**Encounter Level 13 (4,200 XP)**

**Borrit Crowfinger (B)**
3 battle wights (W)
1 corpse marionette (M)

**Setup**

This final room is where the Bonemaster, a human named Borrit Crowfinger, is waiting. A master of necromantic arts, Borrit recently arrived at the nest with his wights and challenged the vampire lord. Thanks to his great power and potent allies, Borrit easily wrested control.

Assuming the PCs didn’t manage to overcome or bypass area 2 in complete silence, Borrit and his allies are forewarned and await the PCs’ arrival.

Use the same miniature for the corpse marionette that you used for Nexull, since Borrit has dressed him similarly to taunt the vampire lord.

Borrit begins the encounter out of sight inside the large sarcophagus. Only place the battle wights, which the PCs can see when they enter.

If the characters open the main door, read:

The doors open into a brightly lit throne room. Shadowy alcoves flank the room, and the back of the pillared hall is similarly dark. A kingly bust of pure silver stands between you and a pair of ornate thrones on a small platform. Two armored figures stand nearby.

If the characters enter through the side door to the north, read:

The doors open into a shadowy alcove that connects to a brightly lit throne room. Several coffins loom in dim corners of the room. An armored figure stands near the door.

In either case, continue:

A hideous-looking undead thing draped in a cloak of human skin sits on a throne, its head lolling limply to one side as it hisses at you: "I hope you haven’t spilled too much blood getting here—I’m rather parched!"

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**Borrit Crowfinger (B)**
Level 11 Solo Controller
Medium natural humanoid, human
XP 3,000

Initiative +6  Senses Perception +8  
Clutching Souls (Necrotic, Radiant) aura 3; an enemy that starts its turn in the aura takes 10 radiant and necrotic damage, and is slowed until the start of its next turn.

HP 560; Bloodied 280
AC 27; Fortitude 21, Reflex 27, Will 25

Saving Throws +5

Speed 6

Action Points 2

1 Scything Claws (standard; at-will)
  +16 vs. AC; 1d8 + 5 damage, and the target is dazed (save ends).

Grasp of Death (standard; at-will) ✦ Necrotic
  Ranged 10; +15 vs. Fortitude; 1d8 + 10 necrotic damage, and the target is immobilized (save ends).

Glimpse of the Grave (minor 1/round; recharge ⚅ ⚅) ✦ Fear
  Close blast 3; +13 vs. Will; 3d8 + 5 psychic damage, and the target is dazed and immobilized (save ends both).

Call of the Grave (standard; recharge when the last minion created by this power is destroyed)
  Five vampire spawn bloodhunters appear in any unoccupied spaces within 10 squares of Borrit. These undead minions take their turns immediately after the Bonemaster. At the end of the encounter or after 1 hour, these minions turn to dust.

Alignment Evil

Languages Common

Skills Arcana +15, Religion +15

Str 13 (+6)  Dex 12 (+6)  Wis 16 (+8)
Con 16 (+8)  Int 21 (+10)  Cha 18 (+9)

**3 Battle Wights (W)**
Level 9 Soldier
Medium natural humanoid (undead)
XP 400 each

Initiative +7  Senses Perception +3; darkvision

HP 98; Bloodied 49
AC 25; Fortitude 22, Reflex 18, Will 22

Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant

Speed 5

1 Souldraining Longsword (standard; at-will) ✦ Necrotic, Weapon
  +15 vs. AC; 1d8 + 5 necrotic damage, and the target loses a healing surge and is immobilized (save ends).

Soul Reaping (standard; recharge ⚅ ⚅) ✦ Healing, Necrotic
  Ranged 5; affects an immobilized target only; +12 vs. Fortitude; 2d8 + 5 necrotic damage, and the battle wight regains 10 hit points.

Alignment Evil

Languages Common

Skills Intimidate +14

Str 20 (+9)  Dex 13 (+5)  Wis 9 (+3)
Con 18 (+8)  Int 12 (+5)  Cha 20 (+9)

Equipment plate armor, heavy shield, longsword
**Tactics**

Two battle wights move to engage the PCs wherever they have entered, while the third moves through the other door to attack them from behind. They use soul reaping as often as possible (as long as they can gain the full healing benefit).

Borrit spends his early turns taunting the characters through his corpse marionette, hoping to draw their attacks and set off the corpse’s explosion. Once this diversion has performed its duty, he opens the sarcophagus and uses *call of the grave* to bring a group of vampire spawn bloodhunters into the room (in the most tactically sound positions he can). He spends most of the combat using *grasp of death* to immobilize enemies for the battle wights, calling new minions whenever the last batch has been destroyed.

**Features of the Area**

**Illumination:** The central area of this room from the front row of pillars to the double doors is brightly illuminated by torches on the northwest and southwest walls. The triangular side alcoves and the area beyond the first row of pillars are shrouded in shadow and only dimly illuminated.

**Ceiling:** The ceiling in this area is 15 feet high.

**Pillars:** These pillars each occupy 1 square and provide cover.

**Thrones:** These ornate chairs sit atop a slightly raised dais. A throne provides cover to a creature behind it.

**Corpse Marionette:** This thing is a creation of Borrit’s magic. It can’t take any actions on its own, but Borrit can mentally command it to take a move action (expending a move action of his own to do so) and can speak through it as a free action. Treat the corpse marionette as having statistics equal to that of a vampire spawn bloodhunter, but it can’t take any actions other than move actions and delivering Borrit’s words. If the corpse marionette is destroyed, it explodes in a close burst 6, targeting all enemies (+13 vs. Reflex; 3d8 + 5 damage).

**Silver Bust:** A solid silver bust of a long-dead king or emperor sits on a stone pedestal near the northwest corner of the main chamber. The bust is worth 2,500 gp. Anyone standing behind it gains cover; however, an attack that misses a character adjacent to the bust has a 2 in 6 chance of hitting the bust instead (reducing its value to a mere 25 gp).

**Sarcophagi:** Opening one of these four 3-foot-high stone coffins requires a DC 23 Strength check; up to three PCs can assist. They are empty of valuables. The sarcophagi are not tall enough to provide cover, except for a Small creature.

**Large Sarcophagus:** Once the grand resting place of Nexull, this 4-foot-high coffin is carved in the likeness of the vampire lord himself. Two rubies worth 1,000 gp each are set into the eye sockets. Unlike the other sarcophagi, this one is easy to open and close, and its interior is plush and comfortable.

**Crevice:** If you want to make use of this feature to expand the delve (see page 56), this narrow opening drops 50 feet into a small natural cavern. Otherwise, consider this square normal terrain.