



to give the PCs the experience they need to catch up. These encounters can also serve to push the PCs above their expected level, if you'd rather take a little pressure off. Finally, each encounter can also be integrated into other adventures.

## ADVENTURE BACKGROUND

All the background for these encounters is in *H1: Keep on the Shadowfell*.

## ADVENTURE SYNOPSIS

This Side Trek consists of four encounters. In the first, Irontooth the goblin has sent out a kobold strike team to harry townsfolk, draw out the heroes, and kill them. The kobolds sell some

humans to hobgoblin slavers, a possible connection to the second encounter. In that encounter, hobgoblin slavers trying to make their slave quota attack the PCs en route to Shadowfell Keep.

The third encounter comes directly after the PCs' fight in the graveyard. Kalarel sends additional undead to destroy the PCs if his agent in town fails. The fourth and final encounter involves a group of refugees from the Keep's troubled past, sealed into a secret room and reanimated by the energies pervading the structure. They can be inserted directly after or during Encounter 17 (see page 74 of the *Keep on the Shadowfell* Adventure Book).

# SHADOW OF KALAREL

HEROIC

1-10

## A Keep on the Shadowfell Side Trek

**T**HIS SIDE TREK isn't an adventure in the traditional sense. Instead, it is a collection of four encounters tied loosely to the situations and events in *H1: Keep on the Shadowfell*. You can use them for additional fun while running that adventure or to help the PCs maintain the expected level as you proceed through the adventure. If the PCs skip a few encounters, they might fall behind and find later challenges too difficult. Drop one or two of these encounters into *Keep on the Shadowfell*

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## WAGON AMBUSH

### Encounter Level 2 (575 XP)

#### SETUP

Before the heroes defeated Irontooth, his scouts reported the danger the PCs represent. He sent out a crack squad of kobold warriors to delay and hopefully destroy the PCs – but he did so too late, and the kobolds missed their chance to ambush the characters before Irontooth was killed. Now the goblin is slain and Winterhaven is better for his absence, but the kobold killers, acting without direct oversight, are still out there and have no idea Irontooth is dead.

Tomas, a wounded man-at-arms, stumbles into town. He is quickly stabilized, but he reports that kobolds are attacking a shipment of food and drink destined for Wrafton's Inn on the road into town. The other guards and the merchants may yet be in dire peril. Lord Padraig quickly asks the PCs to search for survivors and, if necessary, rescue them.

Allow the players to place their miniatures on the road on the north edge of the tactical map.

Run this encounter either directly after the defeat of Irontooth or after their first return from Shadowfell Keep. Expect the PCs to be level 1 before visiting Shadowfell Keep or level 2 if they have returned from the keep.

This encounter includes the following creatures.

- 1 kobold slyblade (S)
- 6 kobold minions (M)
- 1 kobold pikeman (P)
- 1 kobold hurler (H)

#### As the PCs enter the area, read:

*The worn dirt road curves to the southwest, bounded by an increasingly steep escarpment on the east and southeast. A large copse of birches clusters east of the road, and barrels and bags seem to have tumbled from two wagons that have been overturned. The horses that once drew these wagons are nowhere to be seen.*

#### Perception Check

**DC 18** *Sibilant whispers are coming from behind the wagons.*

If the PCs do not succeed on a DC 18 Perception check, the kobolds attack with surprise when the PCs come within 4 squares of a wagon (provided the PCs aren't approaching stealthily, which they can do with DC 14 Stealth checks). Do not place the kobolds on the map until one of the PCs moves to a position with line of sight of the rear of a wagon. Roll initiative when the PCs move close enough to trigger the attack or when the PCs detect the kobolds. The wagons block line of sight and provide cover.

#### When combat begins, read:

*You hear scrabbling and hissing from behind the wagon as kobolds leap from cover to attack!*

Kobold Pikeman		Level 2 Brute
Small natural humanoid		XP 125
Initiative +2	Senses Perception +7; darkvision	
HP 42; Bloodied 21		
AC 15; Fortitude 14, Reflex 14, Will 13; see also trap sense		
Speed 6		
⚔ Kobold Pike (standard; at-will) ⚔ Weapon		
Reach 2; +5 vs. AC; 1d10+3 damage.		
⚔ Warding Strike (standard; recharge 5 6) ⚔ Weapon		
+5 vs. Fortitude, with a +1 bonus per ally adjacent to the target; 1d10+3 damage and push 1.		
Pikeman Tactics		
If a pikeman readies a melee basic attack against a foe that enters a square adjacent to it, it gains +4 damage on that attack.		
Shifty (minor; at-will)		
The kobold shifts 1 square.		
Trap Sense		
The kobold gains a +2 bonus to all defenses against traps.		
Alignment Evil	Languages Common, Draconic	
Skills Athletics +8, Perception +7, Stealth +9		
Str 15 (+3)	Dex 13 (+2)	Wis 12 (+2)
Con 12 (+2)	Int 7 (-1)	Cha 10 (+1)
Equipment hide armor, kobold pike		

6 Kobold Minions		Level 1 Minion
Small natural humanoid		XP 25 each
Initiative +3	Senses Perception +1; darkvision	
HP 1; a missed attack never damages a minion.		
AC 15; Fortitude 11, Reflex 13, Will 11; see also trap sense		
Speed 6		
⚔ Javelin (standard; at will) ⚔ Weapon		
+5 vs. AC; 4 damage.		
⚔ Javelin (standard; at will) ⚔ Weapon		
Ranged 10/20; +5 vs. AC; 4 damage.		
Shifty (minor; at-will)		
The kobold shifts 1 square.		
Trap Sense		
The kobold gains a +2 bonus to all defenses against traps.		
Alignment Evil	Languages Common, Draconic	
Skills Stealth +4, Thievery +4		
Str 8 (-1)	Dex 16 (+3)	Wis 12 (+1)
Con 12 (+1)	Int 9 (-1)	Cha 10 (+0)
Equipment hide armor, light shield, 3 javelins		



<b>Kobold Slyblade</b> Small natural humanoid	<b>Level 4 Lurker</b> XP 175
<b>Initiative</b> +10 <b>Senses</b> Perception +3; darkvision	
<b>HP</b> 42; <b>Bloodied</b> 21	
<b>AC</b> 18; <b>Fortitude</b> 12, <b>Reflex</b> 16, <b>Will</b> 14; see also <i>trap sense</i>	
<b>Speed</b> 6	
⚔ <b>Short Sword</b> (standard; at-will) ♦ <b>Weapon</b> +9 vs. AC; 1d6 damage.	
⚔ <b>Twin Slash</b> (standard; at-will) ♦ <b>Weapon</b> Requires combat advantage; the kobold slyblade makes 2 short sword attacks. If both attacks hit the same target, the target takes ongoing 5 damage (save ends)	
<b>Combat Advantage</b> The kobold slyblade deals an extra 1d6 damage on melee attacks against any target it has combat advantage against	
<b>Sly Dodge</b> (immediate interrupt, when targeted by a melee or a ranged attack; at-will) The kobold slyblade redirects the attack to an adjacent kobold minion.	
<b>Shifty</b> (minor; at-will) The kobold shifts 1 square.	
<b>Trap Sense</b> The kobold gains a +2 bonus to all defenses against traps.	
<b>Alignment</b> Evil	<b>Languages</b> Common, Draconic
<b>Skills</b> Acrobatics +11, Stealth +13, Thievery +13	
<b>Str</b> 9 (+1)	<b>Dex</b> 18 (+6)
<b>Con</b> 12 (+3)	<b>Wis</b> 12 (+3)
	<b>Cha</b> 14 (+4)
<b>Equipment</b> leather armor, 2 short swords	

### TACTICS

The other kobolds delay so the minions attack first. The minions position themselves so the slyblade can flank for combat advantage, and one always stays near the slyblade if possible to allow use of *sly dodge*. The pikeman attacks whichever PC is adjacent to the most minions to take advantage of *warding strike*. The hurler stays as far from the fight as he can without getting into long range, supporting the slyblade and pikeman with gluepots and stinkpots. When he lacks any other alternative or a PC looks vulnerable, he resorts to firepots for the raw damage.

<b>Kobold Hurler</b> Small natural humanoid	<b>Level 2 Artillery</b> XP 125
<b>Initiative</b> +3 <b>Senses</b> Perception +1; darkvision	
<b>HP</b> 30; <b>Bloodied</b> 15	
<b>AC</b> 14; <b>Fortitude</b> 13, <b>Reflex</b> 15, <b>Will</b> 13; see also <i>trap sense</i>	
<b>Speed</b> 6	
⚔ <b>Dagger</b> (standard; at will) ♦ <b>Weapon</b> +5 vs. AC; 1d4+3 damage.	
⚔ <b>Hurl Pot</b> (standard; at will) ♦ <b>Weapon</b> Ranged 5/10; +6 vs. Reflex; 1d6+3 damage plus <i>special shot</i> below.	
<b>Special Shot</b> The kobold hurler can throw special ammunition. It typically carries 2 rounds of special shot, chosen from the types listed below. A <i>special shot</i> attack that hits deals normal damage and has an additional effect depending on its type: <b>Stinkpot:</b> The target takes a -2 penalty to attack rolls and all defenses (save ends). <b>Firepot:</b> The target takes ongoing 4 fire damage (save ends). <b>Gluepot:</b> The target is immobilized (save ends). The hurler throws only rocks (for damage as above but with no special effect) when he runs out of pots to throw.	
<b>Shifty</b> (minor; at-will) The kobold shifts 1 square.	
<b>Trap Sense</b> The kobold gains a +2 bonus to all defenses against traps.	
<b>Alignment</b> Evil	<b>Languages</b> Common, Draconic
<b>Skills</b> Acrobatics +8, Stealth +10, Thievery +10	
<b>Str</b> 9 (-1)	<b>Dex</b> 17 (+3)
<b>Con</b> 12 (+1)	<b>Wis</b> 12 (+1)
	<b>Cha</b> 10 (+0)
<b>Equipment</b> leather armor, dagger, 2 rounds of special shot (see above)	

### FEATURES OF THE AREA

**Illumination:** Bright light, or if the PCs are traveling by night, dim light. PCs approaching the area with light sources cannot use Stealth.

**Trees:** The trees in this area are difficult terrain and provide normal cover.

**Treasure:** If the PCs defeat the kobolds guards, they find the weapons noted in each kobold stat block, as well as a total of 43 gp and 28 sp.



**Clues:** No sign remains of the half-dozen others, merchants and guards, other than splashes of blood on the dusty path. A campsite behind the trees to the east shows a lot of use. A DC 15 Perception check reveals bootprints much larger than kobold feet and a trail that leads off and rejoins the path to Shadow-fell Keep.

## SLAVER ENCOUNTER

### Encounter Level 3 (750 XP)

#### SETUP

A group of hobgoblins working for the Bloodreavers are camped a short distance from Shadowfell Keep. They use this outcropping as a place to stay and keep slaves they buy until they are ready to return to the Bloodreavers. This trip, the pickings have been slim, and the slavers have stayed longer than they prefer. They were pleased to buy some captives from kobolds near Winterhaven (which explains the kobolds' riches) but are still not satisfied with their take.

If you choose not to use this encounter, consider making the NPCs in the Wagon Ambush encounter prisoners at the nearby kobold camp or including them in PCs' encounters with the Bloodreavers in *H2: Thunderspire Labyrinth*. If you chose not to use the Wagon Ambush, there are no prisoners here.

Allow the players to place their miniatures on the southwest end of the road on the tactical map.

Run this encounter after the Wagon Ambush, on either the PCs' first or second approach to the Keep.

This encounter includes the following creatures.

- 1 hobgoblin subcommander (C)
- 4 hobgoblin grunts (M)
- 2 hobgoblin soldiers (S)
- 1 hobgoblin archer (A)

#### As the PCs enter the area, read:

*The overgrown path meanders through the forest, revealing a stone promontory abutting the road.*

4 Hobgoblin Grunts		Level 3 Minion
Medium natural humanoid		XP 38 each
<b>Initiative</b> +4	<b>Senses</b> Perception +1; low-light vision	
HP 1; a missed attack never damages a minion.		
AC 17 (19 with <i>phalanx soldier</i> ); <b>Fortitude</b> 15, <b>Reflex</b> 13, <b>Will</b> 12		
Speed 6		
⚔ <b>Longsword</b> (standard; at-will) ♦ <b>Weapon</b>		
+6 vs. AC; 5 damage.		
<b>Hobgoblin Resilience</b> (immediate reaction, when the hobgoblin grunt suffers an effect that a save can end; encounter)		
The hobgoblin grunt makes a saving throw against the triggering effect.		
<b>Phalanx Soldier</b>		
The hobgoblin grunt gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.		
<b>Alignment</b> Evil	<b>Languages</b> Common, goblin	
<b>Skills</b> Athletics +6, History +2		
<b>Str</b> 18 (+4)	<b>Dex</b> 14 (+2)	<b>Wis</b> 13 (+1)
<b>Con</b> 15 (+2)	<b>Int</b> 10 (+0)	<b>Cha</b> 9 (-1)
<b>Equipment</b> leather armor, light shield, longsword		

#### Perception Check

**DC 15** *You hear what sounds like soft weeping through the forest on your right and notice bent branches indicating someone has recently passed that way from here.*

**DC 18** *At the same time, you think you're being watched.*

If the PCs do not succeed on the DC 15 Perception check, the hobgoblins attack with surprise when the softest target (generally a wizard or warlock) looks most vulnerable. With success on the DC 15 check but not the DC 18 check, the slavers attack with surprise only after the PCs get a chance to arrange their formation or when one character steps into the woods. With a Perception check of 18 or greater, the PCs detect the hobgoblin soldiers (S) and there is no surprise round. Roll initiative when the hobgoblins attack or when the PCs detect the slavers. The woods provide cover but do not hinder movement.

Hobgoblin Subcommander Level 3 Soldier (Leader)	
Medium natural humanoid	
XP 150	
<b>Initiative</b> +8	<b>Senses</b> Perception +5; low-light vision
HP 48; <b>Bloodied</b> 24	
AC 19 (21 with <i>phalanx soldier</i> ); <b>Fortitude</b> 18, <b>Reflex</b> 16, <b>Will</b> 17	
Speed 5	
⚔ <b>Spear</b> (standard; at-will) ♦ <b>Weapon</b>	
+10 vs. AC; 1d8 + 4 damage; see also lead from the front. If the hobgoblin subcommander hits with an opportunity attack, it shifts 1 square.	
⬅ <b>Tactical Deployment</b> (minor; recharge Ⓜ Ⓜ)	
Close burst 5; allies in the burst shift 3 squares.	
<b>Lead from the Front</b>	
When the hobgoblin subcommander's melee attack hits an enemy, allies gain a +2 bonus to attack rolls and damage rolls against that enemy until the end of the hobgoblin subcommander's next turn.	
<b>Hobgoblin Resilience</b> (immediate reaction, when the hobgoblin subcommander suffers an effect that a save can end; encounter)	
The hobgoblin subcommander rolls a saving throw against the effect.	
<b>Phalanx Soldier</b>	
The hobgoblin subcommander gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.	
<b>Alignment</b> Evil	<b>Languages</b> Common, Goblin
<b>Skills</b> Athletics +10, History +9, Intimidate +6	
<b>Str</b> 18 (+5)	<b>Dex</b> 14 (+3)
<b>Con</b> 16 (+4)	<b>Int</b> 12 (+2)
<b>Wis</b> 16 (+4)	<b>Cha</b> 10 (+1)
<b>Equipment</b> scale armor, heavy shield, spear	

#### When combat begins, read:

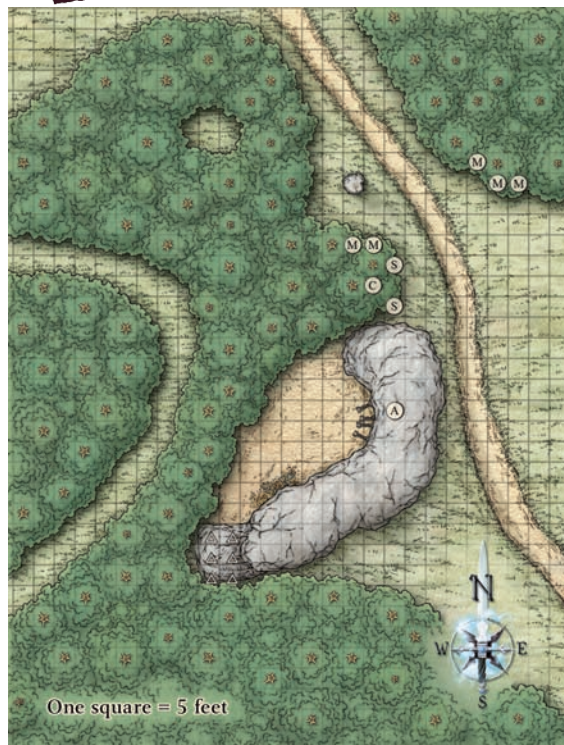
*Low grunts in a growling tongue escalate to shouts when your attackers – big, brutish goblins – are sure they've been seen.*



2 Hobgoblin Soldiers		Level 3 Soldier
Medium natural humanoid		XP 150 each
Initiative +7	Senses Perception +3; low-light vision	
HP 47; Bloodied 23		
AC 20 (22 with <i>phalanx soldier</i> ); Fortitude 18, Reflex 16, Will 16		
Speed 5		
⚔ Flail (standard; at-will) ♦ Weapon		
+7 vs. AC; 1d10 + 4 damage, the target is marked and slowed until the end of the hobgoblin soldier's next turn.		
⚔ Formation Strike (standard; at-will) ♦ Weapon		
Requires flail; +7 vs. AC; 1d10 + 4 damage, and the hobgoblin soldier shifts 1 square provided it ends in a space adjacent to another hobgoblin.		
<b>Hobgoblin Resilience</b> (immediate reaction, when the hobgoblin soldier suffers an effect that a save can end; encounter)		
The hobgoblin soldier rolls a saving throw against the effect.		
<b>Phalanx Soldier</b>		
The hobgoblin soldier gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.		
Alignment Evil	Languages Common, Goblin	
Skills Athletics +10, History +8		
Str 19 (+5)	Dex 14 (+3)	Wis 14 (+3)
Con 15 (+3)	Int 11 (+1)	Cha 10 (+1)
Equipment scale armor, heavy shield, flail		

## TACTICS

Each hobgoblin stays beside at least one other during this fight, especially the two soldiers. The soldiers and the subcommander trigger opportunity attacks if able to benefit from *phalanx soldier* against the attack. Once combat begins, the soldiers move into battle with the subcommander while the grunts move to provide flanks. The archer appears atop the great rock, firing down into the fracas. When the subcommander hits a PC, all the other hobgoblins attack that target. Once two or fewer hobgoblins remain standing, they retreat, calling out insults and swearing revenge from the Bloodreavers. If the PCs are defeated, they awake in chains.



## FEATURES OF THE AREA

**Illumination:** Bright light, or if the PCs are traveling by night, dim light. PCs approaching the area with light sources cannot use Stealth.

**Trees:** The trees in this area are difficult terrain and provide normal cover.

**Treasure:** If the PCs defeat the hobgoblin slavers, they find the weapons noted in each hobgoblin stat block, as well as a *potion of healing*, 33 gp, and 20 sp.

**Clues:** Examination of the hideout reveals the two merchants and their two surviving guards, chained. There is no indication that any other slavers were stationed here. They are relieved to have an escort back to Winterhaven; otherwise, they are able to return to the town on their own.

Hobgoblin Archer		Level 3 Artillery
Medium natural humanoid		XP 150
Initiative +7	Senses Perception +8; low-light vision	
HP 39; Bloodied 19		
AC 17; Fortitude 13, Reflex 15, Will 13		
Speed 6		
⚔ Longsword (standard; at-will) ♦ Weapon		
+6 vs. AC; 1d8 + 2 damage.		
⚔ Longbow (standard; at-will) ♦ Weapon		
Ranged 20/40; +9 vs. AC; 1d10 + 4 damage, and the hobgoblin archer grants an ally within 5 squares of it a +2 bonus to its next ranged attack roll against the same target.		
<b>Hobgoblin Resilience</b> (immediate reaction, when the hobgoblin archer suffers an effect that a save can end; encounter)		
The hobgoblin archer rolls a saving throw against the effect.		
Alignment Evil	Languages Common, Goblin	
Skills Athletics +5, History +6		
Str 14 (+3)	Dex 19 (+5)	Wis 14 (+3)
Con 15 (+3)	Int 11 (+1)	Cha 10 (+1)
Equipment leather armor, longsword, longbow, quiver of 30 arrows		

## GRAVEYARD EXTERIOR

Encounter Level 3 (834 XP)

### SETUP

When Kalarel commanded that the dead of Winterhaven rise and eliminate the PCs, he sent a favored creature of his, an animated corpse he calls Maw.

Maw and its cohorts arrive too late to coordinate their effort with Ninaran. They launch their assault as soon as the PCs leave the graveyard.

You can also use this encounter separately from Interlude Three in *Keep on the Shadowfell*. Maw and its band might come upon the PCs en route to or from the Keep, or ambush the heroes at any time.

Allow the players to place their miniatures outside the gate on the south end of the map. The south end of the map matches to the north end of the Dead Walk tactical map (*Keep on the Shadowfell*, page 61).

This encounter includes the following creatures.

**Maw (M)**

**18 zombie rotters (R)**

18 Zombie Rotters		Level 3 Minion	
Medium natural humanoid (undead)		XP 38 each	
<b>Initiative</b> -2		<b>Senses</b> Perception -1; darkvision	
HP 1; a missed attack never damages a minion.			
<b>AC</b> 13; <b>Fortitude</b> 13, <b>Reflex</b> 9, <b>Will</b> 10			
Immune disease, poison			
<b>Speed</b> 4			
⬇ <b>Slam</b> (standard; at-will) +6 vs. AC; 5 damage.			
<b>Undead Tenacity</b> When a zombie rotter within 2 squares of Maw hits a creature, it grabs that creature.			
<b>Alignment</b> Unaligned	<b>Languages</b> –		
<b>Str</b> 14 (+2)	<b>Dex</b> 6 (-2)	<b>Wis</b> 8 (-1)	
<b>Con</b> 10 (+0)	<b>Int</b> 1 (-5)	<b>Cha</b> 3 (-4)	

As the PCs leave the graveyard, read:

*What could have been the howl of a distant wind distinguishes itself as a dozen moans from the decomposing throats of more undead, which stagger out from behind trees and other cover.*

Grave markers provide cover but do not hinder movement.

### TACTICS

Maw remains in the back, directing the rotters. Two remain near Maw as guards. If the battle moves away from it, Maw moves forward to remain near its troops. Only when pressed does Maw summon fresh rotters from the ground; it fights to the death.

Maw		Level 3 Controller (Leader)	
Medium natural humanoid (undead)		XP 150	
<b>Initiative</b> +1		<b>Senses</b> Perception +8; darkvision	
HP 44; <b>Bloodied</b> 22			
<b>AC</b> 17; <b>Fortitude</b> 14, <b>Reflex</b> 15, <b>Will</b> 14			
<b>Resist</b> 10 necrotic; <b>Vulnerable</b> 5 radiant			
<b>Speed</b> 6			
⬇ <b>Bite</b> (standard; at-will) +8 vs. AC; 1d8+2 damage.			
☞ <b>Claw of Kalarel</b> (standard; at-will) Ranged 10; +8 vs. Fortitude; a shadowy claw slides the target 3 squares, plus any zombie rotter adjacent to the target after the slide makes a melee basic attack against the target.			
⬅ <b>Speed of the Damned</b> (standard; at-will) Close burst 10; up to four zombie rotters; targets make a melee basic attack.			
<b>Arise, Corpse</b> (standard; encounter) A zombie rotter rises from the ground in each of four squares adjacent to Maw.			
<b>Undead Tenacity</b> When a zombie rotter within 2 squares of Maw hits a creature, it grabs that creature.			
<b>Alignment</b> Evil		<b>Languages</b> Common	
<b>Str</b> 14 (+3)	<b>Dex</b> 10 (+1)	<b>Wis</b> 15 (+3)	
<b>Con</b> 12 (+2)	<b>Int</b> 16 (+4)	<b>Cha</b> 10 (+1)	

## FEATURES OF THE AREA

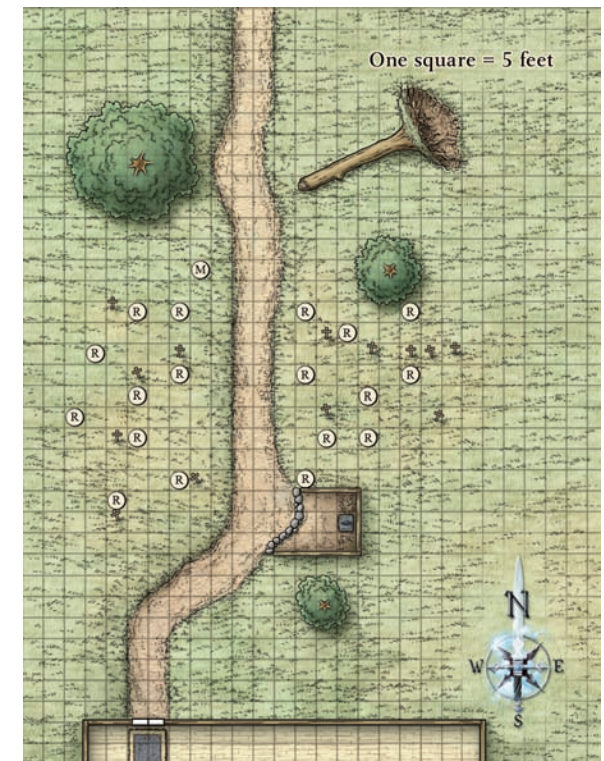
**Illumination:** Bright light, or if the PCs are traveling by night, dim light. PCs approaching the area with light sources cannot use Stealth.

**Trees:** The trees in this area are difficult terrain and provide normal cover.

**Grave Markers:** Grave markers provide cover but do not hinder movement.

**The Shrine:** The shrine's walls are AC 5, Fort 10, Reflex 5, and each 1-square section of wall has 10 hp. The altar and piles of sacrifices are difficult terrain.

**Treasure:** Maw and the zombies carry no treasure. If the PCs defeat Maw, add 70 gp to the treasure gained in a later encounter.





## HIDDEN VICTIMS

Encounter Level 2 (559 XP)

### SETUP

During the tragedy that saw Shadowfell Keep deserted, several soldiers hid the Keep's noncombatants in a pair of rarely-used rooms. The men then walled themselves and their wards into the chambers for safety. With plenty of food, they thought themselves safe. The soldiers realized too late that they had sealed themselves into a tomb. Their disappearance was marked up to the mad paladin.

Today, the dead innocents stir. The enchantment that roused the ghoul in Encounter 17 of Shadowfell Keep also made monsters of these ancient warriors and servants. The soldiers' former nobility now manifests only as a faint urge to defend these once noncombatant zombies.

Use this encounter immediately after Encounter 17 from *Keep on the Shadowfell*. Trigger this encounter when the PCs explore the room through the tunnel after defeating the ghoul and lesser undead.

The tactical map for this encounter connects with the map of Shadowfell Keep's second level (*Keep on the Shadowfell*, page 63).

This encounter includes the following creatures.

**3 zombie soldiers (S)**

**8 zombie rotters (R)**

### When you activate the encounter, read:

*The low moaning that has been in the background for several minutes swells, which immediately precedes the collapse of a nearby wall. Corpses wearing armor and carrying rusted swords lumber through the wall, standing between you and the unarmored zombies behind them.*

Roll initiative at this time. If the PCs have already rolled initiative for combat with Encounter 17, roll for the zombies and add them to the initiative cycle.

3 Zombie Soldiers		Level 2 Soldier
Medium natural humanoid (undead)		XP 125 each
Initiative +2	Senses Perception +2; darkvision	
HP 38; Bloodied 19		
AC 18; Fortitude 15, Reflex 13, Will 13		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 6		
⊕ Longsword (standard; at-will)		
+8 vs. AC; 1d8+3 damage.		
⊕ Protective Strike (immediate interrupt, when an adjacent foe attacks a zombie rotter; at-will)		
+9 vs. AC; 1d8+3 damage and target suffers -4 to the triggering attack.		
Alignment Unaligned	Languages –	
Str 16 (+4)	Dex 12 (+2)	Wis 13 (+2)
Con 14 (+3)	Int 10 (+1)	Cha 10 (+1)

8 Zombie Rotters		Level 3 Minion
Medium natural humanoid (undead)		XP 38 each
Initiative -2	Senses Perception -1; darkvision	
HP 1; a missed attack never damages a minion.		
AC 13; Fortitude 13, Reflex 9, Will 10		
Immune disease, poison		
Speed 4		
⊕ Slam (standard; at-will)		
+6 vs. AC; 5 damage.		
Undead Tenacity		
When a zombie rotter within 2 squares of Maw hits a creature, it grabs that creature.		
Alignment Unaligned	Languages –	
Str 14 (+2)	Dex 6 (-2)	Wis 8 (-1)
Con 10 (+0)	Int 1 (-5)	Cha 3 (-4)

### TACTICS

The zombie rotters fight without direction, lunging for the nearest living creature they can reach. Zombie soldiers also attack, but move to defend rotters under attack in preference to pressing their

assault on other creatures. Neither the soldiers nor the rotters have allegiance to Kalarel.

### FEATURES OF THE AREA

**Illumination:** Darkness.

**Tunnel:** See *Keep on the Shadowfell*, page 75.

**Treasure:** Scattered in the sealed-off chambers are a few valuable possessions, including 23 gp, 23 sp, a golden locket (worth 50 gp) with a faded picture and the name "Vera" inside, a silver ring (worth 30 gp), and a jade belt buckle (worth 45 gp). ✕

### About the Author

Peter Schaefer is a game developer and master of the arcane arts. He spends his days developing for DUNGEONS & DRAGONS and his nights studying ancient lore alongside Mordenkainen and Dr. Strange.

