# Scene 1-8 - The Shadow Retriever

*Encounter Level 3 (749 XP)*
*Possible bonus (150 XP)*

**Enemies:**
  Shadow Retriever (level 3 solo controller)
  4 Smoke Wisps (level 2 minion lurker)
**Allies:**
  Marr, Village Guard Lieutenant (level 2 soldier, see *Appendix A*)
**Possible Non-Combatants:**
  Shadow Ruffian (level 2 skirmisher, see *Scene 1-6*)

A creature known as a Shadow Retriever enters through a portal and slowly moves toward the lighthouse.

**As soon as the party leaves the lighthouse, read or paraphrase the following:**

*As you exit the lighthouse you notice that the village archers that were once there are gone.*

*In their place is another shimmering blue portal at the far end of the clearing. Suddenly a massive, tornado-like cloud pours forth from the portal. Small wisps of smoke circle it as it begins to lumber forward.*

The creature is exactly what it sounds like: it is sent by the shadowtouched to silence those that threaten their plans. If one of the shadowtouched inside the lighthouse is still alive (most likely a ruffian), it is here to take him back to answer for his failure; if none live, it is here to cause more chaos and destruction.

If the prisoner is alive, place him in a square near the starting area along with the rest of the party. Depending on the party's prior actions, he may be seriously injured, restrained, prone, etc...

## FEATURES OF THE AREA

**Illumination:** It is daylight (bright light).

**The Portal:** The portal is similar to the one the players originally saw inside the lighthouse (see *Scene 1-6*). If any player comes within 5 squares of it or if the retriever is destroyed, it immediately disappears.

**Starting Area:** Players may start in any square inside the lighthouse or in any space no more than three squares from the entrance to the lighthouse. Regardless of where they start, Marr and the prisoner will start adjacent to each other.

## TACTICS

The retriever starts the encounter directly in front of the portal, surrounded by four Smoke Wisps.

The retriever has little regard for personal safety, and will move at its discretion even though such movement would leave it open to opportunity attacks.

Depending on what it is attempting to do, the retriever has two different modes: "recovery mode" and "assault mode".

## RECOVERY MODE

In "recovery mode", the retriever's primary goal is to capture the prisoner and take him back to its home base. It doesn't care who or what gets in its way, and will do everything possible to accomplish its mission.

It will mode directly towards its intended target, spawning sets of Smoke Wisps as needed and hiding them with *Obscuring Cloud*, using them to get other enemies out of the way. It will then force its way through the party using either *Cloud Drift* or possibly even *Shadow Whip* or *Shadow Barrage*. As a last resort, it may use *Wind Burst* to try to push enemies back so it can advance.

> ***Reminder:*** *When the retriever uses Cloud Drift to pass through enemies, it is prone to opportunity attacks from those enemies.*

It will only use an action point when in range of using *Retrieve*, then it will attempt to grab the primary target. It will not attempt to grab anyone else.

Once it has its primary target, it will begin its slow trek back to the portal. When it gets within three squares of it it will use *Discard* and throw its target through the portal, after which the portal will immediately close and the retriever will switch to "assault" mode.

## ASSAULT MODE

Once it has accomplished its primary mission, or if there never was anything for it to retrieve, the retriever directly attacks the party. It will not bother generating any wisps or using *Cloud Drift* in this mode, preferring to use *Shadow Barrage*, *Wind Burst* and *Retrieve* at will to inflict lots of damage.

It does not use complex tactics; it will not pick specific targets or exploit weaknesses, nor try to gain benefit from flanking with a Smoke Wisp. It will attack head on without much regard for self-preservation, striking at anything that gets near it and not caring if it draws opportunity attacks in the process.

## OPTIONAL RULES

If the party does not have any radiant attacks at its disposal, this may end up being a difficult encounter due to the creature's "insubstantial" trait.

In order to compensate for this, there are two options you can use to make it easier for the party:

• When the retriever has a target grabbed, it loses the "insubstantial" trait.

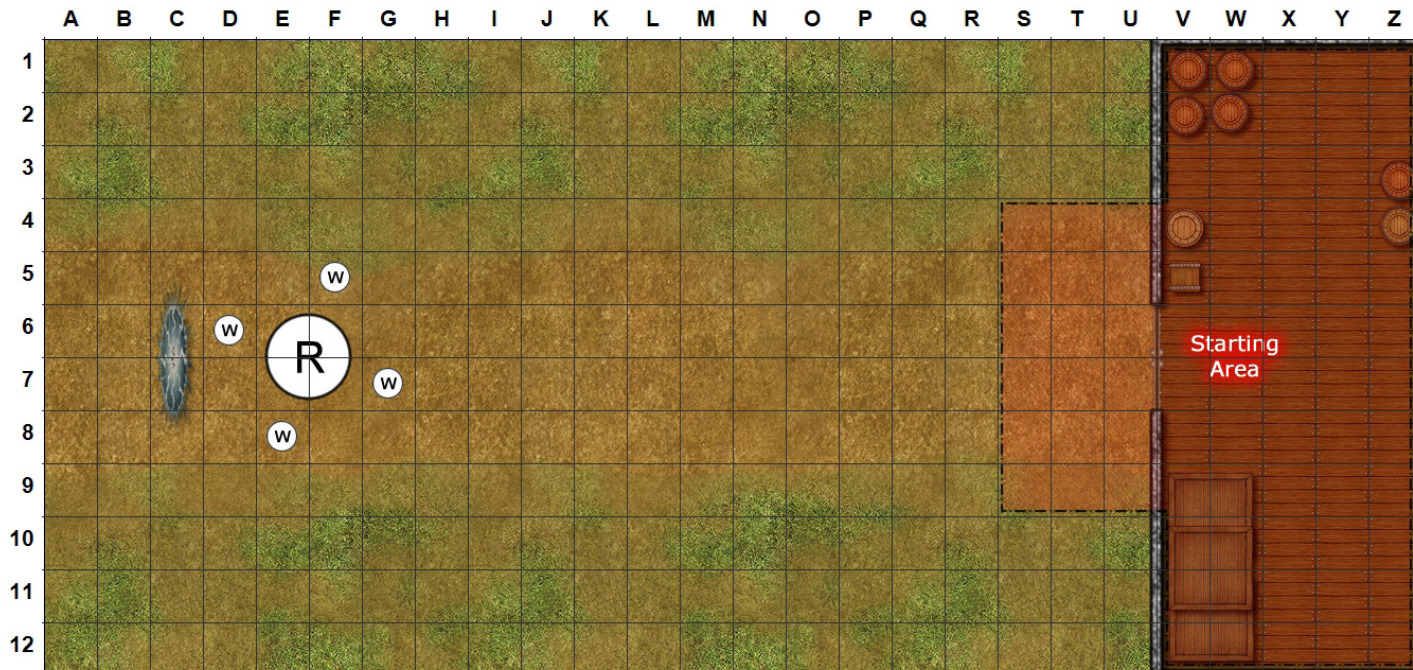• Remove the "insubstantial" trait entirely.

## REWARDS

If the prisoner is successfully protected, grant the players an additional 150 XP.

[ REDACTED ]

## CONCLUSION

[ REDACTED ]

| Shadow Retriever (R) | Level 3 Solo Controller (Leader) |
|---|---|
| Large shadow magical beast (shadow, shadowtouched) | 750 XP |

**Initiative** +5 **Senses:** Perception +8, darkvision, all-around vision
**HP** 150; **Bloodied** 75
**AC** 17; **Fortitude** 16, **Reflex** 18, **Will** 17
**Immune** disease, poison, gaze; **Resist** 10 necrotic, insubstantial (see below); **Vulnerable** 5 radiant
**Speed** fly 6 (hover), phasing (without grabbed target), see *Retrieve*
**Saving Throws** +5 **Action Points** 2

### Traits

**Shadow's Embrace • Aura 2**

Any Smoke Wisp in aura gains +1 to attack and defenses.

**Insubstantial**

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

**Threatening Reach**

Retriever can make opportunity attacks against any creature within reach (Reach 2).

### Standard Actions

⊕ **Shadow Whip** (necrotic) • **At-Will**

*Attack:* Melee 2; +8 vs AC
*Hit:* 1d8 +6 necrotic damage; target is slid 1 square.

⨅ **Shadow Barrage** (necrotic) • **At-Will**

Retriever makes up to three *Shadow Whip* attacks against separate targets in range. Every time any one of these attacks hits, instead of being slid the target is pushed 1 square.

⨅ **Retrieve** (necrotic) • **At-Will**

*Attack:* Melee 2; +6 vs Reflex (automatically hits stunned, immobilized, retrained or helpless creatures)
*Hit:* 1d6 +2 necrotic damage.
*Effect:* Target is grabbed and pulled in to the retriever's space. Target is dazed and takes ongoing 5 non-lethal necrotic damage until it escapes the grab or falls unconscious. In order to escape the grab, creature must use a move action and make either an Acrobatics check vs Reflex or an Athletics check vs Fortitude. On a successful check, the creature shifts to a square of its choosing adjacent to the Retriever.
While the retriever has a target grabbed, it moves at half its speed. Retriever can grab up to two targets at a time.

✦ **Wind Burst** (thunder) • **Encounter** (see *Bloodied Burst*)

*Attack:* Close Burst 2 (all creatures in burst); +6 vs Fortitude
*Hit:* 2d6 +4 thunder damage, target is pushed 2 squares and knocked prone.
*Miss:* Target is pushed 1 square.
*Special:* Targets that are grabbed by the Retriever are not affected by this attack. Smoke Wisps within the burst are pushed but do not take any actual damage.

### Move Actions

**Cloud Drift** (necrotic) • **Encounter**

*Condition:* Only usable if no enemies are grabbed.
*Effect:* Retriever moves its speed and can move through the space of enemies, but it must end its movement in an unoccupied space. Any enemy that it moves through is attacked.
*Attack:* Melee Touch; +5 vs Fortitude
*Hit:* Target is blinded until the end of the Retriever's next turn.

### Minor Actions

**Spawn Wisp** (summoning) • **At-Will** (1/round)

Close Burst 2; Retriever spawns up to four Smoke Wisps in unoccupied squares within the burst. For each Smoke Wisp spawned, retriever takes 3 damage.
*Special:* No more than eight wisps can be active at a time.

**Discard • At-Will**

*Condition:* Must have at least one target grabbed.
*Effect:* Releases one target it has grabbed, throwing it in to an unoccupied square no more than 3 squares away from the retriever. Target is dazed until the end of the next turn.

**Obscuring Cloud • Encounter**

Close Burst 3; Creates a zone of dark clouds that lasts until the end of the next turn. Smoke Wisps within the zone have concealment and can make Stealth checks to become hidden.

### Triggered Actions

**Bloodied Burst** (thunder) • **Encounter**

*Trigger:* The retriever is bloodied for the first time.
*Effect:* Retriever recharges *Wind Burst* and uses it immediately as a free action.

**Alignment** Chaotic evil  **Languages** --

| | | |
|---|---|---|
| **Str** 14 (+2) | **Dex** 18 (+5) | **Wis** 14 (+3) |
| **Con** 17 (+3) | **Int** 6 (-1) | **Cha** 6 (-1) |

## Smoke Wisp (W)                    Level 2 Minion Lurker
Small shadow magical beast                    31 XP
(shadow, shadowtouched)

**Initiative** +4          **Senses:** Perception +0, darkvision
**HP** 1; *minion does not take any damage from a missed attack*
**AC** 15; **Fortitude** 12, **Reflex** 15, **Will** 13
**Speed** fly 8 (hover), phasing (without grabbed target), see *Shadow Bond*

### Traits

**Shadow's Guidance**

When attacking a target, the Shadow Wisp gains +1 to the attack roll for every other Shadow Wisp grabbing the same target.

### Standard Actions

ⓧ **Chilling Touch** (necrotic) ● **At-Will**

*Condition:* Only if no enemies are grabbed.
*Attack:* +6 vs AC (see *Shadow's Guidance*)
*Hit:* 4 necrotic damage

⫞ **Shadow Bond** ● **At-Will**

*Attack:* +5 vs Reflex (see *Shadow's Guidance*)
*Hit:* Smoke Wisp bonds to target. It enters the target's square and grabs the target, lifting it off the ground: target takes ongoing 2 necrotic damage and is immobilized (save ends both).

While it has a target immobilized, it can only move by shifting up to 2 squares as a move action, plus 1 additional square of distance for every other Smoke Wisp attached to the same target. While it moves, the restrained target moves along with it.

Up to three Smoke Wisps can attach to a single target; target must make a separate saving throw for each wisp attached. On a successful save, Smoke Wisp detaches, shifts to a square adjacent to the target and makes an immediate save: on failure, the Smoke Wisp is dazed until end of its next turn.

**Alignment** Evil          **Languages** --

**Skills** Stealth +9

| | | |
|---|---|---|
| **Str** 13 (+2) | **Dex** 17 (+4) | **Wis** 8 (+0) |
| **Con** 10 (+1) | **Int** 8 (+0) | **Cha** 13 (+2) |