

EVENT SUMMARY: SPEC6~1

The events in this adventure impact ADCP6-1

If played at a convention, what slot:

Slot Number:

Table Number:

DM's Name:

Question 1: Did Grigor survive Encounter 2?

- a. Grigor died.
- b. Grigor survived.

Question 2: Did Naergoth survive Encounter 2?

- a. Yes
- b. No

Question 3: Did the PCs acquire the Phylactery?

- a. Yes
- b. No
- c. Did not complete that encounter (ran out of time in game slot or other reason)
- d. Yes, but Vargo got it back

Question 4: Did the PCs reach Encounter Five?

- a. Before the attack started.
- b. As the attack was starting.
- c. After the attack had started
- d. Did not reach the encounter (time ran out)
- e. Did not reach the encounter (PC death).

Question 5: Did the PCs destroy Vargo?

- a. Yes
- b. No, he escaped

Question 6: Did the PCs defeat the dracolich?

- a. Yes
- b. No, he escaped

HANDOUT ONE: HARPER SPIES

AL 12, AL 14 & AL 16

Grigor (Doppelganger Master Assassin)		Level 15 Lucker
Medium natural humanoid, human		XP 1,200
HP 118; Bloodied 59		Initiative +18
AC 29, Fortitude 27, Reflex 28, Will 25		Perception +10
Speed 6		
TRAITS		
Blend in		
While the doppelganger is adjacent to at least one other creature, it can make a Stealth check to become hidden. The doppelganger remains hidden even if it does not have cover or concealment.		
STANDARD ACTIONS		
m Dagger (weapon) • At-Will		
Attack: Melee 1 (one creature); +20 vs. AC		
Hit: 3d4 + 2 damage.		
M Assassin's Strike (weapon) • Recharge when the doppelganger uses <i>vanish</i>		
Attack: Melee 1 (one creature); +20 vs. AC		
Hit: 3d4 + 2 damage plus 4d10 + 12 necrotic damage		
Miss: 3d10 + 8 necrotic damage		
Vanish (illusion) • At-Will		
Effect: The doppelganger becomes invisible until the end of its next turn and shifts up to its speed.		
MINOR ACTIONS		
Alter Shape (illusion, polymorph) • At-Will		
Effect: The doppelganger alters its physical form to appear as a Medium humanoid and changes the appearance of its clothing and gear until it uses alter shape again or until it drops to 0 hit points. To assume a specific individual's form, the doppelganger must have seen that individual. Other creatures can make a DC 38 Insight check to discern that the form is a disguise.		
Skills: Bluff +18, Insight +15, Stealth +19		
Str 11 (+7)	Dex 25 (+14)	Wis 16 (+10)
Con 22 (+13)	Int 13 (+8)	Cha 17 (+13)
Alignment unaligned Languages Common, Draconic, Elven		
Equipment: dagger		

AL18 & AL20

Grigor (Doppelganger Master Assassin)		Level 19 Lucker
Medium natural humanoid, human		XP 2,400
HP 142; Bloodied 71		Initiative +20
AC 33, Fortitude 31, Reflex 32, Will 29		Perception +12
Speed 6		
TRAITS		
Blend in		
While the doppelganger is adjacent to at least one other creature, it can make a Stealth check to become hidden. The doppelganger remains hidden even if it does not have cover or concealment.		
STANDARD ACTIONS		
m Dagger (weapon) • At-Will		
Attack: Melee 1 (one creature); +24 vs. AC		
Hit: 3d4 + 6 damage.		
M Assassin's Strike (weapon) • Recharge when the doppelganger uses <i>vanish</i>		
Attack: Melee 1 (one creature); +24 vs. AC		
Hit: 3d4 + 6 damage plus 4d10 + 16 necrotic damage		
Miss: 3d10 + 12 necrotic damage		
Vanish (illusion) • At-Will		
Effect: The doppelganger becomes invisible until the end of its next turn and shifts up to its speed.		
MINOR ACTIONS		
Alter Shape (illusion, polymorph) • At-Will		
Effect: The doppelganger alters its physical form to appear as a Medium humanoid and changes the appearance of its clothing and gear until it uses alter shape again or until it drops to 0 hit points. To assume a specific individual's form, the doppelganger must have seen that individual. Other creatures can make a DC 38 Insight check to discern that the form is a disguise.		
Skills: Bluff +20, Insight +17, Stealth +21		
Str 11 (+9)	Dex 25 (+16)	Wis 16 (+12)
Con 22 (+15)	Int 13 (+10)	Cha 17 (+15)
Alignment unaligned Languages Common, Draconic, Elven		
Equipment: dagger		

2 Harper Agents		Level 13 Artillery
Medium natural humanoid, human		XP 800
HP 96; Bloodied 48		Initiative +11
AC 27, Fortitude 25, Reflex 26, Will 23		Perception +9
Speed 6		
STANDARD ACTIONS		
m Dagger (weapon) • At-Will		
Attack: Melee 1 (one creature); +18 vs. AC		
Hit: 3d6 + 10		
c Crossbow (weapon) • At-Will		
Attack: Ranged 20 (one creature); +20 vs. AC		
Hit: 2d8 + 12 damage.		
Skills Acrobatics +16, Athletics +16, Bluff+13, Insight +14, Stealth +16		
Str 18 (+10)	Dex 21 (+11)	Wis 17 (+9)
Con 12 (+7)	Int 17 (+9)	Cha 14 (+8)
Alignment unaligned Languages Common, Draconic, Elven		
Equipment hide armor, crossbow, bolts, dagger		

2 Harper Agents		Level 17 Artillery
Medium natural humanoid, human		XP 1,600
HP 120; Bloodied 60		Initiative +12
AC 313, Fortitude 29, Reflex 30, Will 27		Perception +11
Speed 6		
STANDARD ACTIONS		
m Dagger (weapon) • At-Will		
Attack: Melee 1 (one creature); +22 vs. AC		
Hit: 3d6 + 14		
c Crossbow (weapon) • At-Will		
Attack: Ranged 20 (one creature); +20 vs. AC		
Hit: 2d8 + 16 damage.		
Skills Acrobatics +18, Athletics +18, Bluff+15, Insight +15, Stealth +17		
Str 18 (+12)	Dex 21 (+13)	Wis 17 (+11)
Con 12 (+9)	Int 17 (+11)	Cha 14 (+10)
Alignment unaligned Languages Common, Draconic, Elven		
Equipment hide armor, crossbow, bolts, dagger		

HANDOUT 2: MAP

