten, wine-red tapestries hang on the wall, and traces of once-ornate carvings decorate the floor. Holes have been bashed in several of the manor’s walls.

Treasure: Roll on the treasure table (Rules Compendium, page 300) for the party’s level, but exclude magic items. The guards here have torn holes in the manor’s walls to search for treasure, so any other valuables might be found among their loot.

Lore: If the characters search the rest of the main floor after the battle, they find a letter sticking out of the back of a ripped painting in the western sitting room. The painting depicts an idyllic riverside scene. Orobius Shadowghast wrote the letter during what he knew were his final days. He details the events of the “Background” section from his point of view. He does not downplay or excuse his selfishness and naïveté.

He writes that he considered taking his own life, but he has no desire to greet the eternal anguish that he believes either gleeful devils or betrayed deities might inflict upon his soul. He has made arrangements to be buried in the family crypts below. He says his reputation doesn’t deserve to be restored. He closes by writing that he wishes that he could undo the harm he has done to the Shadowghast name.

A TICKING CLOCK

The characters cannot take an extended rest and succeed in thwarting Arturas. Agonized moans from the crypts under the house make such rest impossible in the manor—emphasize these moans as the characters explore. Any character who has training in Arcana, Insight, Nature, or Religion intuits that some foul ritual is disturbing the dead in the house. If it is not stopped, the energy building up can lead only to a worse situation, likely of benefit to the villains. This intuition is accurate. Without interference, Arturas completes his ritual successfully, making himself mighty enough to easily ignore and escape the characters, if not kill them.
### Duergar Scout (S)  
Medium natural humanoid, dwarf  
XP 175

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<tr>
<td>Resist</td>
<td>5 fire, 5 poison</td>
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**Shadow Attack**  
The duergar scout’s attacks deal 4d6 extra damage when the scout hits a target that cannot see it.

**Traits**

- Shadow Attack

**Standards Actions**

- **Warhammer (weapon)  
  ✦ At-Will**
  
  **Attack:** Melee 1 (one creature); +9 vs. AC
  
  **Hit:** 1d10 + 6 damage.
  
  **Effect:** The duergar guard marks the target until the end of the target’s next turn.

- **Crossbow (weapon)  
  ✦ At-Will**
  
  **Attack:** Ranged 20 (one creature); +9 vs. AC
  
  **Hit:** 1d8 + 5 damage.

**Underdark Sneak  
✦ At-Will**

**Effect:** The scout becomes invisible until the end of its next turn or until it hits or misses with an attack.

**Minor Actions**

- **Infernal Quills (poison)  
  ✦ Encounter**
  
  **Attack:** Ranged 3 (one creature); +9 vs. AC
  
  **Hit:** 1d8 + 3 damage, and the target takes a -2 penalty to attack rolls and ongoing 5 poison damage (save ends both).

**Skills**

- Dungeoneering +9
- Str 13 (+3)
- Dex 15 (+4)
- Wis 14 (+4)
- Con 18 (+6)
- Int 10 (+2)
- Cha 8 (+1)

**Alignment** evil  
**Languages** Common, Deep Speech, Dwarven  
**Equipment** chainmail, warhammer, crossbow

### 2 Duergar Guards (G)  
Medium natural humanoid  
XP 175 each

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<tr>
<td>Resist</td>
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</table>

**Standards Actions**

- **Warhammer (weapon)  
  ✦ At-Will**
  
  **Attack:** Melee 1 (one creature); +9 vs. AC
  
  **Hit:** 1d10 + 6 damage.
  
  **Effect:** The duergar guard marks the target until the end of the target’s next turn.

**Minor Actions**

- **Infernal Quills (poison)  
  ✦ Encounter**
  
  **Attack:** Ranged 3 (one creature); +9 vs. AC
  
  **Hit:** 1d8 + 3 damage, and the target takes a -2 penalty to attack rolls and ongoing 5 poison damage (save ends both).

**Skills**

- Dungeoneering +9
- Str 14 (+4)
- Dex 15 (+4)
- Wis 15 (+4)
- Con 18 (+6)
- Int 10 (+2)
- Cha 8 (+1)

**Alignment** evil  
**Languages** Common, Deep Speech, Dwarven  
**Equipment** chainmail, warhammer, crossbow

### Duergar Raid Leader (R)  
Level 5 Artillery (Leader)  
Medium natural humanoid  
XP 200

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<td>Initiative</td>
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<tr>
<td>Resist</td>
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</table>

**Standards Actions**

- **Warhammer (weapon)  
  ✦ At-Will**
  
  **Attack:** Melee 1 (one creature); +10 vs. AC
  
  **Hit:** 1d10 + 5 damage.

- **Crossbow (weapon)  
  ✦ At-Will**
  
  **Attack:** Ranged 20 (one creature); +12 vs. AC
  
  **Hit:** 1d8 + 8 damage.

**Raid Leader’s Command  
✦ At-Will**

**Effect:** Ranged 5 (one ally). The target can make a basic attack as a free action.

**Minor Actions**

- **Infernal Quills (poison)  
  ✦ Encounter**
  
  **Attack:** Ranged 3 (one creature); +12 vs. AC
  
  **Hit:** 1d8 + 4 damage, and the target takes a -2 penalty to attack rolls and ongoing 5 poison damage (save ends both).

**Skills**

- Dungeoneering +9
- Str 11 (+2)
- Dex 13 (+3)
- Wis 14 (+4)
- Con 15 (+4)
- Int 18 (+6)
- Cha 8 (+1)

**Alignment** evil  
**Languages** Common, Deep Speech, Dwarven  
**Equipment** chainmail, warhammer, crossbow
2. Crypt Entrance

Combat Encounter Level 5 (1,100 XP)

The characters enter the Shadowghast crypts, possibly triggering a glyph and a whirling blades trap, thereafter facing a bloodfire ooze.

Light: None.

Monsters/Traps: 1 tempest glyph (T), 1 whirling blades trap (W), 1 bloodfire ooze (B).

Once the characters enter, read:

The door to the crypts swings open. Loud moans of pain echo from below. Down a short stairway is a small, stone-tiled room that has burial niches in its walls.

The tempest glyph goes off if a character moves into a square lower on the descending steps than it is. If a character moves adjacent to the mobile whirling blades trap (which drops from a hidden compartment in the ceiling), it triggers and rolls initiative.

Two control panels (P) are concealed within the room (Perception DC 22 to find). If a character is adjacent to a revealed control panel, a successful DC 22 Thievery check deals 15 damage to the whirling blades trap (ignoring the trap’s resist 5 all) and reduces its speed by 1.

Lore: The night before, Arturas and Lyranse first attempted the necromantic, spirit-binding ritual. This try did not go as planned. They used the blood of innocents, just as the ritual instructed, but when the blood was spilled on the crypts’ shrine, it bonded with the corpses of nearby Shadowghast family members, bringing a bloodfire ooze into being. Fortunately for Arturas and Lyranse, the ooze instinctively recognized them as its creators and obeyed their instructions. The villains then used it as a guardian as they spent the night in the crypts.

Tactics: If either the tempest glyph or the whirling blades trap is activated, the bloodfire ooze moves to the top of the interior stairs to attack. If neither trap triggers, the ooze waits until intruders are in the room before attacking. (It senses intruders immediately due to its blindsight.)

Arturas and Lyranse hear the traps trigger, and any ensuing combat, but they continue with their ritual.

Bloodfire Aura (fire) ⇨ Aura 2
Any creature that ends its turn in the aura takes 10 fire damage.

Demonic Fire
Fire damage dealt by the bloodfire ooze ignores 10 points of a target’s fire resistance.

Ooze
While squeezing, the ooze moves at full speed rather than half speed, it doesn’t take the –5 penalty to attack rolls, and it doesn’t grant combat advantage for squeezing.

Standard Actions

✦ Slam (fire) ⇨ At-Will
Attack: Melee 2 (one creature); +12 vs. AC
Hit: 2d10 + 7 fire damage.

✦ Fiery Eruption (fire) ⇨ Recharge 6/1
Attack: Close burst 3 (creatures in the burst); +10 vs. Reflex
Hit: 2d8 + 2 fire damage, and ongoing 5 fire damage (save ends).

Minor Actions

✦ Sulfuric Breath (poison) ⇨ At-Will (1/round)
Attack: Close blast 3 (creatures in the blast); +10 vs. Fortitude
Hit: 2d6 + 4 poison damage.

Triggered Actions

Boiling Blood (fire) ⇨ Encounter
Trigger: The bloodfire ooze is bloodied.
Effect (Immediate Reaction): The bloodfire ooze recharges fiery eruption and uses it.

Str 15 (+5)     Dex 13 (+4)     Wis 11 (+3)
Con 18 (+7)     Int 1 (-2)      Cha 4 (+0)

Alignment chaotic evil        Languages –
3. Bloody Shrine

**Combat Encounter Level 9 (2,400 XP)**

The characters enter the center of the crypts, where Arturas Shadowghast and Lyrane are still working on completing the ritual.

**Light:** Bright light from lanterns hanging on wall hooks. A faint, green glow (G) also emanates from three burial alcoves in the center of the crypts.

Anyone who approaches one of these glowing alcoves sees a metal plaque above each. One reads “Orobius Shadowghast — Betrayer, Penitent” next to the years of his birth and death. The other alcoves in the crypts offer only the deceased’s name and the years of birth and death.

**Monsters:** Arturas Shadowghast (A), Lyrane the succubus (L), 1 blazing skeleton (S), 3 wraiths (W).

**When the characters can see the area, read:**

In the lantern light stands a beautiful, red-haired woman who has pointed ears. Blood drenches her robes, making them cling to her form. Standing several feet to her right, near the wall, is a tall, commanding warrior in dark gray scale armor trimmed in gold. His pale, angular face would resemble a statue’s if not for the strength and malice in his gaze. He slowly raises a massive flail in mock salute.

Between you and them is a stone shrine, four feet high and coated in blood. A half-dozen jugs, apparently empty, lie on the blood-slicked floor around the shrine.

In the farthest chamber, a flaming, skeletal corpse leans grotesquely against an archway.

The anguished moaning you have heard since you entered the manor suddenly stops. In the silence, the dark warrior flashes a victorious smile. “The spirits of my ancestors now belong to me,” he says. “Follow their example. Join me, and you might live.”

The flaming skeleton’s gaze turns in your direction.

**Religion DC 11:** Symbols of the Raven Queen mark the blood-covered shrine.

**Religion DC 15:** Whatever rite has been performed here is a blasphemous act against the Raven Queen.

**Religion DC 23:** The blasphemous ritual is intended to call forth undead spirits.

Unless the characters immediately offer their allegiance to Arturas, combat begins.

**Lore:** Some of the virtuous members of the Shadowghast clan who remained at the manor feared for their lives if they stepped beyond the gates, so they created a small shrine to the Raven Queen inside the family crypts. There, they prayed in secret and safety for the souls of their deceased kin. Although many of the greatest Shadowghasts had been followers of Bahamut or Pelor, after Orobius’s betrayal, the manor-bound relatives did not dare call upon those noble gods.

**Tactics:** Arturas engages the characters directly, and then he summons the wraiths to his aid (a minor action). He does whatever he must to protect Lyrane. The succubus moves up to the closest character and uses charming kiss. The blazing skeleton remains at range, attacking with flame orb.

The wraiths appear and enter combat on their turns during the second round. They howl and moan, cursing Arturas for his corruption and for calling them back to life. Arturas commands them to attack the characters, and they seem painfully compelled to do so until persuaded otherwise (see the skill challenge). Give whatever hints you think are appropriate to suggest to the characters that they might be able to turn the wraiths against Arturas.

Lyrane tries to escape if she starts her turn with fewer than 25 hit points, or if she starts her turn bloodied and Arturas is slain. If Lyrane flees before Arturas dies, he withdraws on the round after she does if he can do so without much risk. The other monsters fight to the death.

**Treasure:** Roll on the treasure table (Rules Compendium, page 300), but include two magic items of the party’s level + 1d4 instead of rolling for magic items. One item should be a holy symbol, a martial weapon, or a suit of armor belonging to Arturas. He also carries a map of the manor and the crypts, which shows the traps, and he has a golden key that operates the whirling blades trap control panels in area 2 (automatically enabling or disabling the trap when used on a panel). The other item should be an implement or a protective item belonging to Lyrane. The succubus also has the book that contains the ritual she and Arturas used here. This book might contain other rituals.
Arturas Shadowghast (A)  |  Level 8 Elite Brute
---|---
**Medium natural humanoid, human**  |  **(Leader)**
HP 208; Bloodied 104  |  Action Points 1
AC 20, Fortitude 20, Reflex 19, Will 21  |  Saving Throws +2
Speed 5  |  Initiative +6
**Traits**
Bloodthirsty Shadow (cold, necrotic)  |  Aura 1
When a bloodied enemy in the aura is hit by an attack, that enemy takes 5 extra cold and necrotic damage from the attack.

**Standard Actions**
Dread Flail (cold, necrotic, weapon)  |  At-Will
Attack: Melee 1 (one creature); +13 vs. AC
Hit: 3d10 + 4 damage, and Arturas can slide the target 1 square. If Arturas has combat advantage against the target, the target also takes ongoing 5 cold and necrotic damage (save ends).

Whirling Flail  |  At-Will
Effect: Arturas uses dread flail twice.

Shadow Contamination (cold, fear, implement, necrotic)  |  Recharge
Attack: Melee 1 (one creature); +11 vs. Will
Hit: 1d10 + 8 cold and necrotic damage, ongoing 10 cold and necrotic damage (save ends), and Arturas pushes the target up to 3 squares. While the target is taking the ongoing damage, any of its allies adjacent to it at the start of its turn take 5 cold and necrotic damage.

MINOR ACTIONS
Ruby Shroud  |  Recharge
Effect: Arturas gains partial concealment until the end of his next turn.

Skills: Arcana +9, History +9, Religion +9
Str 18 (+8)  |  Dex 15 (+6)  |  Wis 12 (+5)
Con 14 (+6)  |  Int 10 (+4)  |  Cha 20 (+9)
Alignment: evil  |  Languages: Common
Equipment: scale armor, flail, symbol of Asmodeus

Lyranne, Succubus (L)  |  Level 9 Controller
**Medium immortal humanoid (devil, shapechanger)**  |  **XP 400**
HP 90; Bloodied 45  |  Initiative +8
AC 23, Fortitude 19, Reflex 21, Will 23  |  Perception +8
Speed 6, fly 6  |  Darkvision
Resist 10 fire

**Standard Actions**
Corrupting Touch  |  At-Will
Effect: The succubus alters its physical form to appear as a Medium humanoid until it uses change shape again or until it drops to 0 hit points. To assume a specific individual’s form, the succubus must have seen that individual. Other creatures can make a DC 30 Insight check to discern that the form is a disguise.

Charming Kiss (charm)  |  At-Will
Effect: The succubus alterations its physical form to appear as a Medium humanoid until it uses change shape again or until it drops to 0 hit points. To assume a specific individual’s form, the succubus must have seen that individual. Other creatures can make a DC 30 Insight check to discern that the form is a disguise.

Change Shape (polymorph)  |  At-Will
Effect: The succubus alters its physical form to appear as a Medium humanoid until it uses change shape again or until it drops to 0 hit points. To assume a specific individual’s form, the succubus must have seen that individual. Other creatures can make a DC 30 Insight check to discern that the form is a disguise.

Dominant (charm)  |  At-Will
Effect: The target is dominated until the end of the succubus’s next turn.

**Minor Actions**
Loyal Consort (charm)  |  At-Will
Trigger: A melee or a ranged attack targets the succubus while it is adjacent to a creature affected by its charming kiss.
Effect (Immediate Interrupt): The triggering attack instead targets the creature affected by the succubus’s charming kiss.

Skills: Bluff +15, Diplomacy +15, Insight +13
Str 11 (+4)  |  Dex 18 (+6)  |  Wis 19 (+8)
Con 10 (+4)  |  Int 15 (+6)  |  Cha 22 (+10)
Alignment: evil  |  Languages: Common, Supernal

3 Wraiths (W)  |  Level 5 Lurker
**Medium shadow humanoid (undead)**  |  **XP 200 each**
HP 53; Bloodied 26  |  Initiative +10
AC 19, Fortitude 17, Reflex 18, Will 15  |  Perception +2
Speed 0, fly 6 (hover); phasing
Immune: disease, poison; Resist 10 necrotic

**Traits**
Insubstantial
The wraith takes half damage from all attacks, except those that deal force damage. Whenever the wraith takes radiant damage, it loses this trait until the start of its next turn.

Spawn Wraith
When the wraith kills a humanoid, that humanoid becomes a wraith fiend at the start of the wraith’s next turn. The new wraith appears in the space where the humanoid died or in the nearest unoccupied square, and it rolls a new initiative check. The new wraith acts under the Dungeon Master’s control.

**Standard Actions**
Shadow Touch (necrotic)  |  At-Will
Effect: The wraith takes half damage from all attacks, except those that deal force damage. Whenever the wraith takes radiant damage, it loses this trait until the start of its next turn.

**Triggered Actions**
Shadow Glide (teleportation)  |  At-Will
Effect: The wraith becomes invisible until it hits or misses with an attack or until the end of the encounter. The wraith teleports up to 6 squares and cannot attack until the end of its next turn.

Skills: Stealth +11
Str 4 (-1)  |  Dex 18 (+6)  |  Wis 10 (+2)
Con 17 (+5)  |  Int 6 (+0)  |  Cha 15 (+4)
Alignment: chaotic evil  |  Languages: Common

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Even if Arturas died, he isn’t necessarily the last of the corrupt Shadowghasts. Another Shadowghast scion might begin plotting revenge against the party once news of Arturas’s death spreads.

If you want to expand the adventure with encounters you have designed, further exploration of the crypts might uncover passageways and chambers that Orobius once used or that predate his generation.

About the Author
Ken Hart has worked on Goodman Games’s Dungeon Crawl Classics and Etherscope. His recent contributions include “Faith and Heresy” in Dragon 397, “Strange Gods” in Dragon 398, and “History Check: Kas and Vecna” in Dragon 402.

When not teaching his preschool daughter about gelatinous cubes, he blogs about gaming, pop culture, and Survivor at ken-of-ghastria.livejournal.com.

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Persuading the Wraiths

This skill challenge starts as soon as any character attempts to persuade the wraiths to turn against or cease serving Arturas. Once the skill challenge is under way, if a character hits or misses a wraith with an attack, the party earns one failure in the skill challenge.

Level: 6 (500 XP).

Complexity: 2 (requires 6 successes before 3 failures).

Time Frame: Each character can make one check per round as a standard action.

Primary Skills: History, Diplomacy, Insight, Intimidate, Religion.

History (DC 15): The character cites examples of past Shadowghast heroism to remind the spirits of the family’s proud past.

Diplomacy (DC 23): The character appeals to the virtuous memories still present with the spirits. If the player cites Orobius’s desire for forgiveness, the DC for that particular check is instead 11.

Insight (DC 15): The character senses the wraiths’ desire to break free of Arturas’s control, and the character appeals to that desire.

Intimidate (DC 23): The character invokes the horror of Arturas’s allegiances, reminding the spirits that damnation is all that awaits those who side with the dark warrior.

Religion (DC 15): The character uses appropriate religious doctrine to appeal to the spirits. Perhaps Bahamut’s favor can be regained by thwarting Arturas. Maybe a willing desire for Pelor’s light can free the wraiths and burn away the mark on the Shadowghast name. The Raven Queen might be appeased if Arturas’s soul is sent into the afterlife and her shrine is cleansed of his blasphemy.

Success: The wraiths fly through the room, dealing 20 damage to Arturas and each of his allies and cleansing the Raven Queen’s shrine. They then fade away with a collective sigh.

Failure: Under Arturas’s command, the wraiths continue to attack the party. The party can attempt the skill challenge again.

Conclusion

If the wraiths aided the party, the characters sense a feeling of relief within the walls of the manor, as though the anguished spirits have finally found peace.

Any enemies that escape can show up again later in your campaign. If Lyrane fled the crypts with the ritual tome, she might have more fiendish plots to pursue using the book. Arturas will want vengeance if he survived the characters’ assault. He is more than willing to continue working with Lyrane if both villains manage to flee the manor.

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