

DUNGEONS & DRAGONS[®]

DUNGEON DELVE™



ROLEPLAYING GAME SUPPLEMENT

David Noonan • Bill Slavicsek

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David Noonan • David Christ • Greg Marks • Shawn Merwin • Dru Moore • Bill Slavicsek





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This product requires the 4th Edition DUNGEONS & DRAGONS[®] game rules, which are based on previous DUNGEONS & DRAGONS game rules designed by **E. Gary Gygax, Dave Arneson** (1st Edition and earlier); **David "Zeb" Cook** (2nd Edition); **Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison** (3rd Edition).

620-23987720-001

9 8 7 6 5 4 3 2 1

First Printing:

February 2009

ISBN: 978-0-7869-5139-0



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& LATIN AMERICA
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INTRODUCTION

THE FIRST Dungeon Delve appeared at the 1998 GenCon Game Fair. It was created, organized, and run by the DUNGEONS & DRAGONS® game designers to showcase D&D® and provide a fun, interactive activity that was at least one step above the demos we conducted in years past. It was a new and exciting format, created by the people who knew the game best, and it was the hit of the weekend.

In many ways, that first Dungeon Delve was fairly primitive. But from the opening of the show on Thursday, we knew we had found the crux of a winning formula. With hand-drawn maps, a collection of disparate metal miniatures, and a huge bulletin board on which we could record the progress through the dungeon, it was barely state-of-the-art for the time. We even posted a running list of the honored characters who died trying to defeat the monsters and make it into just one more chamber before their time in the Delve came to an end.

The fans ate it up. We had enormous lines at the Delve that entire weekend. They lined up to get into the available play slots. They lined up to witness the action and see whether Monte Cook or Bruce Cordell or Ed Stark (or whoever else was part of the team at that time) could kill more characters as more and more of the Delve was revealed. They lined up to see the next dungeon details and character names

DELVE AS DM TRAINING GROUND

Always wanted to try your hand at Dungeon Mastering but didn't want to commit to running an entire adventure? Then the Dungeon Delve product was made just for you! Each set of encounters presents a short, easy-to-run D&D experience. Just select the level of play, turn to the appropriate page, and you're ready to go.

Use the Delve encounters to practice full-scale Dungeon Mastering techniques, including adding campaign elements, storytelling, and roleplaying. Or treat each encounter as a competitive experience—player characters against Dungeon Master—for a fast, exciting experience utilizing the core elements of D&D.



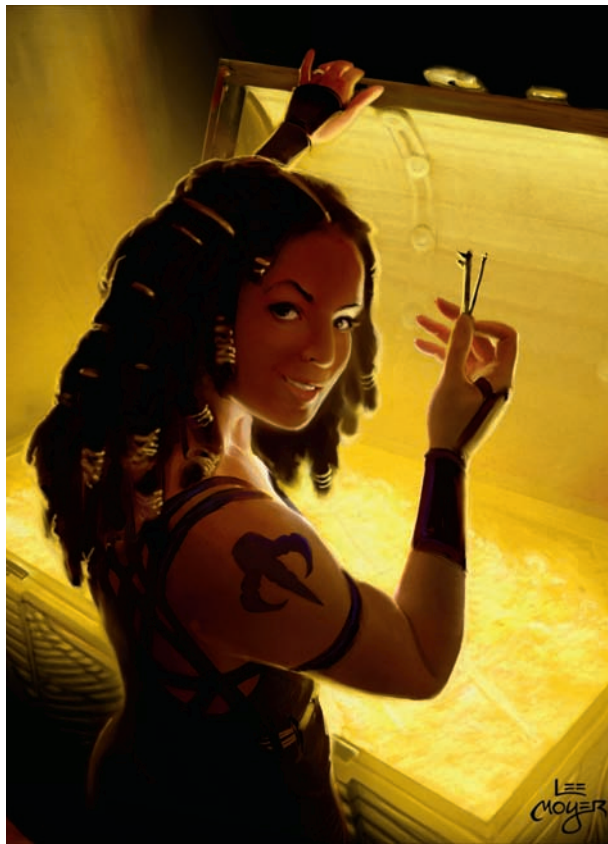


get posted to the bulletin board. How far had they gotten? What had they killed? Who didn't make it out of the last fight?

It was D&D, it was happening in the Wizards booth, and it was exhilarating!

Over the years, we adjusted the formula and expanded play to the point where we needed some great volunteers to help us run the event. Then the RPGA created a satellite Dungeon Delve to run in the RPGA Hall, because demand for the event was that powerful. We started running Delves at other shows, in other venues. Last year, we started the Delve Night program so that retail outlets and other public gaming locations could run D&D Delve events.

With this book, the Dungeon Delve concept finally takes center stage as a core D&D product. It was a long time coming, but we needed that time to test concepts, try out new formats, and eventually get to the point where this product was not only viable, but in many ways necessary to the evolution of the D&D game.



WHAT IS A DELVE?

For the purpose of this product, a Dungeon Delve is a compact series of encounters appropriate for a specific level of play. This book contains 30 Dungeon Delves, one for each level of play. Each Delve features three encounters, forming a mini-adventure of sorts.

You can use the Delves presented in this product in a number of ways.

First and foremost, each level's worth of encounters can be dropped into any existing campaign with a minimum of fuss and bother. Need a 9th-level encounter for your game tonight? Open up to page 60 and you're ready to go. Use the story elements as they are presented or modify them as necessary to fit your current campaign storyline.

Second, if you aren't currently a Dungeon Master but you've always imagined trying your hand at DMing one day, you can use these Delves to fulfill your DM ambitions. Use them as practice sessions, or incorporate them into your first D&D game adventure. Because they're modular and compact, the Delves make excellent encounters for starting DMs to work with.

Third, you can take a page from our original Dungeon Delve concept and turn D&D into a more competitive experience. Instead of cooperative storytelling and roleplaying, in which the DM takes on a more neutral role and arbiter and narrator, you can use the Delves to test the skill of both players and the DM. It becomes a case of survival of the fittest as adventurers enter dungeons and try to overcome the obstacles set before them. We talk more about this approach below.

Finally, a fourth approach is more player-oriented. Get another member of your regular game group to give your usual DM a break by serving as DM for a Delve Night. This is a great opportunity to let your regular DM play a character, as well as a way to allow others in the group to take on the role of Dungeon Master from time to time. As an aside to your regular campaign, you can use a Delve Night to try out new character concepts and ideas, as well as letting it serve as an outlet for new DMs in your group.

DM VS. ADVENTURING PARTY

In most D&D campaigns, the Dungeon Master provides a neutral voice in the adventure. He or she serves as rules arbiter, narrator, and impartial challenger to the player characters. But that's not the only way to play D&D.

You can use the Delve format to play a faster, easier-to-run, more competitive version of the game. In this version of the game, the player characters gather as a team to take on the challenges of the Dungeon Delve. The DM, meanwhile, sets aside his or her impartiality—not in rules adjudication, but as it relates to storytelling and running the monsters. In this Delve format, the DM embraces the role of opponent and uses the monsters and dungeon elements to present as powerful a challenge as possible. As far as the player characters are concerned, it's kill or be killed as they attempt to make it through the chambers of the Dungeon Delve.

In this Delve format, the DM can bypass narration and storytelling to simply concentrate on rules and monsters. It becomes almost a boardgame approach, which is fine for teaching new Dungeon Masters the ropes or for playing a quick but intense D&D experience. By concentrating solely on the monsters, the DM learns the fundamentals of the game. He or she can begin to add narration and storytelling in small doses as running the game becomes natural and familiar.

To take on a Delve in this fashion, select a Delve of the level you want to play. Make sure that players have characters of the same level. If they don't, use the guidelines on page 143 of the *Dungeon Master's Guide*® to help them create higher-level characters. Then jump right in. There's no need for any elaborate set up or back story. Let the PCs kick in the door, and away they go.

The goal for the PCs is to make it to the end of the Delve, killing as many of the monsters along the way as they can. The PCs want to survive, show off their powers and abilities, and have fun dealing with whatever the Delve throws in their way.

The goal for the Dungeon Master is to challenge the PCs, using all the tools provided by the Delve. The DM shouldn't cheat or take advantage of the position, but he or she should treat the Delve as a competitive event. Play the monsters to the best of your ability, and see how well the player characters can work together to defeat the monsters and survive the Delve.

This format can be used whenever you want to take a break from your usual campaign, or when you want to run something fast and on the fly, or when you want to try something new and different. It's a great way to introduce a new DM to the role, as well

ROB ALEXANDER



as a great way to set up a game for D&D-curious friends and acquaintances. Sure, it isn't as deep and satisfying as the full game experience, but there's still a lot of fun to be had in a simple dungeon-crawling, kill-the-monsterfest. Try it and see!

HOW TO USE THIS BOOK

This book presents 30 individual D&D Dungeon Delves, one for each level of play. Each Dungeon Delve features three linked encounters appropriate to the Delve level, and each one is designed to challenge a party of five player characters of that level.

You need the *Player's Handbook*®, *Dungeon Master's Guide*, and *Monster Manual*® to play. *D&D*™ *Dungeon Tiles* and *D&D*® *Miniatures* can also be used to enhance your play experience.

Each Dungeon Delve can be built using *D&D Dungeon Tiles*. Individual Delves note the *Dungeon Tiles* set that was used to create it.

HOW TO USE THIS BOOK



While each Delve tells its own story and makes sense between the three linked encounters, no overall effort was made to connect one Delve to another. They are designed to stand alone, to be dropped into existing campaigns as needed or to use as one-shots and alternate play experiences. With a little effort, a Dungeon Master could work out a plot that interconnects all the Delves, but we leave that task to those DMs interested in using this product in that manner.

EXPANDING A DELVE

Each Dungeon Delve presents a small series of linked encounters. If a particular setting or story idea strikes you as exciting and fun, you can easily expand that Delve, adding additional encounters, or even make it into a full adventure. The Delves contain some hints about what else might wait beyond the encounter areas we've shown, as well as hooks and ideas for expanding the storyline. In the end, though, this work is left to enterprising Dungeon Masters whose imaginations are sparked by a particular Delve or series of Delves. Run with your ideas, and create something spectacular from the seeds we've planted herein.

CUSTOMIZING A DELVE

Customizing adventures has long been the right and purview of D&D Dungeon Masters, and that extends to the Delves presented in this product. Here are some suggestions for ways you might want to customize a particular Delve to suit your campaign or play needs.

CHANGING MONSTERS

Maybe you need a 5th-level encounter or two to add to your ongoing adventure, but undead monsters don't fit well into the theme. Take the maps and situations presented in the 5th-level Delve and substitute dire wolves and bugbears from the *Monster Manual* for the undead creatures currently occupying those chambers. So, an undead tomb becomes a bugbear enclave with a hobgoblin wizard, for example, serving as the main bad guy instead of the human necromancer. You can even use the human necromancer stat block. Just change the name to hobgoblin, and use fire or cold or lightning in place of necrotic for his powers.

CUSTOMIZING MONSTERS

Sometimes everything in a Delve can work fine, with just a few minor changes to better fit the theme of your current campaign or adventure. For example, the adventurers in your campaign might be wandering around the Shadowfell and you want or need

to make use of a Delve to help round out a game session. Is this a problem? Not in the least. Say, for example, that the Delve features a group of cyclopes and their allies. How do you drop those creatures into the Shadowfell? Well, you could just do it and let the player characters figure out how creatures more common to the Feywild wound up in the Shadowfell. After all, the adventurers found their way there. Why couldn't a group of cyclopes make the same trip?

A more satisfying solution, however, might be to customize these creatures a tiny bit. Turn them into shadow cyclopes, give them darkvision, and alter a few of their powers so that they deal necrotic damage or cast illusions or wield the darkness as a weapon to give them more of a feel of the Shadowfell.

This works throughout this product. Want a monster to deal cold damage instead of fire? Change it! Want a monster to resist lightning instead of thunder? Go for it! Whatever best serves the adventure you want to run is okay by us.

MORE OR FEWER PLAYERS

As discussed, each Delve is designed specifically to challenge a party of five player characters of the same level as the Delve. What should you do if you have more than five players? Or if you have fewer than five players?

When your adventuring party is larger than five characters, it's easy to scale up the encounter. Just increase the number of monsters to match the number of PCs in the group. An encounter with five 7th-level tiefling darkblades, for example, can

be adjusted to include six darkblades to match the six PCs in the party. The *Dungeon Master's Guide* has additional information about building encounters to match the number of PCs, as well as adjusting XP to keep the challenge on par with the goals of the original design. As you add monsters to the mix, however, you might need to make the encounter areas larger to better accommodate all the activity.

Another way to approach larger parties is to keep the number of monsters the same but to increase their level to keep the XP ratio the same. Be careful with this method, however, because it requires more work and can lead to situations where the encounter becomes harder than it was originally intended to be. See the *Dungeon Master's Guide* for advice if you decide to go with this approach.

When you wind up with fewer than five player characters, how you approach adjusting the encounter depends on how you are using the Delve. If you're doing a one-shot, competitive-style Delve, as described earlier, you might just want to allow a few of the players to run additional characters so that the party has five members. This is much easier to do in the bash-and-fight style of play presented as one option for a Delve experience.

If you're running a regular D&D campaign, however, it's usually best to adjust the encounter accordingly. Now, many four-player groups can handle the same challenge as a five-player group, though the encounter will be harder. And if the group doesn't have a defender or a leader, a challenging encounter can become deadly for a smaller team.

WILLIAM O'CONNOR



That said, use the same method to adjust the encounter as with larger groups. But instead of adding monsters, just remove one monster for every player character you have in the party that's fewer than five.

INCREASING OR DECREASING LEVELS

You can make a particular Delve more or less challenging by increasing or decreasing its level. Follow the advice in Chapter 4 of the *Dungeon Master's Guide* for spending your XP budget. You can make a tough encounter a little less formidable by removing a monster or replacing a higher-level monster with a lower-level one. You can make an easy encounter more challenging by adding a monster or two or by replacing a lower-level monster with a higher-level one. Just remember the general guidelines for encounter design:

- ◆ An easy encounter is one or two levels lower than the party's level.
- ◆ A standard encounter is of the party's level or one level higher.
- ◆ A hard encounter is two to four levels higher than the party's level."

CHANGING AREA FEATURES

Just as you can customize monsters, you can also change area features to better match the theme of the adventure you happen to be running when you decide to reach for a Delve. Change the fire pits to urns that emanate cold. Water becomes lava. Clouds of poison are replaced with curtains of lightning. Any and all features can be adjusted to meet your needs, as long as you're consistent in how you apply these changes.

NEW MONSTERS

Every new monster in this book appears on the following list, which is sorted alphabetically by level and monster role. Monster leaders are indicated with an (L).

Monster	Level and Role	Page
Kobold Cleaver	2 Minion	16
Big Grigbad	3 Elite Soldier (L)	19
Decaying Skeleton	5 Minion	41
Tal Lorvas	6 Elite Controller	40
Frost Hound	7 Soldier	62
Tiefling Deceiver	8 Artillery	62
Cambion Stalwart	8 Elite Brute (L)	61
Massive Gelatinous Cube	8 Elite Brute	57
Koptila	8 Solo Controller	52
Human Blood Cultist	10 Minion	67
Cobalt Serpent	10 Skirmisher	67
Flameborn Zombie	10 Soldier	73
Borrit Crowfinger	11 Solo Controller	70
Githyanki Corsair	12 Skirmisher	85
Abyssal Spitter	14 Solo Brute	76
Windrage Harpy	15 Artillery	115
Inferno Bat	15 Skirmisher	110
Dragonborn Hunter	17 Elite Skirmisher	121
Minotaur Mauler	18 Brute	133
Cyclops Reaver	18 Soldier	116

Monster	Level and Role	Page
Cyclops Earthquake Shaman	19 Elite Artillery	117
Jelendra, Tulani of Summer	20 Skirmisher	119
Wild Hunt Acolyte	21 Elite Skirmisher (L)	152
Rakshasa Destroyer	21 Soldier	135
Rot Hurler	22 Elite Artillery	155
Putrid Rot Harbinger	22 Soldier	153
Cambion Soul Conflagrator	23 Artillery	141
Hezrou Mangler	24 Brute	150
Bluespawn Defender	25 Elite Soldier	169
Fire Archon Blazesword	25 Elite Soldier	158
Great Conflagration	26 Elite Artillery	170
Molten Firestorm	26 Elite Brute	160
Flameskull Lord	26 Controller	160
Marut Champion	26 Elite Controller (L)	183
Angel of Valor Warrior	26 Minion	181
Lava Gorgon	26 Skirmisher	161
Marut Battlemaster	26 Elite Soldier	182
Superior Fire Titan	26 Elite Soldier	170
Rot Spewer	27 Artillery	185
Demonfang Golem	27 Elite Brute	177
Stormforged Colossus	27 Elite Brute	172
Vecna's Silence	28 Solo Brute	181



In addition to the monsters we've drawn directly from the *Monster Manual* for these Delves, a few creatures originally appeared in other sources.

The abhorrent reaper (page 137) and the dragonclaw swarm (page 146) come from *Open Grave: Secrets of the Undead™*.

The air archon tempestblade (page 107), chasme (page 74), canoloth harrier (page 74), and solamith (page 110) first appeared in *Manual of the Planes™*.

The dragonborn warmaster (page 145) comes from *Draconomicon™: Chromatic Dragons*.

In addition, a number of monsters are new to this product. A complete list of these monsters can be found on the facing page.

ABOUT THE DESIGNERS

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BILL SLAVICSEK is the R&D Director for DUNGEONS & DRAGONS games and book publishing at Wizards of the Coast. His design credits include *d20 Modern™*, the *Star Wars Roleplaying Game*, the *EBERRON® Campaign Setting*, and *DUNGEONS & DRAGONS for Dummies*.

1: COPPERNIGHT HOLD

Kavalar Coppernight, a dwarf prospector, led a couple of dozen volunteers in a quest for rich veins of ore. Several months ago, they began underground mining operations, as well as a surface excavation for a small keep. Hearing of this development, the mayor of the nearest town sent two veteran militia members to investigate. They should have returned two days ago, and the mayor is growing anxious.

As it turned out, shortly after the soldiers set off, a white dragon wyrmling and her kobold followers struck the building site. The assault against the dwarven enterprise was difficult and costly, but ultimately successful. The majority of the dwarf miners, builders, and guards perished defending their new home. Only a few dwarves were taken prisoner.

Since then, the dragon has holed up in the newly constructed chambers, hoping to recruit more kobolds from a nearby tribe to join her forces. After gathering more cannon fodder, the dragon plans to use Coppernight Hold as a launching point for further attacks.

The PCs are asked by the mayor to find out what happened to the two militia members.

Tiles: This delve uses tiles from *DUI: Halls of the Giant Kings™*.

EXPANDING THE DELVE

This delve shows just the first three areas of Coppernight Hold. Add as many additional chambers as desired, stocking them with kobold forces and their allies.



- ◆ Coppernight and some survivors could be besieged in a section of the hold. In this case, the PCs should discover a clue—perhaps a note or a messenger from Coppernight—explaining the situation.
- ◆ A skill challenge could be devised to find and utilize a magical communication system. If the PCs succeed, they can talk to Coppernight, getting the layout of the underground stronghold, the enemies and their positions, and the forces Coppernight can muster among the survivors.
- ◆ A shadar-kai witch (MM 231) could be masterminding the entire assault, using the enthusiastic kobolds and the inexperienced dragon as a strike force. She is seeking a magic pool that bubbles from an underground stream connected to the Shadowfell. Who knows what strange magic the pool might hold?

ENCOUNTER 1-1: KOBOLD DEFENSES

Encounter Level 1 (500 XP)

3 kobold slingers (S)
8 kobold minions (M)

SETUP

Several kobolds are stationed at the excavation site to ward off intruders.

The PCs spot the site several hundred feet away, sitting upon a small hill. The only route is in plain view, and the kobolds at the site watch through the fence for approaching threats. Unless the PCs take extraordinary efforts to hide, the kobolds see them approach and take up defensive positions.

The north and west sides of the map are impassable due to high piles of unstable rubble (not shown on the map). The PCs must approach from the south or east (making it necessary for them to either scale the fence or go through the difficult terrain on the south and east sides of the map).

When the PCs approach the excavation site, read:

Atop a low rise is an excavation site, partially protected by a high wooden fence. Rubble lies strewn about the area.

Perception Check

DC 10: *You can hear the movement of small creatures beyond the fence.*

When the PCs come around or over the fence, read:

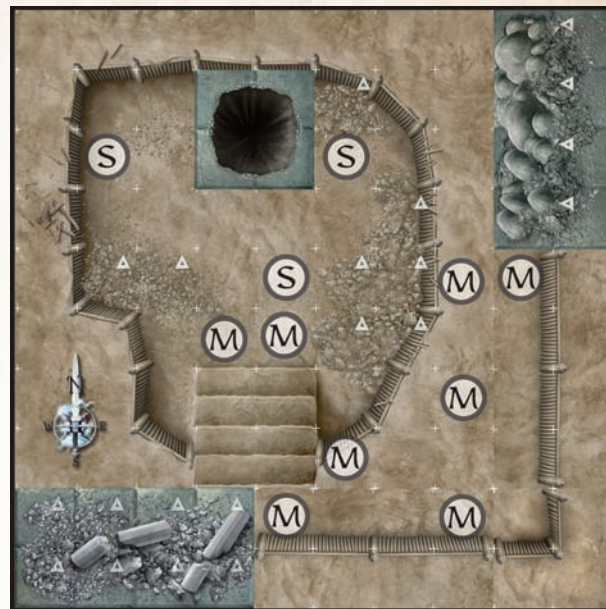
Many small reptilian humanoid surrounding a shallow excavation pit shriek at you.

Perception Check

DC 15: A dirty rope ladder extends down into the pit.

8 Kobold Minions (M)		Level 1 Minion
Small natural humanoid (reptile)		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 <i>trap sense</i>		
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		
A 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		

3 Kobold Slingers (S)		Level 1 Artillery
Small natural humanoid (reptile)		XP 100 each
Initiative +3	Senses Perception +1; darkvision	
HP 24; Bloodied 12		
AC 13; Fortitude 12, Reflex 14, Will 12; see also <i>trap sense</i>		
Speed 6		
⊕ Dagger (standard; at-will) ◆ Weapon		
+5 vs. AC; 1d4 + 3 damage.		
⊗ Sling (standard; at-will) ◆ Weapon		
Ranged 10/20; +6 vs. AC; 1d6 + 3 damage; see also <i>special shot</i> .		
Special Shot		
The kobold slinger can fire special ammunition from its sling. It typically carries 3 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:		
Stinkpot: The target takes a -2 penalty to attack rolls (save ends).		
Firepot (Fire): The target takes ongoing 2 fire damage (save ends).		
Gluepot: The target is immobilized (save ends).		
Shifty (minor; at-will)		
The kobold shifts 1 square.		
Trap Sense		
A kobold gains a +2 bonus to all defenses against traps.		
Alignment Evil	Languages Common, Draconic	
Skills Acrobatics +8, Stealth +10, Thievery +10		
Str 9 (-1)	Dex 17 (+3)	Wis 12 (+1)
Con 12 (+1)	Int 9 (-1)	Cha 10 (+0)
Equipment leather armor, dagger, sling with 20 bullets and 3 rounds of special shot (see above)		



ENCOUNTER 1-1: KOBOLD DEFENSES

TACTICS

The minions attempt to keep the PCs from entering the pit, while the slingers try to stay out of melee and snipe. When two slingers are defeated, the third scampers down the rope ladder to alert its allies.

Each slinger is equipped with a different kind of *special shot* (see the statistics block).

FEATURES OF THE AREA

Illumination: The area is brightly lit if daytime; dimly lit (full moon) if nighttime.

Fence: The 8-foot-high fence can be climbed with a DC 15 Athletics check.

Stairs: The stairs count as difficult terrain for a creature ascending them, and they can be accessed only from the square directly in front of them.

Rubble: Most squares of rubble are difficult terrain; each square of large rocks in the northeast corner requires a DC 10 Athletics check to traverse (5 feet high).

Excavation Pit: The floor of the pit is 5 feet lower than the ground level; melee attacks can be made across this distance. PCs can climb up or down with a DC 15 Athletics check.

Shaft: A large hole drops 20 feet to the top of a staircase leading to room 2. A sturdy rope ladder (DC 5 Athletics check to climb) hangs from the southern lip.

ENCOUNTER 1-2: THE HALL OF ANCESTORS

Encounter Level 2 (625 XP)

1 kobold wyrmpriest (W)
3 kobold dragonshields (D)
1 kobold skirmisher (K)

SETUP

Coppernight planned this area to pay homage to famous warriors from his clan, but the kobolds have set it up for an ambush.

Place the PCs on the stairs leading down from the surface.

When the characters can see area 2, read:

A large statue depicting a dwarf warrior in full battle gear stands in mid-charge. The statue has been heavily defaced. Piles of rubble are strewn near the stairwell.

Perception Check

DC 10: *Some of the rubble at the bottom of the stairs is stained with blood.*

DC 15: *A few figures crouch in the shadows beyond the statue. Also, tapestries appear to line the walls in that area.*

DC 17: *The statue appears to be unstable.*

TACTICS

When the kobolds spring their attack, two dragonshields converge on the nearest PC to take advantage of their *mob attack* ability. The third dragonshield goes after a PC demonstrating ranged prowess, working to grant combat advantage to the skirmisher.

The wyrmpriest stays back in the darkness, using *energy orb* from a safe distance. He saves his *dragon breath* until he can get at least two PCs.

Once the wyrmpriest is visible to any PC, allow that character a DC 17 Perception check to notice the thin cords he holds. These lines are connected to the tapestries along the walls. If any PC is adjacent to a tapestry on his turn, the wyrmpriest pulls down that wall of tapestries (see “Features of the Area”).

If a slinger escaped area 1, he continues with ranged attacks until his special shot is gone, at which point he aids a dragonshield’s or skirmisher’s attacks.

These kobolds neither flee nor surrender, but do yell to alert the creatures in area 3. Those other creatures do not come to assist.

Kobold Skirmisher (K)	Level 1 Skirmisher
Small natural humanoid (reptile) XP 100	
Initiative +5	Senses Perception +0; darkvision
HP 27; Bloodied 13	
AC 15; Fortitude 11, Reflex 14, Will 13; see also <i>trap sense</i>	
Speed 6	
Ⓢ Spear (standard; at-will) ♦ Weapon	
+6 vs. AC; 1d8 damage; see also <i>mob attack</i> .	
Combat Advantage	
A kobold skirmisher deals 1d6 extra damage on melee and ranged attacks against any target it has combat advantage against.	
Mob Attack	
A kobold skirmisher gains a +1 bonus to attack rolls per kobold ally adjacent to the target.	
Shifty (minor; at-will)	
The kobold shifts 1 square.	
Trap Sense	
A kobold gains a +2 bonus to all defenses against traps.	
Alignment Evil	Languages Common, Draconic
Skills Acrobatics +7, Stealth +9, Thievery +9	
Str 8 (-1)	Dex 16 (+3) Wis 10 (+0)
Con 11 (+0)	Int 6 (-2) Cha 15 (+2)
Equipment hide armor, spear	

3 Kobold Dragonshields (D)	Level 2 Soldier
Small natural humanoid (reptile) XP 125 each	
Initiative +4	Senses Perception +2; darkvision
HP 36; Bloodied 18	
AC 18; Fortitude 14, Reflex 13, Will 13; see also <i>trap sense</i>	
Resist 5 (damage type of the dragon served)	
Speed 5	
Ⓢ Short Sword (standard; at-will) ♦ Weapon	
+7 vs. AC; 1d6 + 3 damage, and the target is marked until the end of the kobold dragonshield’s next turn.	
Dragonshield Tactics (immediate reaction, when an adjacent enemy shifts away or an enemy moves adjacent; at-will)	
The kobold dragonshield shifts 1 square.	
Mob Attack	
A kobold dragonshield gains a +1 bonus to attack rolls per kobold ally adjacent to the target.	
Shifty (minor; at-will)	
The kobold shifts 1 square.	
Trap Sense	
A kobold gains a +2 bonus to all defenses against traps.	
Alignment Evil	Languages Common, Draconic
Skills Acrobatics +5, Stealth +7, Thievery +7	
Str 14 (+3)	Dex 13 (+2) Wis 12 (+2)
Con 12 (+2)	Int 9 (+0) Cha 10 (+1)
Equipment scale armor, heavy shield, short sword	

ENCOUNTER 1-3: AUDIENCE CHAMBER

Encounter Level 3 (798 XP)

- 1 white dragon wyrmling (D)
- 2 kobold slyblades (B)
- 8 kobold cleavers (C)

SETUP

The wyrmling has set up her lair in this room, which Coppernight used as an audience chamber. The headstrong, arrogant dragon thinks this is the only suitable place for her in the complex.

The PCs begin the encounter in the hallway north-west of the room.

When the characters can see into area 3, read:
The chamber is decorated with a dwarven motif: carvings, paintings, and tapestries depict scenes of dwarven triumph and domesticity. Many of these once-fine works have been vandalized. At the south end of the room, a set of iron doors blocks further passage into the keep.

Several kobolds wielding short swords mill about. Set back into an alcove and resting on a raised stone is a large chair carved from oak—not quite a throne, but not far off either. Curled atop the chair on a pile of coins is a white dragon. She hisses commands to the kobolds.

If any characters understand Draconic, they hear the white dragon's words: *"Show these pathetic humanoids how we welcome intruders in our new home!"*

8 Kobold Cleavers (C)		Level 2 Minion
Small natural humanoid		XP 31 each
Initiative +4	Senses Perception +1; darkvision	
HP 1; a missed attack never damages a minion		
AC 16; Fortitude 14, Reflex 14, Will 11; see also trap sense		
Speed 6		
⊕ Short Sword (standard; at-will) ♦ Weapon		
+6 vs. AC; 5 damage.		
Shifty (minor; at-will)		
The kobold shifts 1 square.		
Spinning Slash		
If a kobold cleaver hits with a short sword attack, it deals 2 damage to one other enemy adjacent to it.		
Trap Sense		
A kobold cleaver gains a +2 bonus to all defenses against traps.		
Alignment Evil	Languages Common, Draconic	
Skills Stealth +6, Thievery +6		
Str 8 (+0)	Dex 16 (+4)	Wis 10 (+1)
Con 14 (+3)	Int 9 (+0)	Cha 10 (+1)
Equipment leather armor, 2 short swords		

White Dragon Wyrmling (D)		Level 1 Elite Brute
Medium natural magical beast (dragon)		XP 200
Initiative +0	Senses Perception +6; darkvision	
HP 76; Bloodied 38; see also breath weapon		
AC 13; Fortitude 14, Reflex 12, Will 13		
Resist 5 cold		
Saving Throws +2		
Speed 6 (ice walk), fly 6 (hover), overland flight 10		
Action Points 1		
⊕ Bite (standard; at-will) ♦ Cold		
+4 vs. AC; 1d8 + 4 cold damage.		
⊕ Claw (standard; at-will)		
+4 vs. AC; 1d8 + 4 damage.		
↓ Dragon's Fury (standard; at-will)		
The wyrmling makes two claw attacks. If it hits a single target with both claws, it makes a bite attack against the same target.		
↔ Breath Weapon (standard; recharges when first bloodied; encounter) ♦ Cold		
Close blast 4; +2 vs. Reflex; 3d6 + 4 cold damage, and the target is slowed and weakened (save ends both).		
Alignment Evil	Languages Draconic	
Skills Athletics +9		
Str 18 (+4)	Dex 10 (+0)	Wis 12 (+1)
Con 18 (+4)	Int 10 (+0)	Cha 8 (-1)

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

TACTICS

Try to give the players the impression that this combat involves a tough dragon with a bunch of identical kobold minions. Although the dragon is certainly a threat, she is not as powerful as a full-sized young dragon. The biggest threat could be the kobold slyblades.

If they beat the cleavers in initiative, the slyblades delay their first actions until the minions act, the better to blend in. Each one stays adjacent to a minion at all times in order to use *sly dodge* at every opportunity.

The dragon doesn't hesitate to catch one or two kobolds with her *breath weapon*. After all, more servants can be found. Despite her initial ferocity, she turns cowardly if faced with overwhelming odds. If the wyrmling is bloodied, the slyblades are defeated, and no PCs are down, the dragon attempts to flee back through the hall and up the stairs.

For their part, the cleavers spread out as well as they can to avoid bursts or blasts. They don't have much in the way of tactics beyond that.

FEATURES OF THE AREA

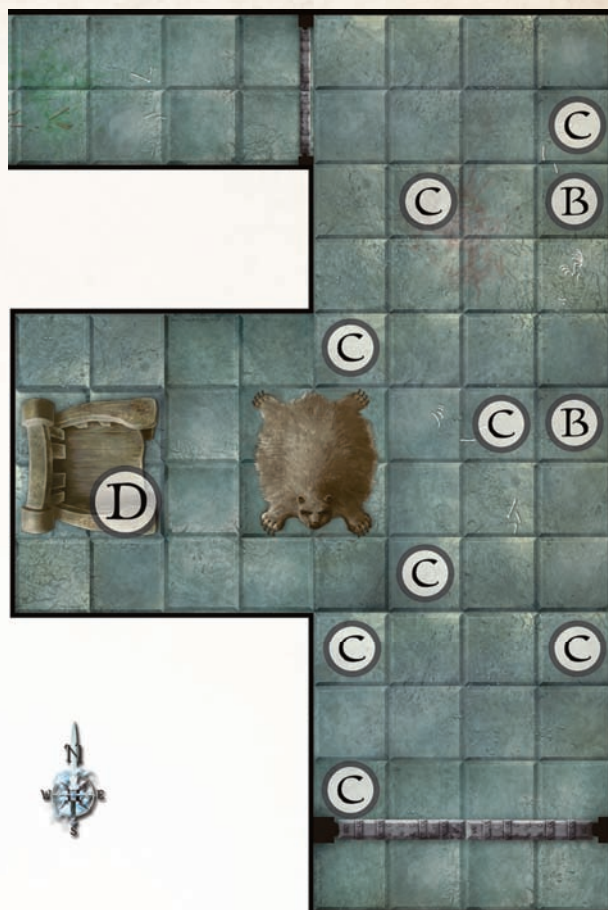
Illumination: Darkness.

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

Double Doors: These doors are locked (Thievery DC 15 to open). One of the slyblades carries the key in a pocket.

Enchanted Bearskin: Any dwarf standing on the bearskin rug gains a +2 bonus to all defenses. Non-dwarves who aren't evil gain a +1 bonus to all defenses.

Treasure: The dragon's hoard is collected on the seat of the chair on which it rests. It includes 200 sp, 100 gp, and a level 4 magic item.



ENCOUNTER 1-3: AUDIENCE CHAMBER

CONCLUSION

The PCs can open the doors on the south wall once the room's creatures are defeated. If you are ending the delve here, the PCs find the two militia members and several dwarves, including Coppernight, chained to the walls as prisoners.

WHEN HARD BECOMES TOO HARD

This encounter, because it's level 3 and is meant to be played by 1st-level characters, is a hard encounter (as defined on page 56 of the *Dungeon Master's Guide*). As a result, it's possible for the PCs to find themselves overmatched, especially if they make a few unlucky die rolls—and it would be a shame to see a group of beginning adventurers meet such a quick and untimely end, wouldn't it?

Particularly if your players are new to the game and you don't want their first experience to end in the death of a character, you have a couple of DM tactics at your disposal that you can bring into play if things start to go badly for the PCs.

First, you can remind the players that there's no shame in retreating. Have the dragon make an appropriately

haughty remark that contains a hint, such as, "If you leave my presence now, I will spare your lives."

Second, you can alter reality (without letting the players know you're doing it, of course). Make die rolls for the monsters behind your screen, so you can turn a hit into a miss if necessary to keep a character from falling unconscious. Don't use this tactic repeatedly to reward rash behavior, but do consider it as a way to keep the players' enthusiasm from putting their characters at death's door.

Once you've made it clear to the players that they're teetering on the brink of catastrophe, they might find the idea of retreating more attractive. Then they can return to the chamber where the second encounter took place, take a short rest to replenish their hit points and powers, and leap back into the fray.

2: THE BROKEN TOWER

Ages ago, the tower stood as a bastion against banditry and marauders. But civilization has long since retreated from this area, and a band of goblin thieves has taken up residence in the ruined tower. Local woodfolk beg the PCs to rid the place of the bandits



before they are victimized again by the goblins of the Broken Tower.

Tiles: This delve uses tiles from *DT7: Fane of the Forgotten Gods™*.

EXPANDING THE DELVE

To turn this delve into a full-blown adventure, consider adding these challenges:

- ◆ Add additional dungeon levels below the tower, populated with undead entombed long ago. Once the PCs break the seal to the dungeons, the undead are free to stream up, seeking the blood of the PCs and the goblins alike.
- ◆ The goblin underboss has found and unwittingly activated a significant magic item that had belonged to the ancient lord who ruled from the tower. Now the undead act to fulfill the goblin underboss's secret desires. The only way to stop the undead plague is by placing the enchanted item (currently concealed in the throne in area 3) upon the lord's tomb; but, of course, the PCs have to go through the undead to get there.

ENCOUNTER 2-1: THE GUARDROOM

Encounter Level 2 (625 XP)

Big Grigbad (B)
13 goblin cutters (C)

SETUP

This encounter establishes the goblin threat and alerts the rest of the tower to the PCs' presence.

When the characters open the door, read:

Some goblins loudly argue while standing around a table covered in playing cards, while another dips its mug into a boiling cauldron. Toward the rear of the room, a block from the sagging ceiling has smashed down onto the floor. A hobgoblin stands near a gong. A set of stairs on the eastern wall goes up to the next floor.

Perception Check

DC 15: *You see a pair of dice roll out from behind the stone block, and a small fist quickly snatches them up before retreating.*

TACTICS

The goblin cutters surround foes to gain flanks, using *goblin tactics* to shift after missed attacks against them. If Big Grigbad is slain, they flee, using the nearest exit (up the stairs or out the door).

Big Grigbad uses *mass tactics* right away, hoping to use the great number of cutters to overwhelm the PCs. He prefers to attack a foe that is also being attacked by cutters to improve the accuracy of his *vexing teamwork* attack. If he becomes bloodied, or if more than half the cutters are defeated, he moves to the gong (if he is not still adjacent to it) and uses a minor action to ring it, warning those above him of the intruders. Then he fights to the death.

The sounding of the gong alerts the goblins in area 2. But those upstairs don't come down, even if the PCs rest after the fight.

ENCOUNTER 2-2: GALLERY OF DEATH

Encounter Level 3 (725 XP)

- 3 decrepit skeletons (D)
- 1 goblin hexer (H)
- 4 goblin sharpshooters (S)

SETUP

The layout of this room forces the PCs to move around the edges, avoiding the unstable floor in the center, while the goblins attack from range. The goblin hexer, placed in charge of the tower's defense, has spent days preparing this death trap for just such an attack.

This encounter assumes that the goblins have been warned of the PCs' presence. If this is not the case, the PCs might be able to surprise the goblins as they laze about waiting for their next raid.

If any of the goblin cutters from area 1 fled up the stairs to escape that encounter, place them as you see fit (but not on the unstable floor).

Place the PCs at the top of the stairs in the north-east corner of the room.

When the characters crest the stairs, read:

The floor in the center of this room is a sagging ruin that looks dangerously unstable. To the west is a pile of broken stones and bones. In the southwest corner is a low wall covered in a faded tapestry. In the shadows of the southeast corner stands a wooden platform of recent construction; it is nearly 10 feet tall. North of the platform, a spiral staircase proceeds up to the next level.

Perception Check

DC 10: A flicker of red light in one of the skulls focuses on you from the pile of bones.

DC 15: Flitting shadows on the wooden platform above suggest movement.

DC 17: Arrowheads poke out at you from behind the tapestry-covered wall.

3 Decrepit Skeletons (D)		Level 1 Minion
Medium natural animate (undead)		XP 25 each
Initiative +3	Senses Perception +2; darkvision	
HP 1; a missed attack never damages a minion.		
AC 16; Fortitude 13, Reflex 14, Will 13		
Immune disease, poison		
Speed 6		
⚔ Longsword (standard; at-will) ♦ Weapon		
+6 vs. AC; 4 damage.		
🏹 Shortbow (standard; at-will) ♦ Weapon		
Ranged 15/30; +6 vs. AC; 3 damage.		
Alignment Unaligned	Languages –	
Str 15 (+2)	Dex 17 (+3)	Wis 14 (+2)
Con 13 (+1)	Int 3 (-4)	Cha 3 (-4)
Equipment heavy shield, longsword, shortbow, quiver of 10 arrows		

Goblin Hexer (H)	Level 3 Controller (Leader)	
Small natural humanoid		
XP 150		
Initiative +3	Senses Perception +2; low-light vision	
HP 46; Bloodied 23		
AC 17; Fortitude 14, Reflex 15, Will 16; see also <i>lead from the rear</i>		
Speed 6; see also <i>goblin tactics</i>		
⚔ Hexer Rod (standard; at-will) ♦ Weapon		
+7 vs. AC; 1d6 + 1 damage.		
👁 Blinding Hex (standard; at-will)		
Ranged 10; +7 vs. Fortitude; 2d6 + 1 damage, and the target is blinded (save ends).		
👁 Stinging Hex (standard; recharge ☞☞☞)		
Ranged 10; +7 vs. Will; the target takes 3d6 + 1 damage if it moves during its turn (save ends).		
☁ Vexing Cloud (standard; sustain minor; encounter) ♦ Zone		
Area burst 3 within 10; automatic hit; all enemies within the zone take a -2 penalty to attack rolls. The zone grants concealment to the goblin hexer and its allies. The goblin hexer can sustain the zone as a minor action, moving it up to 5 squares.		
👉 Incite Bravery (immediate reaction, when an ally uses <i>goblin tactics</i> ; at-will)		
Ranged 10; the targeted ally can shift 2 more squares and make an attack.		
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)		
The goblin shifts 1 square.		
Lead from the Rear (immediate interrupt, when targeted by a ranged attack; at-will)		
The goblin hexer can change the attack's target to an adjacent ally of its level or lower.		
Alignment Evil	Languages Common, Goblin	
Skills Stealth +10, Thievery +10		
Str 10 (+1)	Dex 15 (+3)	Wis 13 (+2)
Con 14 (+3)	Int 9 (+0)	Cha 18 (+5)
Equipment leather robes, hexer rod		

4 Goblin Sharpshooters (S)	Level 2 Artillery	
Small natural humanoid		
XP 125 each		
Initiative +5	Senses Perception +2; low-light vision	
HP 31; Bloodied 15		
AC 16; Fortitude 12, Reflex 14, Will 11		
Speed 6; see also <i>goblin tactics</i>		
⚔ Short Sword (standard; at-will) ♦ Weapon		
+6 vs. AC; 1d6 + 2 damage.		
🏹 Hand Crossbow (standard; at-will) ♦ Weapon		
Ranged 10/20; +9 vs. AC; 1d6 + 4 damage.		
Sniper		
A hidden goblin sharpshooter that misses with a ranged attack remains hidden.		
Combat Advantage		
A goblin sharpshooter deals 1d6 extra damage on attacks against any target it has combat advantage against.		
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)		
The goblin shifts 1 square.		
Alignment Evil	Languages Common, Goblin	
Skills Stealth +12, Thievery +12		
Str 14 (+3)	Dex 18 (+5)	Wis 13 (+2)
Con 13 (+2)	Int 8 (+0)	Cha 8 (+0)
Equipment leather armor, short sword, hand crossbow with 20 bolts		

TACTICS

Once a character steps off the stairs onto one of the squares along the north edge of the map, the skeletons assemble and rise up in the indicated squares. They try to bottleneck the PCs in an effort to force them to tread across the unsafe floor.

The goblin sharpshooters shoot at the PCs from cover (the low wall) or concealment (the darkened corner). As long as they remain out of clear view, they enjoy combat advantage and deal 1d6 extra damage. Don't reveal a sharpshooter's position if its ranged attack misses (due to its *sniper* ability). The sharpshooters switch to short swords if pressed in melee, flanking if possible.

The goblin hexer uses *vexing cloud* immediately, sustaining it as long as it can (and moving the cloud as needed, particularly to protect itself). It uses *stinging hex* against foes in the cloud (or against foes it wants to keep in place) and *blinding hex* against those outside the cloud. It stays adjacent to a goblin sharpshooter so it can use *lead from the rear*. If more than one PC gets onto the platform, or if its allies are all defeated, the hexer flees up the spiral staircase to alert the goblin underboss in area 3.

If the PCs toss a portable light source, such as a sunrod or a torch, onto the platform in order to illuminate their foes, the next goblin to act throws it back down onto the unsafe floor to regain the benefit of concealment.

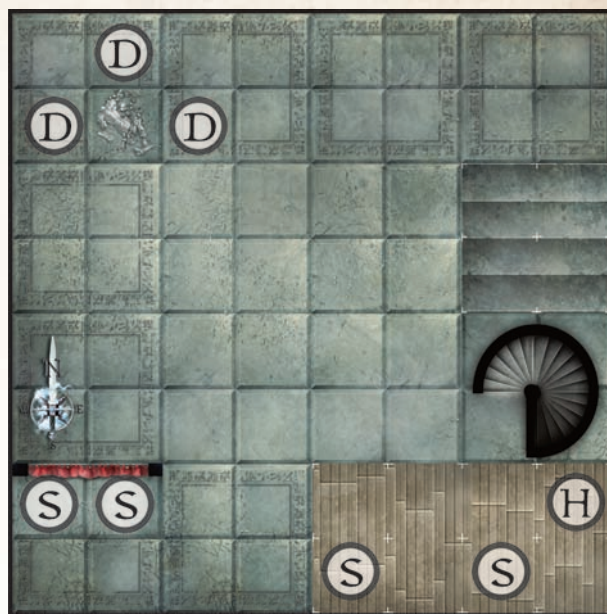
FEATURES OF THE AREA

Illumination: Torches along the north wall provide bright illumination to most of the room. Atop the platform, however, the light is dim, granting concealment to the creatures hiding there.

Ceiling: The ceiling in this area is 10 feet high.

Low Wall: This 4-foot-tall wall is a recent addition by the goblins to help defend the tower. It takes a DC 10 Athletics check to haul oneself over the wall. The wall provides cover.

Ruined Statue: The square containing the ruined statue is difficult terrain. If inspected, it appears that



the statue once depicted an armored woman holding a longsword aloft. The base is inscribed with the name "Lady Talyndholbrular."

Unstable Floor: The 20-by-20-foot center of the room sags dangerously. The entire section collapses under 20 pounds or more, dropping to area 1 below. Those on the unstable area when it collapses are attacked (+5 vs. Reflex); on a hit they fall 20 feet to the lower area (2d10 damage). On a miss, the character manages to move back to the safe square he or she entered from. Any character who is not adjacent to a safe square when the floor collapses is automatically hit.

If the floor does collapse, mark the hole by placing two black 2x4 tiles in the center of the room.

Wooden Platform: This 10-foot-tall wooden platform blocks access to the spiral stairs. Normally, a ladder provides access up the west side of the platform. If the goblins were warned by the ringing of the gong, they have pulled up the ladder. Without the ladder, it requires a DC 20 Athletics check to climb up onto the platform.

PORTRAYING THE HEXER

The goblin hexer laughs maniacally in the shadowy corner of the wooden platform. In any particular round, it might taunt the PCs:

- "Give up, and we only eat one of you!"
- "Bow before my eldritch might and despair!"
- "I am Madgutt the Odiferous! Fear me!"

TIPS AND REMINDERS

Creatures atop the platform enjoy concealment (-2 penalty to opponents' attack rolls) except against foes that have low-light vision or darkvision (such as all the monsters in the room).

If a goblin uses *goblin tactics*, the hexer uses *incite bravery* to grant the goblin extra movement and a free attack.

ENCOUNTER 2-3: THRONE ROOM

Encounter Level 5 (1,000 XP)

- 1 bugbear warrior (B)
- 1 goblin blackblade (G)
- 1 goblin underboss (U)
- 2 gray wolves (W)
- 1 false-floor pit trap

SETUP

The PCs have climbed to the highest remaining level of the Broken Tower, where the goblin underboss lords over its bandit gang. With nowhere left to run, the goblins do all they can to repel the invaders.

If the goblin hexer from area 2 fled up the spiral staircase, place it in the square east of the bugbear warrior. Don't place the blackblade or the wolves right away, because they're outside the PCs' line of sight from the top of the stairs.

When the characters come up the stairs, read:

Sunlight fills this room. The roof is gone, and the spiral staircase continues up to nowhere. Much of the southern half of the room has fallen away. A large stone throne sits to the west with a pile of soiled bedding directly across from it. A circle of runes, interrupted by a gap along one of its sides, glows faintly on the floor.

Perception Check

DC 17: *A shadow on the wall behind the staircase moves cautiously, giving away the position of a hidden foe.*

TACTICS

The bugbear warrior shouts at the PCs to draw their attention, while backing into the magic circle. It wants a foe to move up to it so that an ally can flank. If any PC stands next to the open side of the room, the bugbear tries to bull rush that character off the edge (+7 vs. Fortitude).

The wolves stay at the fringe of the fight, preying on lone PCs.

The goblin blackblade prefers to flank with the bugbear or a wolf. It uses its *sneaky* ability to swap places with an ally when shifting (perhaps to trade a flanking position back and forth between them).

The goblin underboss joins the fight, preferring to stay adjacent to an ally even if a flank is available (so it can use its basic attack to grant extra attacks).

All the monsters know where the false-floor pit trap is. The goblins encourage PCs to step onto it, perhaps by offering a flanking position or inviting a charge.

Bugbear Warrior (B)		Level 5 Brute
Medium natural humanoid		XP 200
Initiative +5	Senses Perception +4; low-light vision	
HP 76; Bloodied 38		
AC 18; Fortitude 17, Reflex 15, Will 14		
Speed 6		
⊕ Morningstar (standard; at-will) ♦ Weapon		
+7 vs. AC; 1d12 + 6 damage.		
⊖ Skullthumper (standard; encounter) ♦ Weapon		
Requires morningstar and combat advantage against the target; +5 vs. Fortitude; 1d12 + 6 damage, and the target is knocked prone and dazed (save ends).		
Predatory Eye (minor; encounter)		
The bugbear warrior deals 1d6 extra damage on the next attack it makes with combat advantage. It must apply this benefit before the end of its next turn.		
Alignment Evil	Languages Common, Goblin	
Skills Intimidate +9, Stealth +11		
Str 20 (+7)	Dex 16 (+5)	Wis 14 (+4)
Con 16 (+5)	Int 10 (+2)	Cha 10 (+2)
Equipment hide armor, morningstar		

Goblin Blackblade (G)		Level 1 Lurker
Small natural humanoid		XP 100
Initiative +7	Senses Perception +1; low-light vision	
HP 25; Bloodied 12		
AC 16; Fortitude 12, Reflex 14, Will 11		
Speed 6; see also <i>goblin tactics</i>		
⊕ Short Sword (standard; at-will) ♦ Weapon		
+5 vs. AC; 1d6 + 2 damage.		
Combat Advantage		
A goblin blackblade deals 1d6 extra damage against any target it has combat advantage against.		
Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)		
The goblin shifts 1 square.		
Sneaky		
When shifting, a goblin blackblade can move into a space occupied by an ally of its level or lower. The ally shifts into the blackblade's previous space as a free action.		
Alignment Evil	Languages Common, Goblin	
Skills Stealth +10, Thievery +10		
Str 14 (+2)	Dex 17 (+3)	Wis 12 (+1)
Con 13 (+1)	Int 8 (-1)	Cha 8 (-1)
Equipment leather armor, short sword		

2 Gray Wolves (W)		Level 2 Skirmisher
Medium natural beast		XP 125 each
Initiative +5	Senses Perception +7; low-light vision	
HP 38; Bloodied 19		
AC 16; Fortitude 14, Reflex 14, Will 13		
Speed 8		
⊕ Bite (standard; at-will)		
+7 vs. AC; 1d6 + 2 damage, or 2d6 + 2 damage against a prone target.		
Combat Advantage		
If a gray wolf has combat advantage against its target, the target is also knocked prone on a hit.		
Alignment Unaligned	Languages –	
Str 13 (+2)	Dex 14 (+3)	Wis 13 (+2)
Con 14 (+3)	Int 2 (-3)	Cha 10 (+1)

Goblin Underboss (U) Level 4 Elite Controller (Leader)	
Small natural humanoid	XP 350
Initiative +4 Senses Perception +8; low-light vision	
HP 110; Bloodied 55	
AC 18; Fortitude 17, Reflex 15, Will 16; see also <i>survival instinct</i>	
Saving Throws +2	
Speed 5; see also <i>superior goblin tactics</i>	
Action Points 1	
⊕ Short Sword (standard; at-will) ♦ Weapon	
+9 vs. AC; 1d6 + 4 damage. <i>Miss:</i> An adjacent ally makes a basic attack as a free action.	
Superior Goblin Tactics (immediate reaction, when missed by a melee attack; at-will)	
The goblin underboss and up to two allies within its line of sight shift 1 square.	
Survival Instinct	
A goblin underboss gains a +3 bonus to defenses while bloodied.	
Alignment Evil	Languages Common, Goblin
Skills Stealth +10, Thievery +10	
Str 18 (+6)	Dex 14 (+4) Wis 13 (+3)
Con 15 (+4)	Int 11 (+2) Cha 16 (+5)
Equipment chainmail, short sword	

FEATURES OF THE AREA

Illumination: The room is open to the bright sunlight above.

Falling: Most of the southern half of the room has long since collapsed. There is no wall along either of the diagonal edges or the southernmost edge. Anyone who steps or is pushed off the edge falls 40 feet to the ground below (4d10 damage). The denizens of the room avoid standing near the edge.

False-Floor Pit Trap: This trap occupies the central 4×4 area of this room. It goes off as soon as a character moves into any of those squares.

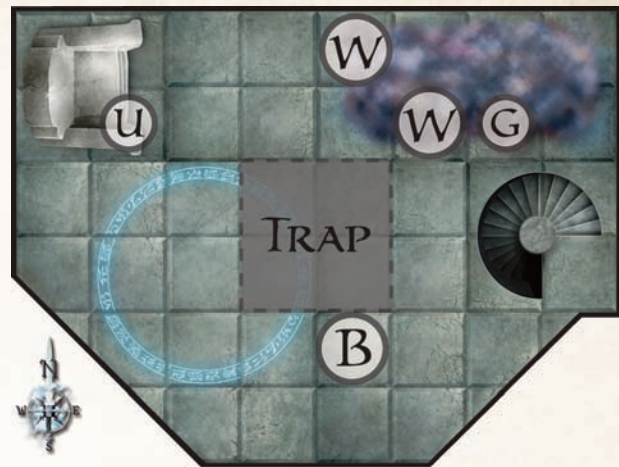
Magic Circle: The goblins have discovered that standing in or on the magic circle inscribed on the floor heals the worst of their wounds (granting regeneration 2 to any bloodied creature that has at least 1 hit point). The circle also benefits characters. As a minor action, a PC within sight of the circle can determine that it has some beneficial healing effect by succeeding on a DC 12 Arcana check or Religion check.

Soiled Bedding: The goblin underboss and its pet wolves sleep in this nest of filthy blankets and soiled mattresses. Any nongoblin humanoid knocked prone in this area is also dazed until the end of its next turn by the reek.

TIPS AND REMINDERS

Whenever you're about to make an attack roll, check whether the monster has combat advantage or could gain it by shifting. Both the bugbear warrior and the goblin blackblade deal 1d6 extra damage when they have combat advantage against their target.

The underboss gains +3 to his defenses when he becomes bloodied.



ENCOUNTER 2-3: THRONE ROOM

Spiral Staircase: The spiral staircase once climbed 20 feet up to the next floor, which has long since fallen. The staircase provides cover.

Throne: Several gemstones stud the arms of the throne. Most of them are fakes. A character who makes a DC 17 Perception check discovers one of the three real gems (multiple checks can succeed until all three are found). If the check beats the DC by 5 or more, the function of the gem (if any) is also discovered. A character who makes a DC 12 Thievery check pries a gem out of the throne.

Moonstone (150 gp): Pressing this gem causes the seat of the throne to open, revealing a secret compartment that holds 90 gp and a level 5 magic item.

Amethyst (150 gp): Whatever function this gem had long ago has been lost to the ages.

False-Floor Pit Trap	Level 1 Warder XP 100
<i>A covered pit is hidden near the center of the room. Timber covered with flagstones is rigged to fall when a creature walks on it, dropping the creature into a 10-foot-deep pit.</i>	
Trap: A 2×2 section of the floor hides a 10-foot-deep pit.	
Perception	
♦ DC 20: The character notices the false stonework.	
Trigger	
The trap attacks when a creature enters one of the trap's four squares.	
Attack	
Immediate Reaction	Melee
Target: The creature that triggered the trap.	
Attack: +4 vs. Reflex	
Hit: The target falls into the pit, takes 1d10 damage, and falls prone.	
Miss: The target returns to the last square it occupied, and its move action ends immediately.	
Effect: The false floor opens and the pit is no longer hidden.	
Countermeasures	
♦ An adjacent character can trigger the trap with a DC 10 Thievery check. The floor falls into the pit.	
♦ An adjacent character can disable the trap with a DC 25 Thievery check. The floor becomes safe.	
♦ A character who makes an Athletics check (DC 11, or DC 21 without a running start) can jump over the pit.	
♦ A character can climb out with a DC 15 Athletics check.	

3: ORC STRONGHOLD

A force of orcs has taken over a small hilltop keep. The PCs are engaged by the local lord to rid his home of the intruders. Fortunately for the PCs, the keep's main doors are still damaged from when the orcs



took possession, and entry is relatively easy. Unfortunately, the orcs are determined to stay.

Tiles: This delve uses tiles from *DUI: Halls of the Giant Kings*.

EXPANDING THE DELVE

To turn this delve into a longer adventure, consider these additions.

- ◆ The false-floor pit in room 2 leads to a small system of caves occupied by an otyugh (MM 211) and several skeletons (MM 234), which ignore one another. The creatures stay deep in the caves and are encountered only if the PCs explore or remain in the caves for a long time.
- ◆ A trapdoor hidden under the bearskin rug in room 3 leads to lower levels dug into the hill. These levels contain more orcs and several prisoners.

ENCOUNTER 3-1: HOLDING CELLS

Encounter Level 2 (650 XP)

2 fire beetles (B)
3 orc raiders (R)

SETUP

The orcs here are in disfavor with their chieftain, who thinks that if they are too weak to repel a raid, they are not worth saving. Thus, the other orcs in the keep provide no assistance in battle.

The PCs come up the entry stairwell to the keep. Place them outside the large double doors.

When the characters first see inside, read:

Two glowing beetles provide light in the room, highlighting several cages and two orcs. The rear of the room is in shadow.

Perception Check

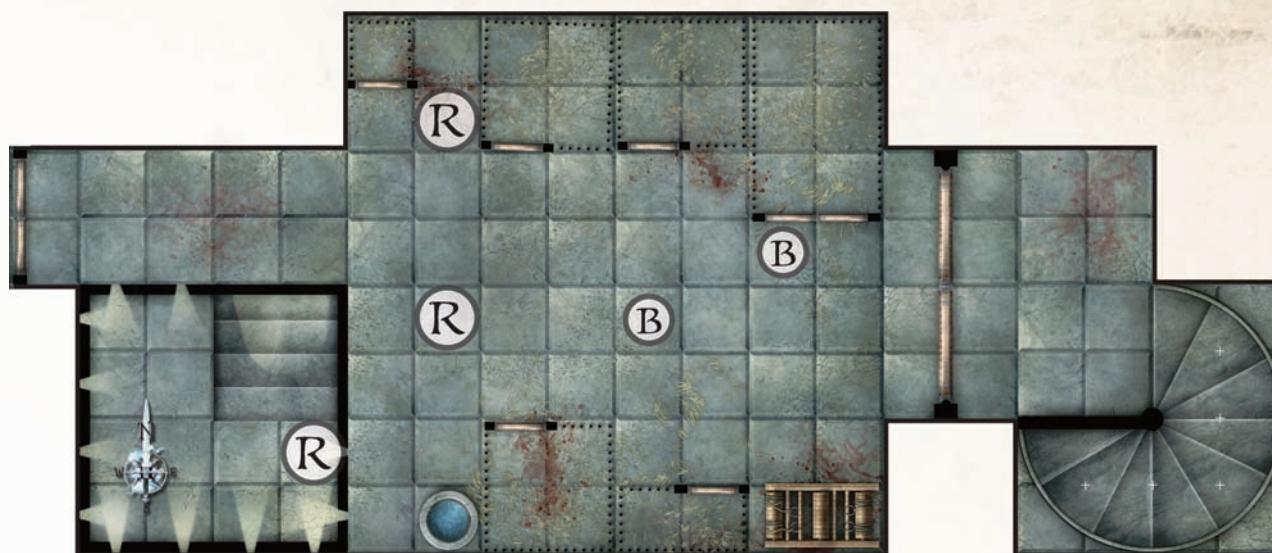
DC 10: *You can see a flickering light through the arrow slits of an alcove overlooking your position.*

TACTICS

The fire beetles use *fire spray* as often as possible, though they try to avoid hitting their allies. The two orcs at ground level use throwing axes until they run out of them or are engaged in melee.

The orc in the tower uses a candle to provide himself with a bit of illumination. He throws handaxes through the arrow slits until a target attempts to enter the tower. He then extinguishes the candle and stands at the top of the stairs with his greataxe drawn.

2 Fire Beetles (B)		Level 1 Brute
Small natural beast		XP 100 each
Initiative +1	Senses Perception +0	
HP 32; Bloodied 16		
AC 13; Fortitude 13, Reflex 12, Will 11		
Resist 10 fire		
Speed 6		
Ⓣ Bite (standard; at-will)		
+5 vs. AC; 2d4 + 2 damage.		
↵ Fire Spray (standard; recharge Ⓜ Ⓜ) ◆ Fire		
Close blast 3; +4 vs. Reflex; 3d6 fire damage.		
Alignment Unaligned	Languages –	
Str 14 (+2)	Dex 12 (+1)	Wis 10 (+0)
Con 12 (+1)	Int 1 (-5)	Cha 8 (-1)



FEATURES OF THE AREA

Illumination: Each fire beetle provides bright light in a 5-square radius (as a torch) even after it is killed. The candle in the tower provides dim light to its occupant, and this light can be seen from a distance, but the illumination does not extend into the squares beyond the arrow slits. The rest of the room is dark.

Ceiling: The ceiling in this area is 20 feet high.

Stairs: The stairs leading up to the tower can be accessed from the east-west hallway that leads to area 2. (The wall shown on the tile doesn't block the ground-level access to the stairwell.)

Tower: The tower is 4 squares tall; the orc inside stands 2 squares above floor level. Two sides of the tower face into the room, and the other sides face out into the keep grounds. While in the tower, the orc has superior cover (-5 penalty to attack rolls against him from outside the tower).

Water Bucket: One square along the south wall holds a bucket that the orcs use for drinking water. If the bucket is tipped over (a minor action), the spilled water creates difficult terrain in a 2-square radius (but it does not flow into the tower squares).

Cages: All the cages are locked and (with one exception) empty; the orc raider in the tower carries a key that unlocks them.

Prisoner: A dead male half-elf lies on his back in the 2x2 cage along the south wall. Anyone inspecting the body can make a DC 15 Perception check to discover a 100 gp ruby in the hollow heel of the elf's left boot.

3 Orc Raiders (R)		Level 3 Skirmisher
Medium natural humanoid		XP 150 each
Initiative +5	Senses Perception +1; low-light vision	
HP 46; Bloodied 23; see also <i>warrior's surge</i>		
AC 17; Fortitude 15, Reflex 14, Will 12		
Speed 6 (8 while charging)		
⊕ Greataxe (standard; at-will) ♦ Weapon		
+8 vs. AC; 1d12 + 3 damage (crit 1d12 + 15).		
✂ Handaxe (standard; at-will) ♦ Weapon		
Ranged 5/10; +7 vs. AC; 1d6 + 3 damage; see also <i>killer's eye</i> .		
‡ Warrior's Surge (standard, usable only while bloodied; encounter) ♦ Healing, Weapon		
The orc raider makes a melee basic attack and regains 11 hit points.		
Killer's Eye		
When making a ranged attack, the orc raider ignores cover and concealment (but not total concealment) if the target is within 5 squares of it.		
Alignment Chaotic evil	Languages Common, Giant	
Skills Endurance +8, Intimidate +5		
Str 17 (+4)	Dex 15 (+3)	Wis 10 (+1)
Con 14 (+3)	Int 8 (+0)	Cha 9 (+0)
Equipment leather armor, greataxe, 4 handaxes		

ENCOUNTER 3-2: BANQUET HALL

Encounter Level 4 (915 XP)

1 orc eye of Gruumsh (E)
 1 orc berserker (B)
 10 orc drudges (O)
 1 false-floor pit trap

SETUP

The commotion from the adjoining area warns the orcs in the banquet hall to prepare for battle. The orc eye of Gruumsh and the chieftain work together out of necessity, not friendship, so no assistance will be forthcoming from the barracks (area 3).

The eye of Gruumsh watches from the pantry, peeking through the slightly open door, so don't place his figure at the start of the encounter. Place the 2×2 pit tile (next to the cauldron) only if the trap is triggered.

When the characters open the doors from area 1, read:

A cauldron in the middle of the room bubbles atop a blazing fire, and a banquet table to your right is covered in leftover food and wine. Many orcs stand around the room, snarling and ready for battle.

Perception Check

DC 12: *A door in the wall across the room is slightly ajar.*

TACTICS

Thanks to the influence of the eye of Gruumsh, the orc drudges resist the temptation to charge into battle immediately. Instead, they attempt to hold back and let the PCs come to them so they can spring a few traps.

On its first turn, the orc drudge in the corner uses a minor action to pull the lever that activates the false-floor pit trap.

The orc drudge beside the cauldron readies an action to tip it onto a PC in the room—or even better—onto a PC in the bottom of the pit.

If these two drudges are engaged in combat before they can accomplish those tasks, they abandon their intended strategy and join the combat on their turns.

The eye of Gruumsh waits for the battle to commence before revealing his position. He uses his *eye of wrath* every round if possible. He uses *swift arm of destruction* only if the orc berserker is bloodied. He still might pull the lever or tip the cauldron if he can move close enough and if those tactics have not yet been used.

The berserker fights until the eye of Gruumsh uses *swift arm of destruction* or until the eye is defeated. At that point, he flees to area 3 to fight alongside his chieftain.

Orc Berserker (B)		Level 4 Brute
Medium natural humanoid		XP 175
Initiative +3	Senses Perception +2; low-light vision	
HP 66; Bloodied 33; see also <i>warrior's surge</i>		
AC 15; Fortitude 17, Reflex 13, Will 12		
Speed 6 (8 while charging)		
⊕ Greataxe (standard; at-will) ♦ Weapon		
+8 vs. AC; 1d12 + 5 damage (crit 1d12 + 17).		
‡ Warrior's Surge (standard, usable only while bloodied; encounter) ♦ Healing, Weapon		
The orc berserker makes a melee basic attack and regains 16 hit points.		
Alignment Chaotic evil	Languages Common, Giant	
Skills Endurance +10, Intimidate +6		
Str 20 (+7)	Dex 13 (+3)	Wis 10 (+2)
Con 16 (+5)	Int 8 (+1)	Cha 9 (+1)
Equipment leather armor, greataxe		

10 Orc Drudges (O)		Level 4 Minion
Medium natural humanoid		XP 44 each
Initiative +2	Senses Perception +2; low-light vision	
HP 1; a missed attack never damages a minion.		
AC 16; Fortitude 15, Reflex 12, Will 12		
Speed 6 (8 while charging)		
⊕ Club (standard; at-will) ♦ Weapon		
+9 vs. AC; 5 damage.		
Alignment Chaotic evil	Languages Common, Giant	
Str 16 (+5)	Dex 10 (+2)	Wis 10 (+2)
Con 14 (+4)	Int 8 (+1)	Cha 9 (+1)
Equipment hide armor, club		

TIPS AND REMINDERS

Unless the orc eye of Gruumsh is forced to the perimeter of this area, every other orc in the banquet hall benefits from the eye's *wrath of Gruumsh* aura—giving it one final melee basic attack when it is reduced to 0 hit points. Even if the eye of Gruumsh is not within 10 squares of every other orc in the area, its aura will affect the vast majority of the monsters here.

Orc Eye of Gruumsh (E) **Level 5 Controller (Leader)**
Medium natural humanoid XP 200

Initiative +6 **Senses** Perception +3; low-light vision
Wrath of Gruumsh aura 10; orcs in the aura can use *death strike* (see below).
HP 64; **Bloodied** 32; see also *warrior's surge* and *death strike*
AC 19; **Fortitude** 17, **Reflex** 14, **Will** 15
Speed 6 (8 while charging)
⊕ Spear (standard; at-will) **◆ Weapon**
+10 vs. AC; 1d8 + 3 damage.
† Warrior's Surge (standard, usable only while bloodied; encounter) **◆ Healing, Weapon**
The eye of Gruumsh makes a melee basic attack and regains 16 hit points.
† Death Strike (when reduced to 0 hit points)
The orc makes a melee basic attack.
↘ Eye of Wrath (minor; at-will) **◆ Fear**
Ranged 5; +8 vs. Will; the target takes a -4 penalty to AC (save ends).
↘ Swift Arm of Destruction (standard; recharge ☞☞☞☞☞☞) **◆ Healing**
Ranged 5; one orc within range makes a melee basic attack (as a free action) and regains 15 hit points on a hit or 5 hit points on a miss.
✦ Chaos Hammer (standard; encounter) **◆ Force**
Area burst 1 within 10; +8 vs. Reflex; 2d6 + 3 force damage, and the target is knocked prone. *Miss*: Half damage, and the target is not knocked prone.
Alignment Chaotic evil **Languages** Common, Giant
Skills Endurance +10, Intimidate +10, Religion +7
Str 17 (+5) **Dex** 14 (+4) **Wis** 12 (+3)
Con 16 (+5) **Int** 11 (+2) **Cha** 17 (+5)
Equipment leather armor, fur cloak, spear

False-Floor Pit **Level 1 Warder**
Trap XP 100

A covered pit is hidden near the center of the room. Timber covered with flagstones is rigged to fall when a creature walks on it, dropping the creature into a 10-foot-deep pit.

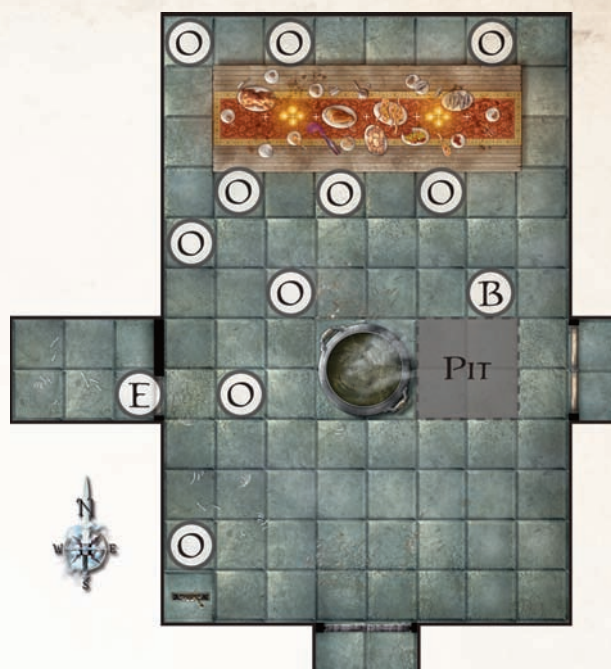
Trap: A 2×2 section of the floor hides a 10-foot-deep pit.

Perception
◆ DC 20: The character notices the false stonework.

Trigger
After it is activated, the trap attacks when a creature enters one of the trap's four squares.

Attack
Immediate Reaction Melee
Target: The creature that triggered the trap.
Attack: +4 vs. Reflex
Hit: The target falls into the pit, takes 1d10 damage, and falls prone.
Miss: The target returns to the last square it occupied, and its move action ends immediately.
Effect: The false floor opens and the pit is no longer hidden.

Countermeasures
◆ An adjacent character can trigger the trap with a DC 10 Thievery check. The floor falls into the pit.
◆ An adjacent character can disable the trap with a DC 25 Thievery check. The floor becomes safe.
◆ A character who makes an Athletics check (DC 11, or DC 21 without a running start) can jump over the pit.
◆ A character can climb out with a DC 15 Athletics check.



FEATURES OF THE AREA

Illumination: Glowing embers beneath the cauldron produce dim light in a 5-square radius. The rest of the area is dark.

Ceiling: The ceiling in this area is 20 feet high.

Table: The banquet table provides cover for adjacent creatures as long as it is upright. A character can tip over the table with a DC 17 Strength check. If it is tipped over, it occupies the row of squares adjacent to its original position, and it blocks line of sight and line of effect.

False-Floor Pit Trap: Meal scraps and liquids from the cauldron are thrown into an adjacent pit that is covered by a false floor. The false floor is safe to walk on unless the lever in the corner of the room is pulled, which activates the trap.

Pantry: This small chamber off the western wall contains shelves of opened food and hanging herbs. Hidden in the pantry is a level 6 magic item and a bag of 60 gp, concealed here by the eye of Gruumsh. The orc begins the encounter in this room, peeking out through the slightly open door.

Cauldron: If tipped over, the cauldron attacks a 2×2 area adjacent to it (+6 vs. Reflex; 2d4 fire damage, and the target is knocked prone).

Fire Pit: After the cauldron is tipped over, the space it occupied is now filled with cinders and hot ashes (you can use the 2×2 fireplace tile to represent this feature). A creature that enters the fire pit or starts its turn there takes 2d4 fire damage.

ENCOUNTER 3-3: THE BARRACKS

Encounter Level 6 (1,250 XP)

- 1 orc chieftain (C)
- 1 dire wolf (W)
- 2 orc berserkers (B)

SETUP

The orc chieftain holds court in the barracks, accompanied by his remaining loyal followers. Most of the orcs in the keep rotate sleeping shifts in the eight beds, and the chieftain shares the bearskin rug with his faithful dire wolf.

Having heard the conflict in the banquet hall, the orcs here are prepared.

The dire wolf stands growling on the bearskin rug near the orc chieftain. The orc berserkers stand nearby, ready for battle. If the orc berserker from area 2 fled here, place it as you see fit.

When the characters open the door, read:

This room looks like the sleeping quarters for the orcs. A crackling fireplace spreads light throughout the room.

A large wolf, bony spines protruding from its back, growls deeply, baring its fangs. Orcs in leather armor stand across the room with greataxes, ready to attack.

Another orc in fine chainmail stands near the wolf. He twirls his greataxe and snarls in Common, "Smash them!"

TACTICS

The orc berserkers rush forward at the first opportunity, charging if possible. They try to stay within 5 squares of the chieftain to benefit from his *blood of the enemy* aura. They use *warrior's surge* as soon as they're bloodied. If a PC is foolish enough to stand next to the roaring fire, a berserker attempts to bull rush him into it (+7 vs. Fortitude).

The chieftain is unafraid of the PCs, heedlessly provoking opportunity attacks whenever he needs to move into a better position. He uses *warrior's surge* as soon as he can, and the first time an ally is reduced to 0 hit points while adjacent to an enemy, the chieftain uses *inspire ferocity* to grant that ally a melee basic attack.

The dire wolf fights alongside its master if possible. It attacks targets that have one or more of its allies adjacent to make use of its combat advantage ability.

Orc Chieftain (C)	Level 8 Elite Brute (Leader)
Medium natural humanoid	XP 700
Initiative +5	Senses Perception +3; low-light vision
Blood of the Enemy aura 5; bloodied allies in the aura deal 2 extra damage with melee attacks.	
HP 216; Bloodied 108; see also <i>warrior's surge</i>	
AC 22; Fortitude 22, Reflex 19, Will 21	
Saving Throws +2	
Speed 5 (7 while charging)	
Action Points 1	
⊕ Greataxe (standard; at-will) ♦ Weapon +11 vs. AC; 1d12 + 5 damage (crit 1d12 + 17).	
↘ Inspire Ferocity (immediate reaction, when an ally within range drops to 0 hit points; recharge ☐ ☐ ☐ ☐ ☐ ☐) Ranged 10; the ally makes a melee basic attack.	
⊕ Warrior's Surge (standard, usable only while bloodied; encounter) ♦ Healing, Weapon The orc chieftain makes a melee basic attack and regains 54 hit points.	
Alignment Chaotic evil	Languages Common, Giant
Skills Endurance +12, Intimidate +13	
Str 20 (+9)	Dex 14 (+6) Wis 12 (+5)
Con 18 (+8)	Int 10 (+4) Cha 19 (+8)
Equipment chainmail, greataxe	

2 Orc Berserkers (B)	Level 4 Brute
Medium natural humanoid	XP 175 each
Initiative +3	Senses Perception +2; low-light vision
HP 66; Bloodied 33; see also <i>warrior's surge</i>	
AC 15; Fortitude 17, Reflex 13, Will 12	
Speed 6 (8 while charging)	
⊕ Greataxe (standard; at-will) ♦ Weapon +8 vs. AC; 1d12 + 5 damage (crit 1d12 + 17).	
⊕ Warrior's Surge (standard, usable only while bloodied; encounter) ♦ Healing, Weapon The orc berserker makes a melee basic attack and regains 16 hit points.	
Alignment Chaotic evil	Languages Common, Giant
Skills Endurance +10, Intimidate +6	
Str 20 (+7)	Dex 13 (+3) Wis 10 (+2)
Con 16 (+5)	Int 8 (+1) Cha 9 (+1)
Equipment leather armor, greataxe	

TIPS AND REMINDERS

Keep track of the chieftain's aura, which increases the damage dealt by the melee attacks of bloodied allies.

After the chieftain uses *inspire ferocity*, remember to roll for the recharge each round.

Dire Wolf (W)		Level 5 Skirmisher	
Large natural beast (mount)		XP 200	
Initiative +7		Senses Perception +9; low-light vision	
HP 67; Bloodied 33			
AC 19; Fortitude 18, Reflex 17, Will 16			
Speed 8			
⊕ Bite (standard; at-will)			
+10 vs. AC; 1d8 + 4 damage, or 2d8 + 4 damage against a prone target.			
Combat Advantage			
A dire wolf gains combat advantage against a target that has one or more of the dire wolf's allies adjacent to it. If the dire wolf has combat advantage against the target, the target is also knocked prone on a hit.			
Pack Hunter (while mounted by a friendly rider of 5th level or higher; at-will) ◆ Mount			
The dire wolf's rider gains combat advantage against an enemy if it has at least one ally other than its mount adjacent to the target.			
Alignment Unaligned	Languages –		
Str 19 (+6)	Dex 16 (+5)	Wis 14 (+4)	
Con 19 (+6)	Int 5 (-1)	Cha 11 (+2)	

FEATURES OF THE AREA

Illumination: The fireplace provides bright light for the entire room.

Ceiling: The ceiling in this area is 20 feet high.

Beds: A character can jump onto a bed with a DC 20 Athletics check (DC 10 with a running start). Anyone under a bed has superior cover (–5 penalty to attack rolls against him). With a DC 12 Strength check, a bed can be tipped over to provide cover.

Fireplace: Anyone pushed into the fireplace takes 1d6 fire damage and gains ongoing 3 fire damage (save ends).

Treasure: Six unlocked chests (tucked under beds) contain 2d10 + 40 sp each—the wealth of the orc followers. Untrusting, the chieftain carries his considerable wealth of 400 gp on his person. The footlocker at the foot of each bed contains nothing of interest.



ENCOUNTER 3-3: THE BARRACKS

BEWARE THE ORC CHIEFTAIN

As a level 8 elite brute, the orc chieftain is an extremely dangerous foe for 3rd-level PCs. His high number of hit points and his potential for dealing damage means that he probably can outlast any PC facing him. Stress the fact that most attacks barely seem to faze the chieftain, and don't hesitate to mention "and he's not bloodied yet" to drive home the fact that he has a lot of hit points. The PCs should figure out that they'll need to team up against the chieftain to have a chance of defeating him.

4: THE RAIDERS' HIDEOUT

The Raiders' Hideout is a series of underground chambers (or perhaps the interior of a pyramid) that serves as a base of operations for a band of gnoll desert raiders. The PCs have come to exact a measure of justice for recent brutal caravan raids. They've tracked the gnolls to their lair, where they intend to end the threat to desert trade once and for all.

Tiles: This delve uses tiles from *DT6: Dire Tombs™*.

EXPANDING THE DELVE

Other granite doors might lead to areas branching off from the Throne Chamber (area 2), or to a series of rooms like the one containing the well. The room at the bottom of the well could be but part of a vast complex extending below the tomb.

- ◆ Rather than a small band of gnolls, an entire tribe might be living within the Raiders' Hideout.
- ◆ The gnolls might have formed an uneasy alliance with some remnant of the tomb's original undead guardians, such as deathlock wights (MM 262), chillborn zombies (MM 275), or ultimately a highly dangerous mummy guardian (MM 192). The gnoll priests have devised some way to control



the undead—perhaps by threatening to destroy a particularly important sarcophagus.

- ◆ Consider adding three or four other rooms that function like the Well of the Hungry One (area 3), with a frightening monster arising from the pit. That repetition builds anticipation among the players—when they see each well, they know what's likely to happen. Later, when they venture into the lower reaches of the tomb, they will have sampled some of the horrors that lurk down there in greater numbers.

ENCOUNTER 4-1: CHAMBER OF SAND

Encounter Level 4 (925 XP)

3 gnoll claw fighters (G)
1 sand cascade trap

SETUP

This encounter introduces the gnolls and gives the PCs a maneuvering challenge once waves of sand begin sweeping them toward a crevasse.

When the characters round the corner at the base of the stairs, read:

The sandy-floored chamber slopes upward to two sets of double doors, where three gnolls stand guard. Empty burial alcoves line the side walls. A deep but narrow crevasse stretches across the floor in front of you.

Perception Check

DC 19: You see lighter stonework on the back wall of the alcoves—a telltale sign of a sliding panel or secret door.

3 Gnoll Claw Fighters (G)		Level 6 Skirmisher
Medium natural humanoid		XP 250 each
Initiative +7	Senses Perception +6; low-light vision	
HP 70; Bloodied 35		
AC 20; Fortitude 18, Reflex 16, Will 15		
Speed 8; see also <i>mobile melee attack</i>		
⊕ Claw (standard; at-will)		
+11 vs. AC; 1d6 + 4 damage, or 1d6 + 6 while bloodied; see also <i>pack attack</i> below.		
⊕ Clawing Charge (standard; at-will)		
The gnoll claw fighter charges and makes two claw attacks against a single target instead of one melee basic attack.		
⊕ Mobile Melee Attack (standard; at-will)		
The gnoll claw fighter can move up to 4 squares and make one melee basic attack at any point during that movement. The gnoll doesn't provoke opportunity attacks when moving away from the target of its attack.		
Pack Attack		
A gnoll claw fighter deals 5 extra damage on melee attacks against an enemy that has two or more of the gnoll claw fighter's allies adjacent to it.		
Alignment Chaotic evil	Languages Abyssal, Common	
Skills Intimidate +8		
Str 19 (+7)	Dex 15 (+5)	Wis 12 (+4)
Con 14 (+5)	Int 9 (+2)	Cha 7 (+1)
Equipment leather armor		

Sand Cascade Trap
Trap**Level 4 Obstacle**
XP 175

Hatches within the wall alcoves open, releasing jets of fine, powdery sand, which spreads out into the middle of the room then slides down the slope toward you.

The sand adds difficult terrain, slides the PCs south, and can ensnare them in the floor crevasse. In the first round, hatches open in the westernmost alcove (numbered 1) on each side. In each subsequent round, the next higher-numbered pair of hatches (immediately to the east) opens, increasing the flow of sand. One round after the sixth pair opens, all hatches close again. By the end of that round, nearly all the sand has slipped down the crevasse, leaving only a trace behind.

Perception

- ◆ DC 12: The character notices wall panels on the back of each alcove to the north and south.
- ◆ DC 17: The character notices grooves in the floor that indicate the skull will swivel in place. The character must be within 2 squares to notice.

Initiative +6**Trigger**

The trap starts spewing sand from the westernmost openings when a creature adjacent to the skull rotates it (a minor action). Roll initiative; on the trap's first turn, it begins spewing sand. On its next turn it begins attacking any eligible targets, and at the end of each of its turns beginning in round 2 the next pair of hatches opens.

Attack**Standard Action** **Melee**

Target: Each creature even with or west of the easternmost open hatch.

Attack in rounds 2 and 3: +5 vs. Fortitude; the target slides 2 squares due west.

Attack in rounds 4 and 5: +7 vs. Fortitude; the target slides 4 squares due west.

Attack in rounds 6 and 7: +9 vs. Fortitude, the target slides 6 squares due west.

Effect: All squares between the easternmost open hatches and the crevasse are difficult terrain.

Effect: Creatures pushed into the crevasse are buried in sand up to their waist and are restrained (save at -2 penalty ends).

Countermeasures

- ◆ A character can jam an adjacent hatch closed with a DC 12 Thievery check (or DC 17 if the hatch is already open).
- ◆ The characters can engage in a skill challenge to deactivate the trigger at the skull. Complexity 1 (4 successes before 3 failures). Thievery DC 17. A character must be adjacent to the skull in order to attempt a Thievery check in this skill challenge. Success on the skill challenge disables the trap. Each failure recorded while attempting the skill challenge causes the sand to pour out faster, granting the trap a +1 bonus on attack rolls. If the skill challenge results in failure, no further Thievery checks made for this purpose have any effect.

TACTICS

The gnolls use *mobile melee attack* to draw the PCs farther into the room each round. During the first round, allow the PCs a DC 16 Perception check to notice that the gnolls keep glancing back toward the skull.

Once a few PCs have crossed the crevasse, the gnolls fall back and activate the trap.

After the sand begins to flow, the gnolls use *mobile melee attack* to spring forward, strike with a claw, then fall back outside the area affected by the sand cascade. They always stay out of the area that will be affected by the sand in the next round. The gnolls fight to the death.

FEATURES OF THE AREA

Illumination: Wall torches near the burial alcoves provide bright illumination.

Ceiling: The ceiling in this area is 10 feet high.

Floor: The slope of the floor isn't enough to affect movement, but allows the sand cascade trap to slide characters into the crevasse.

Crevasse: Only 2 feet wide, the crevasse can easily be stepped over.

Skull: This oversized carving of a skull sits on hidden rollers and rotates easily when touched. Moving the skull in this fashion triggers the sand cascade trap.

Double Doors: These 4-inch-thick granite doors require a DC 12 Strength check to open, making a grinding sound as they do. PCs who listen at the doors (Perception DC 17) hear sporadic barks.



ENCOUNTER 4-2: THRONE CHAMBER

Encounter Level 5 (1,075 XP)

- 1 gnoll huntmaster (G)
- 2 gnoll marauders (M)
- 3 hyenas (H)

SETUP

The PCs face better-organized opposition in this room: a capable gnoll archer screened by hyenas and marauders.

Don't place the hyenas right away—the height of the casket prevents the PCs from seeing them from the top of the stairs.

When the characters open the doors from area 1, read:

A short flight of stairs descends into this room, flanked by a brazier on each side.

A massive golden casket dominates the center of the room. A gnoll with a spear and shield stands at each end of the casket. Low stone sarcophagi are arranged near the head and feet of the big casket.

At the east end of the room, a gnoll with a bow stands on a dais next to two stone thrones.

Perception Check

DC 12: *You hear several low growls and the scratching of claws on stone. There's something else—some things, actually—on the other side of that golden casket.*

3 Hyenas (H)		Level 2 Skirmisher	
Medium natural beast		XP 125 each	
Initiative +5	Senses Perception +7; low-light vision		
HP 37; Bloodied 18			
AC 16; Fortitude 14, Reflex 13, Will 12			
Speed 8			
⊕ Bite (standard; at-will)			
+7 vs. AC; 1d6 + 3 damage; see also <i>pack attack</i> .			
Pack Attack			
A hyena deals 1d6 extra damage against an enemy adjacent to two or more of the hyena's allies.			
Harrier			
If a hyena is adjacent to an enemy, all other creatures have combat advantage against that enemy when making melee attacks.			
Alignment Unaligned		Languages —	
Str 16 (+4)	Dex 15 (+3)	Wis 12 (+2)	
Con 13 (+2)	Int 2 (-3)	Cha 5 (-2)	

Gnoll Huntmaster (G)		Level 5 Artillery	
Medium natural humanoid		XP 200	
Initiative +6	Senses Perception +11; low-light vision		
HP 50; Bloodied 25			
AC 19; Fortitude 16, Reflex 17, Will 14			
Speed 7			
⊕ Handaxe (standard; at-will) ◆ Weapon			
+9 vs. AC; 1d6 + 3 damage, or 1d6 + 5 damage while bloodied; see also <i>pack attack</i> .			
↘ Longbow (standard; at-will) ◆ Weapon			
Ranged 20/40; +10 vs. AC; 1d10 + 4 damage, or 1d10 + 6 damage while bloodied; see also <i>pack attack</i> .			
Pack Attack			
A gnoll huntmaster deals 5 extra damage on melee and ranged attacks against an enemy that has two or more of the huntmaster's allies adjacent to it.			
Alignment Chaotic evil		Languages Abyssal, Common	
Skills Intimidate +7, Stealth +11			
Str 16 (+5)	Dex 19 (+6)	Wis 14 (+4)	
Con 14 (+4)	Int 8 (+1)	Cha 7 (+0)	
Equipment leather armor, handaxe, longbow, quiver of 30 arrows			

2 Gnoll Marauders (M)		Level 6 Brute	
Medium natural humanoid		XP 250 each	
Initiative +5	Senses Perception +7; low-light vision		
HP 84; Bloodied 42			
AC 18; Fortitude 18, Reflex 15, Will 15			
Speed 7			
⊕ Spear (standard; at-will) ◆ Weapon			
+10 vs. AC; 1d8 + 6 damage, or 1d8 + 8 while bloodied; see also <i>quick bite</i> and <i>pack attack</i> .			
⊕ Quick Bite (free, when the gnoll marauder hits a bloodied enemy with a melee attack; at-will)			
The gnoll marauder makes a bite attack against the same target: +7 vs. AC; 1d6 + 2 damage, or 1d6 + 4 damage while bloodied.			
Pack Attack			
A gnoll marauder deals 5 extra damage on melee attacks against an enemy that has two or more of the marauder's allies adjacent to it.			
Alignment Chaotic evil		Languages Abyssal, Common	
Skills Intimidate +8, Stealth +10			
Str 20 (+8)	Dex 14 (+5)	Wis 14 (+5)	
Con 14 (+5)	Int 9 (+2)	Cha 7 (+1)	
Equipment leather armor, light shield, spear			

TACTICS

The marauders have one main goal: to stay between the PCs and the huntmaster. They use the massive golden casket and the smaller sarcophagi to try to restrict the PCs to the western section of the room.

Meanwhile, the hyenas encircle the PCs to flank or engage back-rank characters, and the huntmaster rains arrows down on them.

The gnolls and the hyenas fight to the death. If the PCs retreat, the monsters chase them to the base of the stairs; then all the monsters stop and the gnolls hurl insults about the PCs' cowardice.

FEATURES OF THE AREA

Illumination: The braziers are as bright as sunrods, providing bright illumination throughout the room.

Ceiling: The ceiling in this area is 20 feet high.

Braziers: Any creature who enters one of the squares occupied by a brazier takes ongoing 5 fire damage (save ends).

Massive Golden Casket: This ancient sarcophagus is big enough to require a DC 10 Athletics check and 2 squares of movement to climb onto or off. It's 5 feet high, so PCs take no damage if they fall from it. Creatures behind the casket have cover unless attacked by someone atop it.

It takes a DC 25 Strength check to lift the lid of the casket; up to four characters can work together.

Smaller Sarcophagi: These low stone sarcophagi are set into the floor and only about 2 feet tall. The squares they occupy are difficult terrain. A character who makes a DC 15 Strength check lifts the lid on one sarcophagus, and up to two PCs can try at once. Each sarcophagus has only dust and bones inside.

Thrones: The thrones provide cover to those hiding behind them. They also trigger a harmless but dramatic illusion to any creature that sits in one.

A creature sitting in the right-hand chair feels a rush of air and a flash of heat. The entire chamber disappears from view, and the throne appears to be atop a hill overlooking a fertile river valley, with smoking mountains to the distant north. The illusion includes subtle environmental effects (a light breeze, moving clouds, farmers toiling in distant fields), and is realistic enough that the sitting creature might believe that the throne has teleported. As soon as the creature stands up, the illusion disappears and the Throne Chamber appears again. A DC 17 History check is sufficient to recognize the illusory scene as



ENCOUNTER 4-2: THRONE CHAMBER

similar to a nearby valley—although no river flows through it at present.

A creature sitting in the left-hand chair views a similar illusion, except that the river has dried up and the farms have been replaced with a sandy desert. Vultures wheel in the sky overhead, and the air seems stifflingly hot. A DC 12 History check reveals that the illusory valley looks similar to a valley in the vicinity of the tomb. (It is the same valley viewed by someone who sits in the right-hand chair, but at a later time.)

Double Doors: The doors leading south are closed but not locked. They are quite heavy—4 inches of solid granite—and open with a distinct grinding sound.

PCs who listen at the doors (Perception DC 17) hear sporadic low barks and shuffling footsteps.

Treasure: Inside the massive golden casket is a level 7 magic item, 2 *potions of healing*, an onyx falcon carving worth 250 gp, and 120 gp. No body rests inside.

TIPS AND REMINDERS

Whenever you're about to make an attack roll, check the positions of other monsters and ask yourself two questions:

Is a hyena adjacent to the target? If so, the attack gains combat advantage (due to the hyena's *harrier* ability).

Are two other monsters adjacent to the target? If so, the attacker deals extra damage from *pack attack* (1d6 if a hyena; 5 if a gnoll). The huntmaster gains this bonus even on ranged attacks.

Also, keep track of which combatants are bloodied. The gnolls deal extra damage when they're bloodied, and the marauders can use *quick bite* as a free action when they hit a bloodied PC with a melee attack.

ENCOUNTER 4-3: WELL OF THE HUNGRY ONE

Encounter Level 7 (1,550 XP)

1 gnoll demonic scourge (D)
3 gnoll huntmasters (G)
1 grell

SETUP

In the final room of this delve, the PCs face the toughest members of the gnoll band—and a creature far more horrifying. In the middle of the fight, a grell rises from the well and extends its tentacles toward the PCs.

Don't place the huntmaster in the doorway unless one of the PCs succeeds on a DC 21 Perception check (see below). The grell is not shown on the map because it makes its appearance in the second or third round.

When the characters open the doors to area 3, read:

In front of you looms a muscular gnoll wearing a skull helmet and waving a heavy flail. Behind the creature is a well or pit of some kind with a foot-high stone lip around it. Two gnoll archers stand beyond the well.

A thin trickle of water emerges from a doorway on your left, pooling in a shallow puddle around the lip of the well.

Perception Check

DC 14: *You see a third gnoll archer peeking around the corner of the doorway to your left.*

DC 19: *You hear a faint slithering sound from the depths of the well.*

TIPS AND REMINDERS

Allies within 5 squares of the gnoll demonic scourge gain a +1 bonus to attack rolls (+2 instead if the scourge is bloodied).

The gnolls all have *pack attack*, dealing extra damage if two or more allies are adjacent to the target (this is probably significant only for the huntmasters).

Also, you'll probably be referring to the rules for grabbing and escaping (PH 288, 290) quite a bit, so you might as well leave the book open to one of those pages.

Gnoll Demonic Scourge (D)		Level 8 Brute (Leader)
Medium natural humanoid		XP 350
Initiative +6	Senses Perception +7; low-light vision	
Leader of the Pack aura 5; allies in the aura gain a +1 bonus to attack rolls. While this creature is bloodied, the bonus increases to +2.		
HP 106; Bloodied 53		
AC 20; Fortitude 21, Reflex 18, Will 18		
Speed 5		
⊕ Heavy Flail (standard; at-will) ♦ Weapon		
+13 vs. AC; 2d6 + 5 damage, or 2d6 + 7 while bloodied; against a bloodied enemy, this attack also knocks the target prone; see also <i>pack attack</i> .		
Bloodthirst		
If a gnoll demonic scourge bloodies an enemy with a melee attack, an ally adjacent to the enemy can make a melee attack against that enemy as an immediate reaction.		
Overwhelming Attack (free; encounter)		
The gnoll demonic scourge applies its <i>bloodthirst</i> power to two allies instead of one.		
Pack Attack		
A gnoll demonic scourge deals 5 extra damage on melee attacks against an enemy that has two or more of the demonic scourge's allies adjacent to it.		
Alignment Chaotic evil	Languages Abyssal, Common	
Skills Insight +10, Intimidate +13, Religion +10		
Str 20 (+9)	Dex 14 (+6)	Wis 12 (+5)
Con 16 (+7)	Int 13 (+5)	Cha 15 (+6)
Equipment hide armor, heavy flail		

2 Gnoll Huntmasters (G)		Level 5 Artillery
Medium natural humanoid		XP 200 each
Initiative +6	Senses Perception +11; low-light vision	
HP 50; Bloodied 25		
AC 19; Fortitude 16, Reflex 17, Will 14		
Speed 7		
⊕ Handaxe (standard; at-will) ♦ Weapon		
+9 vs. AC; 1d6 + 3 damage, or 1d6 + 5 damage while bloodied; see also <i>pack attack</i> .		
↘ Longbow (standard; at-will) ♦ Weapon		
Ranged 20/40; +10 vs. AC; 1d10 + 4 damage, or 1d10 + 6 damage while bloodied; see also <i>pack attack</i> .		
Pack Attack		
A gnoll huntmaster deals 5 extra damage on melee and ranged attacks against an enemy that has two or more of the huntmaster's allies adjacent to it.		
Alignment Chaotic evil	Languages Abyssal, Common	
Skills Intimidate +7, Stealth +11		
Str 16 (+5)	Dex 19 (+6)	Wis 14 (+4)
Con 14 (+4)	Int 8 (+1)	Cha 7 (+0)
Equipment leather armor, handaxe, longbow, quiver of 30 arrows		

Grell		Level 7 Elite Soldier	
Medium aberrant magical beast (blind)		XP 600	
Initiative +9	Senses Perception +9; blindsight 12		
HP 156; Bloodied 78			
AC 22 (24 while the grell has an enemy grabbed); Fortitude 19, Reflex 20, Will 17			
Immune gaze			
Saving Throws +2			
Speed 1 (clumsy), fly 6 (hover)			
Action Points 1			
⊕ Tentacle Rake (standard; at-will) ♦ Poison			
Reach 2; +12 vs. AC; 3d8 + 4 damage, and the target is slowed and takes a -2 penalty to attack rolls (save ends both).			
⊕ Tentacle Grab (standard; at-will)			
Reach 2; +12 vs. Fortitude; 2d8 + 4 damage, and the target is grabbed. The grell can grab only one creature at a time.			
⊕ Venomous Bite (minor 1/round; at-will) ♦ Poison			
Grabbed target only; +12 vs. AC; 1d8 + 4 damage, and the target is stunned (save ends).			
Alignment Evil	Languages Deep Speech		
Skills Stealth +17			
Str 12 (+4)	Dex 19 (+7)	Wis 12 (+4)	
Con 14 (+5)	Int 10 (+3)	Cha 9 (+2)	

TACTICS

The gnoll demonic scourge wades right into melee, attacking a bloodied foe when it can (to knock that foe prone). Its *pack attack* probably won't come into play, but it does use *bloodthirst* once the grell arrives.

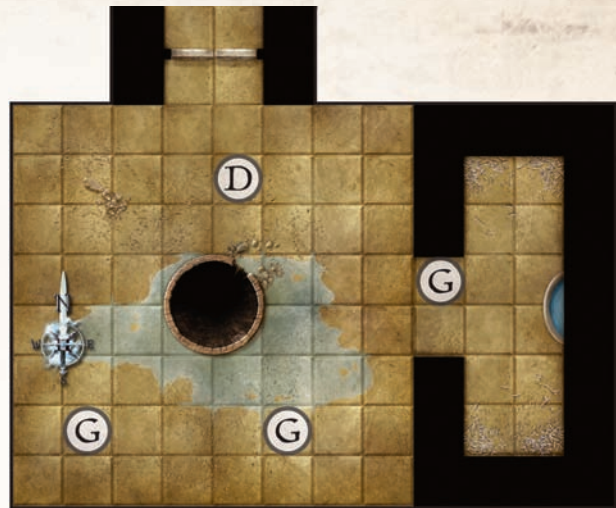
The huntmasters avoid melee at all costs, and attempt to concentrate fire by shouting out targets to one another.

Roll initiative for the grell at the start of the second round, but let your own sense of drama and pacing determine the right time to unleash this tentacular horror, delaying its arrival as long as necessary.

The grell uses *tentacle grab* until it hits, then follows with *venomous bite* (first shifting adjacent to the PC if necessary). If it succeeds in stunning a grabbed foe, it immediately flies over the pit (spending an action point if needed) and drops the PC into the well (a free action).

During combat, the grell often remains aloft above one of the well squares, making it harder for the PCs to engage it in melee.

All the monsters fight until slain. The gnolls pursue the PCs back to the stairway out of the tomb (in area 2), but the grell does not move beyond area 3, instead retreating down the well if the characters leave this area without destroying it.



FEATURES OF THE AREA

Illumination: Torches in wall sconces provide bright illumination throughout the chamber, but it's dark inside the well.

Ceiling: The ceiling in this area is 10 feet high.

Well: This 30-foot drop ends in a 40-foot-square, dark chamber where the grell lairs (unless, of course, you're expanding this delve into a full-blown dungeon, in which case an extensive network of chambers exists below).

Creatures pushed, pulled, or slid into the well make a saving throw (with a +2 bonus because of the lip on the opening) to avoid falling. Those who fall take 3d10 damage; only creatures who can cling to the ceiling of the lower chamber can climb back out under their own power.

Pool: The greenish squares around the well represent the area where water from the broken fountain (see below) has collected in a shallow pool. The water in the pool is dark, stale, musty, and about a foot deep. These squares are difficult terrain, and slippery: A creature that enters one must make a successful DC 10 Acrobatics check or fall prone in that square, ending its movement.

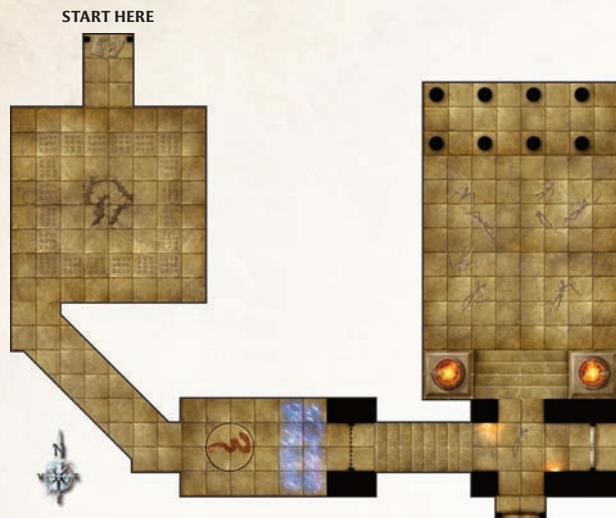
Broken Fountain: Once, some statuary with a water nozzle extended from the far eastern wall, but all that's left are a few broken prongs of stone and a short length of bent metal pipe.

A character who makes a DC 14 History or Religion check remembers that the members of the ancient civilization in this area believed that river water was sacred, and they regularly "gave back to the river" by placing offerings within a vessel containing river water.

Treasure: Scattered under the water of the fountain are old coins worth a total of 250 gp and 300 sp. The designs on the coins have long since worn away, but they seem to be of a standard size and weight.

5: TOMB OF THE TIEFLING EMPRESS

The necromancer Tal Lorvas has unearthed an underground tomb that dates back to the height of the ancient tiefling empire. Lorvas has been terrorizing the surrounding lands with his vile experiments, and now he hopes to find a ring, hidden in the tomb, that is tied to a ritual he wants to perform by the rise of the next full moon.



The PCs must enter the tomb of Empress Nemeia, deal with the servants of the necromancer, and confront Tal Lorvas before he can claim the ancient relic and move one step closer to ultimate power over the undead.

Tiles: This delve uses tiles from *DT6: Dire Tombs*.

EXPANDING THE DELVE

To turn this delve into a longer adventure, consider these additions.

- ◆ Lorvas escapes with the ring and prepares to perform his unholy ritual. To stop him, the PCs must track him to a mazelike mausoleum guarded by mad wraiths (MM 266), ghouls (MM 118), and dire wolves (MM 264).
- ◆ The east or south door in the hallway outside area 3 leads deeper into the tomb. The PCs must undertake a skill challenge to solve a puzzle and find the final resting place of Empress Nemeia, now infested with deathjump spiders (MM 246).
- ◆ The PCs defeat Lorvas and take the empress's signet ring, which is still linked to evil. It tricks them into summoning a spined devil (MM 66) leading a pack of legion devil grunts (MM 64) that seek victims to bring back to the Nine Hells.

ENCOUNTER 5-1: DEATH IN THE DARK

Encounter Level 5 (1,000 XP)

3 boneshard skeletons (S)
2 wights (W)

SETUP

Tal Lorvas has made his way deep into the tomb, but he left a few surprises behind to guard against unwanted interruptions.

The monsters hide in the darkness in the tomb's first chamber.

When the adventurers approach the tomb, read:
A dark opening, partially hidden behind overgrowth, leads into the side of the hill. A shattered stone door sits in the opening.

History Check

DC 12: *The markings on the door indicate ties to the ancient tiefling empire of Bael Turath.*

Perception Check

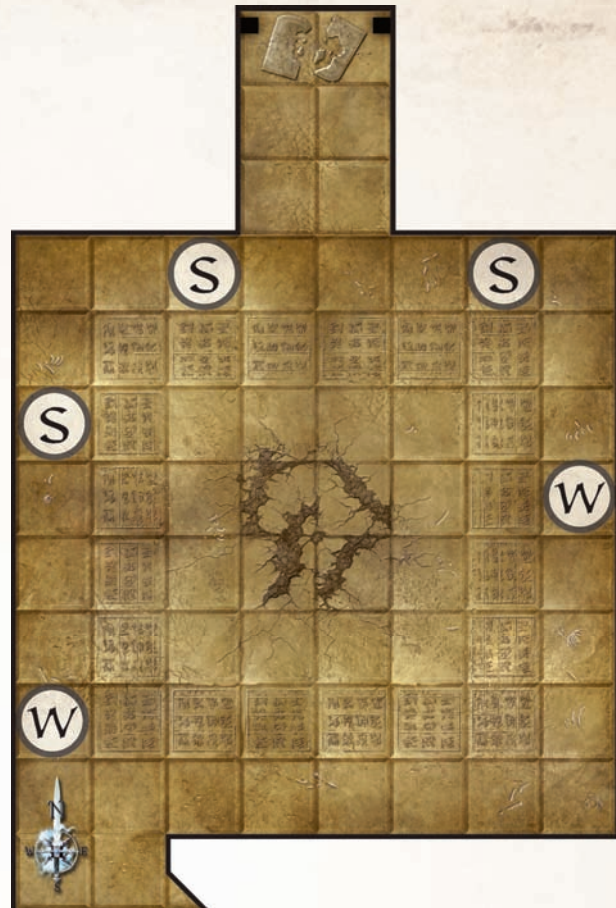
DC 17: *You hear barely perceptible moans emanating from the darkness ahead.*

3 Boneshard Skeletons (S)		Level 5 Brute	
Medium natural animate (undead)		XP 200 each	
Initiative +5		Senses Perception +4; darkvision	
HP 77; Bloodied 38; see also <i>boneshard burst</i>			
AC 17; Fortitude 16, Reflex 16, Will 15			
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant			
Speed 6			
⊕ Scimitar (standard; at-will) ♦ Necrotic, Weapon			
+9 vs. AC; 1d8 + 3 damage (crit 1d8 + 11) plus 5 necrotic damage.			
⊕ Boneshard (standard; at-will) ♦ Necrotic			
+9 vs. AC; 1d4 + 3 damage, and ongoing 5 necrotic damage (save ends).			
↔ Boneshard Burst (when first bloodied and again when the boneshard skeleton is reduced to 0 hit points) ♦ Necrotic			
Close burst 3; +8 vs. Reflex; 2d6 + 3 necrotic damage.			
Alignment Unaligned		Languages –	
Str 16 (+5)	Dex 16 (+5)	Wis 14 (+4)	
Con 17 (+5)	Int 3 (-2)	Cha 3 (-2)	
Equipment scimitar			

2 Wights (W)		Level 5 Skirmisher	
Medium natural humanoid (undead)		XP 200	
Initiative +7		Senses Perception +0; darkvision	
HP 62; Bloodied 31			
AC 19; Fortitude 18, Reflex 17, Will 16			
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant			
Speed 7			
⊕ Claw (standard; at-will) ♦ Necrotic			
+10 vs. AC; 1d6 + 4 necrotic damage, the target loses a healing surge, and the wight shifts 3 squares.			
Alignment Evil		Languages Common	
Skills Stealth +10			
Str 18 (+6)	Dex 16 (+5)	Wis 6 (+0)	
Con 14 (+4)	Int 10 (+2)	Cha 15 (+4)	

TACTICS

All monsters remain in the shadows at the edges of the room until the PCs enter. At that point, the boneshard skeletons make *boneshard* attacks, hoping to deal ongoing damage to the PCs, then switch to using their scimitars. The wights make claw attacks, shifting among the PCs and trying to deprive them of healing surges.



ENCOUNTER 5-1: DEATH IN THE DARK

FEATURES OF THE AREA

Illumination: Darkness.

Ceiling: The ceiling in this area is 20 feet high.

Shattered Door: The spaces occupied by the shattered door are difficult terrain. The door markings indicate that the tomb is that of Empress Nemeia of ancient Bael Turath.

Floor Runes: The markings on the floor of the chamber are runes inscribed by Tal Lorvas. Whenever a living creature steps onto a marked square, gas begins to seep from the cracks in the center of the room.

Cracks: The cracks in the center of the room are difficult terrain. If gas begins to flow, it forms a cloud inside the marked squares. Any PC who enters or starts his turn in the gas takes 2 damage.

ENCOUNTER 5-2: CORRIDOR OF DANGER

Encounter Level 6 (1,300 XP)

3 blazing skeletons (S)
2 chillborn zombies (Z)
1 ice trap

SETUP

The undead guardians in this corridor have orders to attack and destroy anything that isn't undead and loyal to Tal Lorvas.

When a PC leaves the first chamber and enters the diagonal corridor, read:

The corridor ahead angles away from the room and gradually slopes deeper into the earth so that the far end—which is dark—is several feet lower than the close end.

When the PCs reach the bottom of the sloping corridor, read:

The corridor levels out and widens into a small chamber. A strange symbol has been painted onto the floor. A portcullis blocks the way out on the other side of the room. Two animated corpses, frost emanating from their decaying forms, move toward you with malice in their undead eyes.

TACTICS

Two blazing skeletons use readied actions to hurl *flame orbs* as soon as the adventurers traverse the sloping corridor. Then they fall back to let the chillborn zombies engage the PCs in melee. The blazing skeletons attempt to stay a few squares away from the combatants so that they can continue to use their ranged attack. If forced into melee, they resort to their *blazing claw* attack.

A third blazing skeleton starts the battle on the far side of the ice trap, next to the closed portcullis. It hurls *flame orbs* at available targets throughout the battle.

The two chillborn zombies begin in the ice trap; they are immune to its effect. As soon as they see living intruders, they rush across the room to attack. They attempt to work close to each other so that their *chillborn auras* overlap and deal cumulative damage to their enemies. They also try to stay in the squares covered by the symbol of Zehir, which provides them with extra damage.

The blazing skeletons try to stay out of the *chillborn auras*. They also know that their auras can harm the zombies, so they try not to get close to them.

3 Blazing Skeletons (S)

Medium natural animate (undead)

Level 5 Artillery

XP 200 each

Initiative +6

Senses Perception +4; darkvision

Fiery Aura (Fire) aura 1; any creature that starts its turn in the aura takes 5 fire damage.

HP 53; Bloodied 26

AC 19; Fortitude 15, Reflex 18, Will 16

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

Speed 6

⊕ **Blazing Claw** (standard; at-will) ♦ Fire

+8 vs. AC; 1d4 + 1 damage, and ongoing 5 fire damage (save ends).

⊕ **Flame Orb** (standard; at-will) ♦ Fire

Ranged 10; +8 vs. Reflex; 2d4 + 4 fire damage, and ongoing 5 fire damage (save ends).

Alignment Unaligned

Languages –

Str 13 (+3)

Dex 18 (+6) Wis 15 (+4)

Con 17 (+5)

Int 4 (-1)

Cha 6 (+0)

2 Chillborn Zombies (Z)

Medium natural animate (cold, undead)

Level 6 Soldier

XP 250 each

Initiative +5

Senses Perception +3; darkvision

Chillborn Aura (Cold) aura 2; any creature that enters or begins its turn in the aura takes 5 cold damage. Multiple chillborn auras deal cumulative damage.

HP 71; Bloodied 35; see also *death burst*

AC 22; Fortitude 20, Reflex 16, Will 16

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

Speed 4

⊕ **Slam** (standard; at-will) ♦ Cold

+11 vs. AC; 1d6 + 4 damage, and the target is immobilized until the end of the chillborn zombie's next turn and takes ongoing 5 cold damage (save ends); see also *ice reaper*.

⚡ **Death Burst** (when reduced to 0 hit points) ♦ Cold

The chillborn zombie explodes. Close burst 1; +9 vs. Fortitude; 2d6 + 2 cold damage, and the target is slowed (save ends).

Ice Reaper ♦ Cold

A chillborn zombie deals 5 extra cold damage to an immobilized creature.

Alignment Unaligned

Languages –

Str 19 (+7)

Dex 10 (+3)

Wis 10 (+3)

Con 15 (+5)

Int 2 (-1)

Cha 6 (+1)

Ice Trap
Trap**Level 5 Obstacle**
XP 200

Ice covers the floor ahead. A slight glow gives the ice an otherworldly appearance.

Trap: The ice stops and redirects movement, sending creatures sliding away from the portcullis and dealing damage.

Perception

◆ DC 12: The character notices the slightly glowing ice that separates the rest of the room from the portcullis.

Additional Skill: Arcana

◆ DC 17: The character deduces that the ice trap is magical in nature.

Trigger

The trap activates each time a living creature enters one of its squares.

Effect

When a living creature enters a square covered with ice, it slides 3 into a wall, takes 1d6 + 2 damage, and falls prone.

Countermeasures

◆ A living creature can jump over the ice trap into an unoccupied square. This requires a DC 11 Athletics check with a running jump, or a DC 21 Athletics check with a standing jump.

◆ A PC can attempt to disrupt the magic maintaining this trap with a DC 17 Arcana check. Three successes before 3 failures are needed to destroy the trap and turn the squares into clear terrain. Each failed check increases the damage dealt by the trap by 2 points. If the PCs get 3 failures before achieving 3 successes, the trap becomes more dangerous (1d6 + 8 damage) and cannot be destroyed. The trap fades after 24 hours.

FEATURES OF THE AREA

Illumination: Darkness.

Ceiling: The ceiling in this area is 20 feet high.

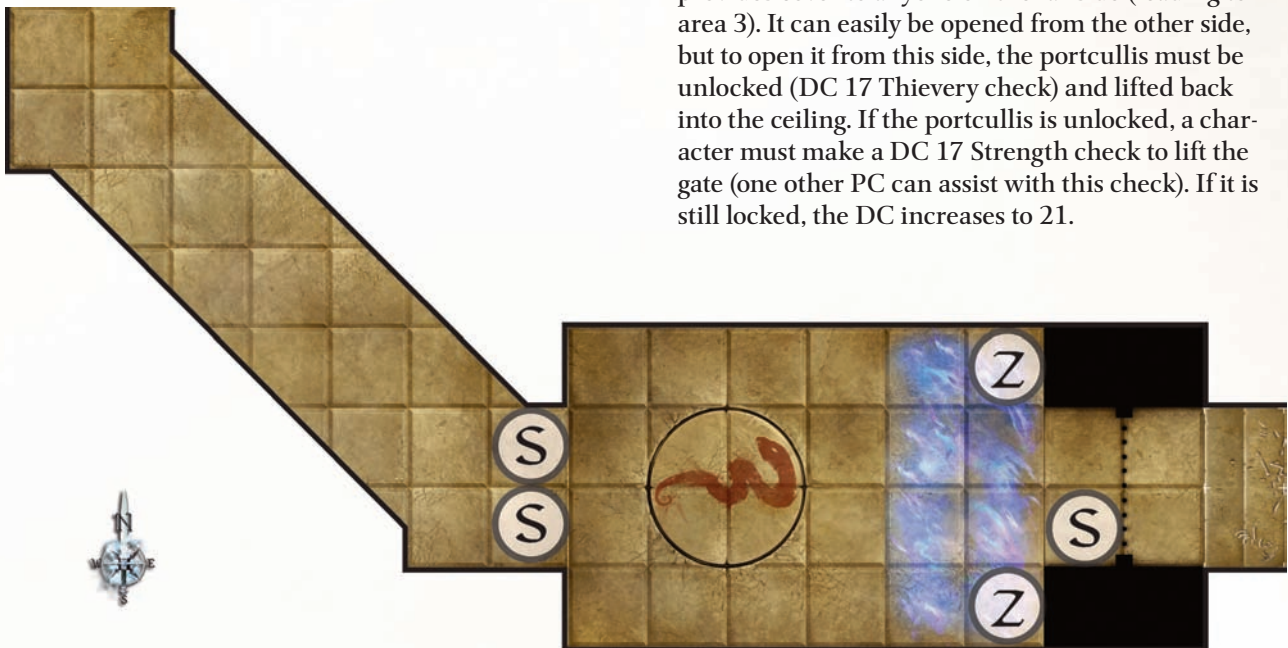
Symbol of Zehir: Any PC who makes a DC 12 Religion check can identify the symbol painted on the floor as the holy symbol of Zehir. (Tal Lorvas is a devoted follower of that evil deity.) While a chillborn zombie stands in one of the 4 squares covered by the symbol, its slam deals 3 extra poison damage.

A PC within sight of the symbol can disrupt this flow of extra power by making a DC 17 Religion check as a minor action. Each successful check reduces the amount of extra poison damage the zombies deal by 1 point; three successes destroy the symbol and stop the flow of extra power. The PCs can gain only one success in this manner each round.

Ice Trap: Slightly glowing ice in the 2×4 space east of the symbol of Zehir redirects living creatures that try to walk across it. See the statistics block.

Sloping Corridor: This diagonal passage slopes down so that the bottom is 20 feet lower than the top. Any creature that takes damage while in the sloping portion of the corridor (the diagonal section) must make a DC 15 Acrobatics check or fall prone and slide 2 squares toward the bottom of the slope.

Portcullis: This portcullis of heavy wooden bars provides cover to anyone on the far side (leading to area 3). It can easily be opened from the other side, but to open it from this side, the portcullis must be unlocked (DC 17 Thievery check) and lifted back into the ceiling. If the portcullis is unlocked, a character must make a DC 17 Strength check to lift the gate (one other PC can assist with this check). If it is still locked, the DC increases to 21.



ENCOUNTER 5-3: NEMEIA'S ANTECHAMBER

Encounter Level 7 (1,550 XP)

- 1 zombie hulk (H)
- Tal Lorvas, human necromancer (T)
- 4 decaying skeletons (S)
- 2 exploding brazier traps

SETUP

The necromancer Tal Lorvas is close to recovering the ancient relic that he believes is still tied to the devil that once served (or perhaps controlled) Empress Nemeia. In addition to his servants, Lorvas has taken control of the chamber's defenses and is ready to deal with any intruders.

When the adventurers move past the portcullis, read:

Stairs lead down to a four-way intersection. Heavy metal doors block the eastern and southern passages. An open archway to the north glows with firelight beyond. On the floor within the dark alcoves by each of the doors, you see sprawled bodies lying still and deathly quiet.

The bodies are a mix of genuine corpses and four decaying skeletons, ordered by Lorvas to "play dead" to surprise intruders.

When the PCs enter the northern chamber, read:

This large room spreads out into darkness. To each side of the stairs stands a large brazier blazing with a crackling fire. The fire sheds dim light down into the chamber, revealing a portion of the area. You see skeletal remains scattered here and there. A large, hulking zombie strides out of the darkness toward you!

2 Exploding Braziers Level 6 Blaster

Trap XP 250 each

The large brazier suddenly tips, and fire explodes in your direction.

Trap: Each brazier can be tipped to set off a blast of fire.

Trigger
The trap is controlled by a character at either of the two northernmost central pillars. The character must be adjacent to the left pillar to activate the left brazier, or adjacent to the right pillar to activate the right brazier.

Attack
Minor Action 1/round **Close blast** 3
Target: Each creature in blast
Attack: +10 vs. Reflex
Hit: 2d8 + 4 fire damage, and ongoing 5 fire damage (save ends).

Zombie Hulk (H)		Level 8 Brute
Large natural animate (undead)		XP 350
Initiative +2	Senses Perception +3; darkvision	
HP 88; Bloodied 44; see also <i>rise again</i>		
AC 20; Fortitude 23, Reflex 17, Will 18		
Immune disease, poison; Resist 10 necrotic; Vulnerable 10 radiant		
Speed 4		
Ⓛ Slam (standard; at-will)		
Reach 2; +12 vs. AC; 2d8 + 5 damage.		
Ⓡ Zombie Smash (standard; recharge [1/1])		
Reach 2; targets Medium size or smaller creature; +12 vs. AC; 4d8 + 5 damage, and the target is knocked prone.		
Rise Again (the first time the zombie hulk drops to 0 hit points)		
Make a new initiative check for the zombie hulk. On its next turn, the zombie hulk rises (as a move action) with 44 hit points.		
Alignment Unaligned		Languages –
Str 21 (+9)	Dex 6 (+2)	Wis 8 (+3)
Con 18 (+8)	Int 1 (-1)	Cha 3 (+0)

Tal Lorvas (T)		Level 6 Elite Controller
Medium natural humanoid, human		XP 500
Initiative +5	Senses Perception +4	
HP 136; Bloodied 68		
AC 20; Fortitude 16, Reflex 20, Will 18		
Saving Throws +2		
Speed 6		
Action Points 1		
Ⓛ Staff (standard; at-will) ♦ Weapon		
+11 vs. AC; 1d8 + 2 damage.		
Ⓡ Magic Missile (standard; at-will) ♦ Force		
Ranged 20; +12 vs. Reflex; 2d4 + 6 force damage (crit 2d6 + 14).		
✱ Necrotic Burst (standard; recharge when skeleton is raised using <i>raise skeleton</i>) ♦ Healing, Necrotic		
Area burst 2 within 10 squares; +12 vs. Fortitude; 2d6 + 4 necrotic damage (crit 2d6 + 22); undead in the burst regain 10 hit points.		
Ⓢ Deathwave (standard; encounter) ♦ Necrotic		
Close blast 3; targets enemies; +12 vs. Fortitude; 1d8 + 10 necrotic damage (crit 2d6 + 18), and the target is pushed 3 squares and knocked prone.		
Raise Skeleton (minor 1/round; at-will)		
Tal Lorvas animates one decaying skeleton. He raises the skeleton in any square within 10 squares of himself that he can see.		
Alignment Evil		Languages Common, Abyssal
Skills Arcana +13		
Str 10 (+3)	Dex 14 (+5)	Wis 12 (+4)
Con 12 (+4)	Int 20 (+8)	Cha 17 (+4)
Equipment robes, staff, +2 <i>magic orb</i>		

4 Decaying Skeletons (S)		Level 5 Minion
Medium natural animate (undead)		XP 50 each
Initiative +8	Senses Perception +4; darkvision	
HP 1; a missed attack never damages a minion.		
AC 19; Fortitude 17, Reflex 18, Will 16		
Immune disease, poison		
Speed 6		
⊕ Longsword (standard; at-will) ♦ Weapon	+10 vs. AC; 6 damage.	
⊕ Shortbow (standard; at-will) ♦ Weapon	Ranged 15/30; +11 vs. AC; 6 damage.	
Alignment Unaligned	Languages –	
Str 16 (+5)	Dex 18 (+6)	Wis 14 (+4)
Con 13 (+3)	Int 3 (-2)	Cha 3 (-2)
Equipment heavy shield, longsword, shortbow, quiver of 10 arrows		

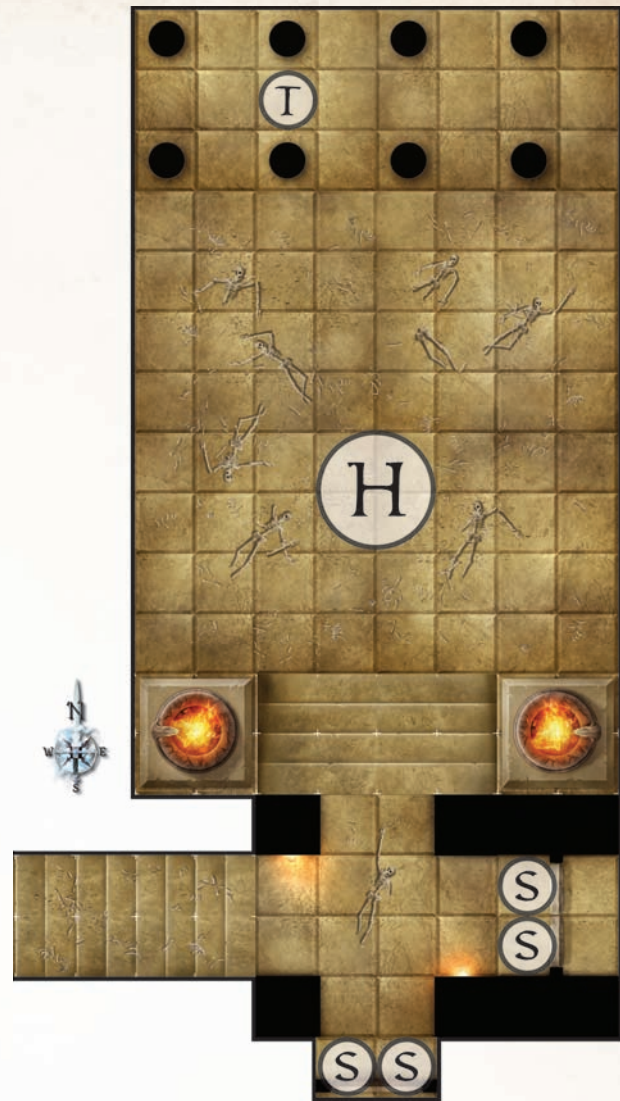
TACTICS

The decaying skeletons wait until the PCs walk past them, then rise and attack the party from behind. If the PCs aren't fooled by the "dead bodies," the skeletons drop their charade and try to drive the adventurers toward the stairs and down into the large chamber.

The zombie hulk moves out of the darkness to engage the PCs as soon as they descend the stairs. When it attacks, it concentrates its slams on a single target in hopes of taking that enemy down quickly. It moves deeper into the chamber whenever it can, hoping to set the PCs up for the brazier traps.

Tal Lorvas stays at the back of the chamber, hiding in the shadows and using the pillars for cover. He has no problem seeing into the area lit by the braziers. If the PCs resist entering the chamber, he taunts them, hoping that they will step into range of the brazier traps. He moves between the two pillars that contain the controls for the trap (see "Features of the Area"), using a minor action when appropriate to blast two or more PCs with fire. He doesn't care if the zombie hulk is caught in these blasts.

Otherwise, Lorvas switches between ranged attacks and raising any defeated skeletons. Remember to award the PCs experience points for raised skeletons that they defeat again.



ENCOUNTER 5-3: NEMEIA'S ANTECHAMBER

FEATURES OF THE AREA

Illumination: The braziers provide dim light in the southern portion of the chamber; the northern portion is in darkness.

Ceiling: The ceiling in this area is 20 feet high.

Locked Doors: The doors leading east and south in the hallway can be used to extend adventures in this ancient tomb.

Braziers: The necromancer can use levers on the center two northernmost pillars to activate the exploding brazier traps. See the statistics block.

Pillars: The pillars along the northern section of the chamber provide cover to anyone adjacent to them.

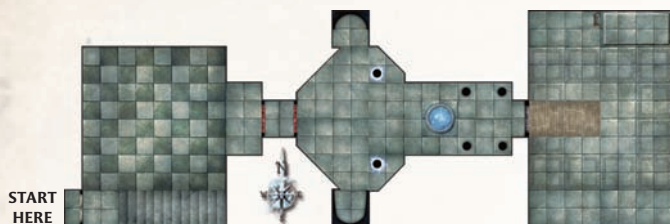
Treasure: Tal Lorvas carries 500 gp and a *magic orb* +2. He has also uncovered part of the treasure of the tomb, including five 100 gp gems and the empress's signet ring, which still radiates with the taint of the devil that was tied to Nemeia in life.

6: TEMPLE OF THE ZEALOTS

A group of snaketongue cultists has occupied an abandoned, partially sunken temple near a swamp. They grow impatient waiting for their yuan-ti master to join them, unaware that he has been slain by a rival faction of yuan-ti. Frustrated, the cult strikes against nearby villages in the hope of drawing the favor of Zehir.

Investigating rumors of a serpent cult harassing a nearby town, the PCs have explored the swamp and discovered the overgrown temple. Its once-ornate stone door now hangs off its hinges, providing a narrow space for one character at a time to squeeze through.

Tiles: This delve uses tiles from *DT7: Fane of the Forgotten Gods*.



EXPANDING THE DELVE

To turn this delve into a longer adventure, consider these additions.

- ◆ Instead of leading up, the crumbling staircase in area 1 leads down to waterlogged catacombs beneath the temple. These chambers hold tombs filled with undead such as mad wraiths (MM 266), specters (MM 244), ghouls (MM 118), and deathlock wights (MM 262), as well as other creatures such as cavern chokers (MM 42), rot scarab swarms (MM 30), and gricks (MM 145).
- ◆ The rival faction of yuan-ti that killed the cult's master sends a team to finish the rest of them. Led by a snaketongue assassin (MM 273), the band includes five snaketongue initiates, a pair of snaketongue warriors, and a macetail behemoth (MM 31). The PCs are caught in a fight between the two factions. One of the warriors wears an unusual amulet depicting a sunburst with a female face (a clue that might lead the PCs to the rival faction; see Level 12: Emerald Dawn, page 78).

ENCOUNTER 6-1: SUNKEN FOYER

Encounter Level 6 (1,350 XP)

4 snaketongue initiates (S)
3 snaketongue warriors (W)

SETUP

Most of the snaketongues live in the ruined foyer of the temple.

When the PCs open the door, read:

A decayed foyer stands before you. Rotted shreds of tapestries hang from the walls. Stairs that once rose to a balcony lie in rubble, and the floor is thick with mud and puddles of swamp water.

Turning from combat exercises in the middle of the room are five cloaked humans with reptilian eyes and a slight green tinge to their skin. Two more flank a tapestry on the east side of the room.

Perception Check

DC 12: *Some of the puddles appear deeper than others. (PCs who succeed on this check realize which squares are difficult terrain.)*

DC 17: *You see a small lever behind the northernmost figure on the far side of the room.*

If the lever is pulled:

DC 7: *You hear a grinding noise from beyond the tapestry, followed by the gurgling sound of running water.*

If a PC listens at the tapestry:

DC 12: *You feel hot air coming from under the tapestry. (If the lever has been pulled, the PCs also hear a hissing sound.)*

TACTICS

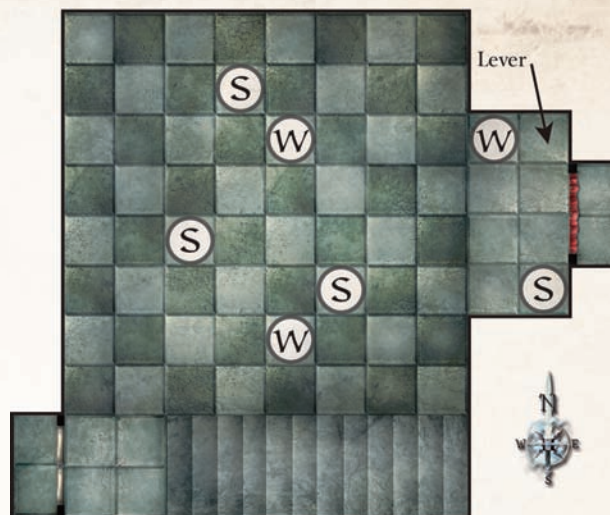
The snaketongue initiates and warriors are dressed and armed identically. Most of them close with the PCs as quickly as possible to bring their greatswords to best use. The warriors are willing to absorb an opportunity attack to move into a flanking position. The initiates often choose to aid a warrior's attack rather than making their own attack.

The warrior that begins near the lever holds his position, serving as the last line of defense. If he is reduced to 10 hit points or fewer (but not killed), or if the other two warriors are defeated while he is alive, he shifts 1 square to the east and uses a minor action to pull the lever (see "Features of the Area"). If he is prevented from doing this, none of the other snake-tongues tries to pull the lever.

All the snaketongues fight until slain.

4 Snaketongue Initiates (S)		Level 7 Minion
Medium natural humanoid, human		XP 75 each
Initiative +5	Senses Perception +4	
HP 1; a missed attack never damages a minion.		
AC 20; Fortitude 18, Reflex 17, Will 17		
Speed 6		
⊕ Greatsword (standard; at-will) ♦ Poison, Weapon		
+11 vs. AC; 5 damage, and the snaketongue initiate makes a secondary attack against the same target. <i>Secondary Attack:</i> +9 vs. Fortitude; ongoing 2 poison damage (save ends).		
Alignment Chaotic evil	Languages Common, Draconic	
Str 16 (+6)	Dex 14 (+5)	Wis 12 (+4)
Con 13 (+4)	Int 12 (+4)	Cha 14 (+5)
Equipment leather armor, poisoned greatsword		

3 Snaketongue Warriors (W)		Level 8 Brute
Medium natural humanoid, human		XP 350 each
Initiative +6	Senses Perception +5	
HP 106; Bloodied 53		
AC 20; Fortitude 18, Reflex 17, Will 17		
Resist 10 poison		
Speed 6		
⊕ Greatsword (standard; at-will) ♦ Poison, Weapon		
+13 vs. AC; 1d10 + 3 damage (1d10 + 5 damage while bloodied) and the snaketongue warrior makes a secondary attack against the same target. <i>Secondary Attack:</i> +11 vs. Fortitude; ongoing 5 poison damage (save ends).		
Alignment Evil	Languages Common, Draconic	
Skills Religion +10		
Str 16 (+7)	Dex 14 (+6)	Wis 12 (+5)
Con 16 (+7)	Int 12 (+5)	Cha 14 (+6)
Equipment leather armor, poisoned greatsword		



ENCOUNTER 6-1: SUNKEN FOYER

FEATURES OF THE AREA

Illumination: Torches on the walls provide bright illumination throughout the chamber.

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

Muddy Floor: The entire floor is covered with a coating of mud and swamp water, but only the darker-colored squares are difficult terrain. A character who makes a successful DC 12 Perception check (as described in "Setup") can detect the difference. All the snaketongues know which squares are difficult terrain, and they avoid entering those squares unless doing so is tactically advantageous.

Staircase: The fallen staircase is difficult terrain, a fact that is obvious to anyone present.

Tapestry: This moldy wall hanging covers an opening that leads to the area beyond. It blocks line of sight and line of effect, but it can easily be pulled aside or torn down.

Lever: Pulling the lever opens a hidden valve that lets swamp water into area 2 and thereby alerts the monsters in that room of intruders.

ENCOUNTER 6-2: SERPENT STEAMER

Encounter Level 7 (1,600 XP)

2 crushgrip constrictors (C)
2 flame snakes (F)

SETUP

Depending on whether the snakes here received warning from the snaketongues in area 1, they are either sleeping or restless and hungry.

If the lever in area 1 was pulled, ankle-deep water covers the floor here, and the snakes are on the alert. Place the pool tile only if the PCs succeed on the DC 14 Perception check to see it.

If the lever was not pulled, the crushgrip constrictors begin coiled around the middle pair of pillars, and the flame snakes begin coiled in the alcoves. All the snakes are asleep. Sneaky PCs can slip past them with DC 12 Stealth checks, but one failed check awakens all four serpents. The pool to the east is readily visible (place the pool tile before the encounter begins), since the rest of this area has no water in it.

When the PCs pull back the tapestry from area 1, read:

A pair of small alcoves flank this room. Moss-covered stone pillars hold up a crumbling arched ceiling, through which weak light filters in. The two nearest pillars flicker with dim blue auras.

If the lever in area 1 was pulled, also read:

Ankle-deep water ripples across the floor. Rising from the water are four undulating serpents. Two are wreathed in flames, with steam rising from the murky water. The other two are much larger, with muscles rippling beneath their scales.

If the lever in area 1 was not pulled, read this instead:

The stonework floor is sticky with mud. A murky pool of water bubbles quietly, deeper in the room. A fiery serpent lies coiled in each alcove, apparently asleep.

Perception Check

DC 14 (if the lever was pulled): You notice an area of deeper, calmer water farther into the room. (Place the pool tile.)

DC 19 (if the lever was not pulled): Two large constrictor snakes are coiled around pillars farther into the room.

TACTICS

The snakes are trained to ignore snaketongues and yuan-ti, but they consider all other creatures to be food.

The crushgrip constrictors rush to attack the nearest PCs. Each one bites and grabs a different character, constricting its target as long as possible.

The flame snakes use *spit fire* against PCs who are not adjacent to the constrictors, entering melee only as a last resort. If the room has water on the floor, they prefer to stay in place to benefit from the concealment of the steam.

The flame snakes fight to the death. Each constrictor fights to the death if it has grabbed a PC. If a constrictor is bloodied and does not have a PC grabbed, it flees into the pool.

2 Crushgrip Constrictors (C)		Level 9 Soldier
Large natural beast (reptile)		XP 400 each
Initiative +9	Senses Perception +12; low-light vision	
HP 96; Bloodied 48		
AC 25; Fortitude 25, Reflex 22, Will 22		
Speed 6, climb 6, swim 6		
⚔ Bite (standard; at-will)		
+15 vs. AC; 1d10 + 6 damage, and the target is grabbed.		
⚔ Constrict (standard; at-will)		
Affects a target the crushgrip constrictor has grabbed; +13 vs. Fortitude; 2d6 + 12 damage, and the target is dazed until the end of the crushgrip constrictor's next turn.		
Alignment Unaligned	Languages –	
Skills Stealth +12		
Str 22 (+10)	Dex 16 (+7)	Wis 17 (+7)
Con 16 (+7)	Int 2 (+0)	Cha 10 (+4)

2 Flame Snakes (F)		Level 9 Artillery
Medium elemental beast (fire, reptile)		XP 400 each
Initiative +9	Senses Perception +12	
HP 74; Bloodied 37		
AC 23; Fortitude 19, Reflex 22, Will 20		
Resist 20 fire		
Speed 6		
⚔ Bite (standard; at-will) ⚔ Fire		
+12 vs. AC; 1d6 + 5 damage plus 1d6 fire damage.		
⚔ Spit Fire (standard; at-will) ⚔ Fire		
Ranged 10; +13 vs. Reflex; 2d6 + 5 fire damage, and ongoing 5 fire damage (save ends).		
Alignment Unaligned	Languages –	
Str 11 (+4)	Dex 20 (+9)	Wis 16 (+7)
Con 14 (+6)	Int 2 (+0)	Cha 10 (+4)

FEATURES OF THE AREA

Illumination: The flame snakes (as fire creatures) emit bright light in a 10-square radius around themselves. If the snakes are destroyed, the room remains dimly illuminated by light from above and from the two pillars that have blue auras.

Ceiling: The arched ceiling in this area is 30 feet high in the center of the chamber, tapering to 10 feet high along the north and south sides.

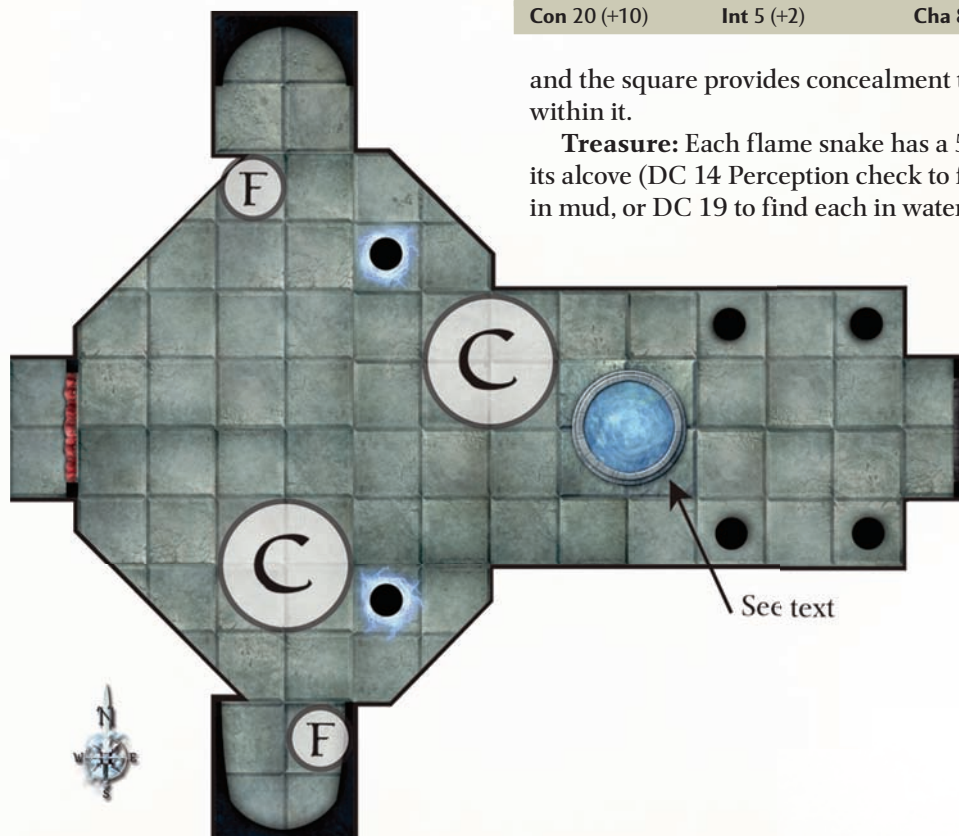
Glowing Pillars: The illumination from these pillars annoys the snakes. They take a -2 penalty to attack rolls against a target that is adjacent to one of the glowing pillars. All the pillars, including the four in the eastern end of this area, occupy the squares they are located in and provide cover.

Deeper Pool: The pool is actually a hole that opens into the swampy water directly beneath the temple (see area 3). If a PC moves into this square, he falls into the water. If he doesn't pull himself out by the end of his next turn (DC 14 Athletics check), roll initiative for the feymire crocodile (see below) and add it to the encounter.

Floor: If the lever wasn't pulled, the floor is muddy, but the mud has no effect on movement.

If the lever was pulled, the floor is under ankle-deep water, which turns the entire area into difficult terrain. Also, when a flame snake starts its turn in a watery square, it creates a cloud of steam in that square that lasts until the start of its next turn. Any creature entering that square takes 1d4 fire damage,

Feymire Crocodile		Level 10 Elite Soldier
Huge fey beast (reptile)		XP 1,000
Initiative +9	Senses Perception +8; low-light vision	
Feymire aura 2; enemies treat the area within the aura as difficult terrain.		
HP 216; Bloodied 108		
Regeneration 5 (if the feymire crocodile takes fire damage, its regeneration doesn't function on its next turn)		
AC 28; Fortitude 29, Reflex 21, Will 24		
Saving Throws +2		
Speed 6, swim 8		
Action Points 1		
⊕ Bite (standard; at-will)		
Reach 2; +17 vs. AC; 2d8 + 6 damage, and the target is grabbed. The feymire crocodile cannot make bite attacks while grabbing a creature, but it can use <i>clamping jaws</i> .		
⊕ Clamping Jaws (standard; at-will)		
If a feymire crocodile begins its turn with a target grabbed in its jaws, it makes an attack against the grabbed creature: +17 vs. AC; 3d8 + 6 damage. <i>Miss:</i> Half damage.		
⊕ Swallow (standard; at-will)		
The feymire crocodile tries to swallow a bloodied Medium or smaller creature it is grabbing: +15 vs. Fortitude; the target is swallowed. The swallowed target is inside the feymire crocodile and is dazed and restrained until it is no longer swallowed. The swallowed target has line of sight and line of effect only to the feymire crocodile, and no creature has line of sight or line of effect to the swallowed target. The only attacks the swallowed target can make are basic attacks. At the start of each of the feymire crocodile's turns, the swallowed target takes 10 damage. When the feymire crocodile dies, the target is no longer swallowed and can escape as a move action, appearing in the feymire crocodile's former space.		
Alignment Unaligned		Languages –
Skills Stealth +12		
Str 22 (+11)	Dex 15 (+7)	Wis 17 (+8)
Con 20 (+10)	Int 5 (+2)	Cha 8 (+4)



and the square provides concealment to any creature within it.

Treasure: Each flame snake has a 500 gp ruby in its alcove (DC 14 Perception check to find each ruby in mud, or DC 19 to find each in water).

ENCOUNTER 6-3: INNER SANCTUM

Encounter Level 9 (2,050 XP)

1 snaketongue celebrant (C)
1 feymire crocodile
6 snaketongue initiates (S)

SETUP

Parts of this chamber have sunk over the years. A crude bridge crosses to a central island of floor with other sections on either side. The cult leader, a snaketongue celebrant, resides here with his minions and an enormous crocodile worshiped as an embodiment of their god.

The feymire crocodile does not appear on the map because it begins the encounter beneath the surface of the water.

When the PCs open the door, read:

The chamber looks like a swamp with walls and a ceiling. A crude plank bridge crosses a moat of murky water to a muddy stone island in the center of the room. To either side, sections of stone floor jut up from the swamp. The area to the north has cracked into two levels, one about five feet higher than the other and connected to it by a ladder.

Six hooded and cloaked figures around the room chant while looking up at the area of higher ground.

Perception Check

DC 14: *A humanoid figure clutching a curved blade lurks in the shadows on the higher platform.*

DC 19: *Something is moving underneath the water—something big.*

TIPS AND REMINDERS

The snaketongue celebrant has two different powers that recharge randomly, so remember to roll every round on his turn. When both powers are expended, roll two 6-sided dice of different colors, one for each power, to save time.

The crocodile must squeeze in order to break the surface of the water, and must continue to squeeze (moving at half speed and granting combat advantage to all its enemies) as long as it remains on the surface, whether it moves across the water or climbs up onto the bridge or one of the islands. The characters might be able to use this situation to their advantage. However, thanks to its feymire aura, all squares within 2 squares of the crocodile are treated as difficult terrain by enemies. This likely prevents a PC who escapes its grab from shifting away.

6 Snaketongue Initiates (S)		Level 7 Minion
Medium natural humanoid, human		XP 75 each
Initiative +5	Senses Perception +4	
HP 1; a missed attack never damages a minion.		
AC 20; Fortitude 18, Reflex 17, Will 17		
Speed 6		
⊕ Greatsword (standard; at-will) ⊕ Poison, Weapon		
+11 vs. AC; 5 damage, and the snaketongue initiate makes a secondary attack against the same target. <i>Secondary Attack:</i> +9 vs. Fortitude; ongoing 2 poison damage (save ends).		
Alignment Chaotic evil	Languages Common, Draconic	
Str 16 (+6)	Dex 14 (+5)	Wis 12 (+4)
Con 13 (+4)	Int 12 (+4)	Cha 14 (+5)
Equipment leather armor, poisoned greatsword		

Feymire Crocodile		Level 10 Elite Soldier
Huge fey beast (reptile)		XP 1,000
Initiative +9	Senses Perception +8; low-light vision	
Feymire aura 2; enemies treat the area within the aura as difficult terrain.		
HP 216; Bloodied 108		
Regeneration 5 (if the feymire crocodile takes fire damage, its regeneration doesn't function on its next turn)		
AC 28; Fortitude 29, Reflex 21, Will 24		
Saving Throws +2		
Speed 6, swim 8		
Action Points 1		
⊕ Bite (standard; at-will)		
Reach 2; +17 vs. AC; 2d8 + 6 damage, and the target is grabbed. The feymire crocodile cannot make bite attacks while grabbing a creature, but it can use <i>clamping jaws</i> .		
⊕ Clamping Jaws (standard; at-will)		
If a feymire crocodile begins its turn with a target grabbed in its jaws, it makes an attack against the grabbed creature: +17 vs. AC; 3d8 + 6 damage. <i>Miss:</i> Half damage.		
⊕ Swallow (standard; at-will)		
The feymire crocodile tries to swallow a bloodied Medium or smaller creature it is grabbing: +15 vs. Fortitude; the target is swallowed. The swallowed target is inside the feymire crocodile and is dazed and restrained until it is no longer swallowed. The swallowed target has line of sight and line of effect only to the feymire crocodile, and no creature has line of sight or line of effect to the swallowed target. The only attacks the swallowed target can make are basic attacks. At the start of each of the feymire crocodile's turns, the swallowed target takes 10 damage. When the feymire crocodile dies, the target is no longer swallowed and can escape as a move action, appearing in the feymire crocodile's former space.		
Alignment Unaligned	Languages —	
Skills Stealth +12		
Str 22 (+11)	Dex 15 (+7)	Wis 17 (+8)
Con 20 (+10)	Int 5 (+2)	Cha 8 (+4)

Snaketongue Celebrant (C)		Level 11 Controller
Medium natural humanoid (shapechanger), human		XP 600
Initiative +9	Senses Perception +14	
HP 117; Bloodied 58		
AC 24; Fortitude 22, Reflex 20, Will 24		
Resist 10 poison		
Speed 7		
⊕ Scimitar (standard; at-will) ♦ Poison, Weapon		
+14 vs. AC; 1d8 + 3 damage (crit 2d8 + 11), and the snaketongue celebrant makes a secondary attack against the same target. <i>Secondary Attack</i> : +12 vs. Fortitude; ongoing 5 poison damage (save ends).		
✂ Serpent's Lash (standard; recharge ⏏ ⏏ ⏏) ♦ Psychic		
Ranged 5; a whip of amber-colored energy lashes the target; +14 vs. Will; 1d8 + 5 psychic damage, and the target grants combat advantage to all of its enemies until the end of the yuan-ti celebrant's next turn.		
✂ Coils of Despair (standard; recharge ⏏ ⏏)		
Area burst 5 within 10; targets enemies; +14 vs. Reflex; the target is restrained (save ends) by writhing coils of green energy.		
Serpent Form (move; at-will) ♦ Polymorph		
The snaketongue celebrant transforms into a crushgrip constrictor (see the previous encounter). Any equipment the celebrant is carrying merges with the new form. The celebrant uses the crushgrip constrictor's statistics instead of its own, except for hit points. Reverting to its true form is a minor action.		
Alignment Evil	Languages Common, Draconic	
Skills Diplomacy +15, Insight +14, Intimidate +15, Religion +13		
Str 17 (+8)	Dex 19 (+9)	Wis 19 (+9)
Con 21 (+10)	Int 16 (+8)	Cha 21 (+10)
Equipment hooded robe, poisoned scimitar		

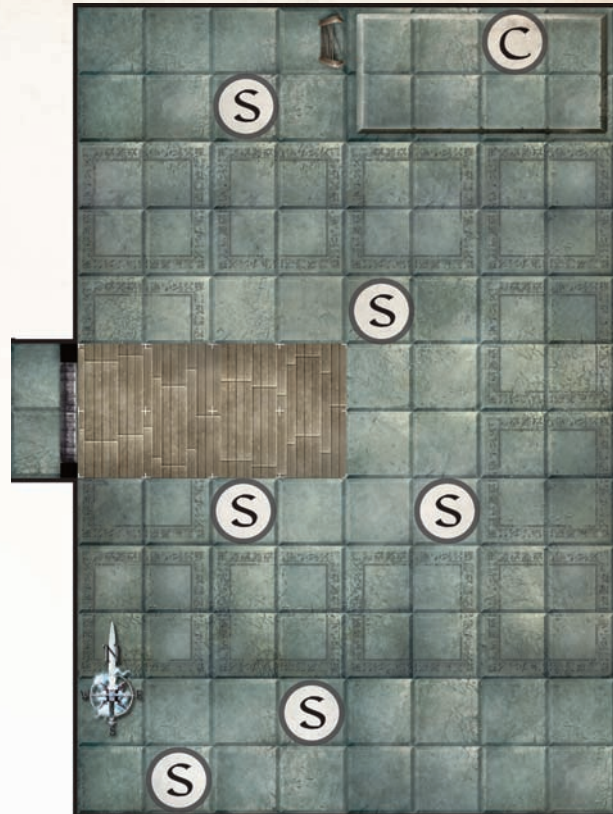
TACTICS

The initiates want the PCs to enter the room, so they delay until at least one PC has come onto the bridge or central island. At that point, the initiates on the perimeter of this chamber attempt to move to the island as quickly as possible. Any initiate that fails its Athletics check to jump across the water falls in, then waits until his next turn to pull himself up onto the island (Athletics DC 12) and attack.

The snaketongue celebrant remains on the platform as long as he can. He first uses *serpent's lash* against an enemy on the bridge or the island, then uses *coils of despair* against enemies up to 10 squares away. If he has expended both powers and neither has recharged, makes a running jump toward the center island and enters melee.

If the crocodile was alerted by someone falling through the pool in area 2, it enters combat on round 1. Otherwise, it enters combat on round 2. The crocodile emerges in any space where it can attempt a bite attack against at least one character.

The feymire crocodile likes to charge a foe adjacent to the water, using its bite attack to grab a PC. Thanks to its reach, the crocodile can attack any square in the room except the northeast corner of the raised platform. It saves its action point to swallow a target that it has just bloodied (either with the initial bite or with *clamping jaws*).



ENCOUNTER 6-3: INNER SANCTUM

If the PCs retreat toward area 2, the crocodile attacks by emerging through the pool in that room. It leaves the water, either here or in area 2, only to pursue a bloodied enemy. The snaketongues pursue only if the crocodile has someone grabbed.

FEATURES OF THE AREA

Illumination: Oily fungus in the water fills the room with dim light.

Ceiling: The ceiling in this area is 20 feet high.

Moat: The rune-scribed squares on the map represent dark water—sections where the floor has given way. This part of the temple sits over a dark, 30-foot-deep lake (covering all the space beneath this chamber and extending under the pool in area 2) that is home to the feymire crocodile. Anyone falling into the moat can pull himself up onto solid ground with a DC 12 Athletics check.

Bridge: This crude wooden walkway is only a few inches above the water and the central island.

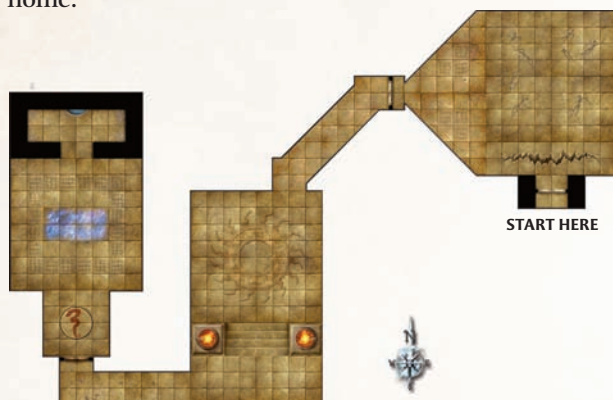
Raised Platform: This area of the sanctum hasn't sunk as far as the rest, standing about 5 feet above the rest of the room. Characters can climb up using the ladder (DC 0 Athletics check) or by scaling the sides of the cracked floor (DC 15 Athletics check).

Treasure: The celebrant carries a bag with 600 gp. In addition, lying in the corner of the platform is a level 9 magic item.

7: THE CATACOMBS OF KOPTILA

Long ago, before the arrival of civilized humanoids, a large colony of ogres thrived in the local area. When a great invasion from another dimension threatened this colony, their king, Koptila, prayed for his people to be spared. The gods heard these pleas, but commanded Koptila to sacrifice himself. The leader did so, and the clan disappeared—whisked away by the gods and lost to time.

Over the years, a city grew up above the former subterranean home of the ogres, and no aspect of Koptila's ancient bargain was preserved or remembered. Even so, the stars are aligned for the return of Koptila and his people. These powerful repatriates are unlikely to appreciate the changes in their old home.



A sage has found dusty documents prophesying this return, and he asks the PCs to investigate the catacombs to defeat the potential threat to the city. The PCs travel down through city sewers and subterranean passages before finding the catacombs that the ogre colony once called home.

Tiles: This delve uses tiles from *DT6: Dire Tombs*.

EXPANDING THE DELVE

With the return of Koptila and his people, the threat that sent them through time has also returned. A small army of foulspawn and other aberrant creatures, led by a foulspawn seer (MM 113), seeks to remake this land into a twisted version of their own Far Realm.

- ◆ A wave of foulspawn attack either during or shortly after one of the battles with the denizens of the catacombs. They battle both the PCs and the ogres, which might lead to a temporary alliance between the PCs and their enormous foes.
- ◆ The foulspawn seer brings with it an orb of Far Realm energy to devastate the city and surrounding territory. The orb can be deactivated by a skill challenge involving Arcana, Endurance, and Thievery.

ENCOUNTER 7-1: THE FIRST LINE

Encounter Level 7 (1,500 XP)

3 ogre savages (S)
3 orc raiders (R)

SETUP

Several ogres have been sent to the entry chamber to safeguard the area while the rest of the colony returns. They are accompanied by expendable orc servants.

When the characters open the unlocked stone doors, read:

Many large skeletons are scattered around this dusty chamber.

Don't place the orcs and ogres yet.

After the PCs investigate the room for a few moments, read:

A flickering catches your attention, and several ghostly forms appear around the room. Three ogres and three orcs look at you, confusion on their faces. Slowly, their vaporous forms take on a more solid appearance.

As the orcs and ogres appear, the PCs gain a surprise round. However, the orcs and ogres are insubstantial until the start of their first turns.

If the marked spaces are already occupied when the monsters appear, have them appear in the nearest unoccupied spaces.

3 Ogre Savages (S) Level 8 Brute

Large natural humanoid

XP 350 each

Initiative +4 Senses Perception +4

HP 111; Bloodied 55

AC 19; Fortitude 21, Reflex 16, Will 16

Speed 8

⊕ Greatclub (standard; at-will) ♦ Weapon

Reach 2; +11 vs. AC; 2d10 + 5 damage.

⚡ Angry Smash (standard; recharge [iii]) ♦ Weapon

The ogre savage makes a greatclub attack, but gets two attack rolls and takes the better result.

Alignment Chaotic evil Languages Giant

Str 21 (+9) Dex 11 (+4) Wis 11 (+4)

Con 21 (+9) Int 4 (+1) Cha 6 (+2)

Equipment hide armor, greatclub

3 Orc Raiders (R) Level 3 Skirmisher

Medium natural humanoid

XP 150 each

Initiative +5 Senses Perception +1; low-light vision

HP 46; Bloodied 23; see also warrior's surge

AC 17; Fortitude 15, Reflex 14, Will 12

Speed 6 (8 while charging)

⊕ Greataxe (standard; at-will) ♦ Weapon

+8 vs. AC; 1d12 + 3 damage (crit 1d12 + 15).

☞ Handaxe (standard; at-will) ♦ Weapon

Ranged 5/10; +7 vs. AC; 1d6 + 3 damage; see also killer's eye.

⚡ Warrior's Surge (standard, usable only while bloodied; encounter) ♦ Healing, Weapon

The orc raider makes a melee basic attack and regains 11 hit points.

Killer's Eye

When making a ranged attack, an orc raider ignores cover and concealment (but not total concealment) if the target is within 5 squares of it.

Alignment Chaotic evil Languages Common, Giant

Skills Endurance +8, Intimidate +5

Str 17 (+4) Dex 15 (+3) Wis 10 (+1)

Con 14 (+3) Int 8 (+0) Cha 9 (+0)

Equipment leather armor, greataxe, 4 handaxes

TACTICS

The ogre savages close on the nearest PCs and smash them mercilessly. Each one uses its *angry smash* power as often as possible and takes advantage of its reach to make greatclub attacks while remaining 1 square away from its enemy.

The orc raiders throw handaxes and stay moving unless they can engage in melee with a lightly armored or unarmored foe. An orc always tries to make a melee attack if it is bloodied, so it can take advantage of *warrior's surge*. All the monsters fight to the death.

FEATURES OF THE AREA

Illumination: The room is brightly lit by torches in wall sconces.

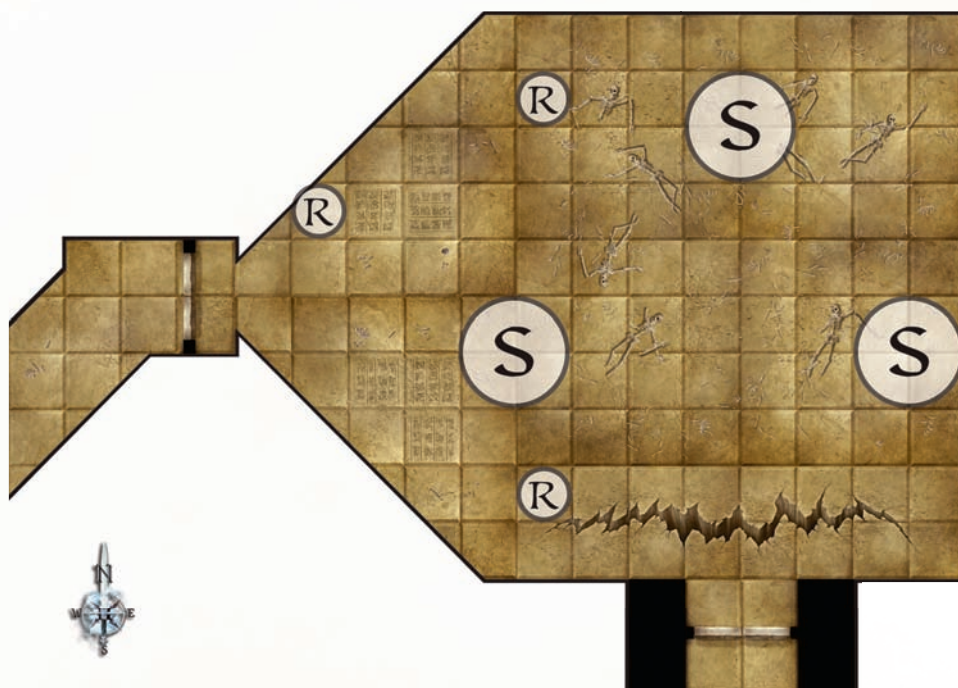
Ceiling: The ceiling in this area is 15 feet high.

Crevasse: This crack is too narrow to fall into, but anyone standing next to it can hear strange, otherworldly whispers emanating from somewhere below. These whispers don't match any known language.

Door: A double door etched with a sun icon leads to the next chamber. It is made of iron and is locked (AC 5; Fortitude 10, Reflex 5; hit points 60). A character can unlock the door with a DC 19 Thievery check.

Anyone listening at the door (Perception DC 8) hears loud, guttural chanting coming from somewhere beyond. (A listener who understands Giant learns that the speakers are giving thanks for divine protection and promising sacrifices.)

Treasure: Each of the ogre savages wears a silver bracelet worth 100 gp.



ENCOUNTER 7-2: UNCLEAN

Encounter Level 8 (1,900 XP)

1 ogre warhulk (W)
2 ogre skirmishers (S)

SETUP

This chamber was created immediately before the ogres entreated the gods to save them. Now, some of the returned ogres are paying homage to the gods who granted their prayers.

When the PCs look into this area, read:

Three ogres stand around a sun symbol carved into the floor, their heads bowed as if in prayer. Inscribed within the sun are images of large humanoid smashing smaller creatures with clubs.

Across the room, a short flight of stairs leads between a pair of enormous fiery braziers that illuminate the area. Crude runes are scribed into the steps.

Anyone who understands Giant can comprehend the runes, which read “The unclean may not walk before the gods without purification.” This is a clue regarding the Removing the Curse skill challenge.

TACTICS

The ogre warhulk immediately wades into combat, using his *flail hurricane* as soon as he can reach more than one foe.

The ogre skirmishers use their javelins against PCs in the back ranks, or make skirmish attacks with their clubs against PCs who move into the room.

Each round at initiative count 0, randomly curse one of the PCs in the encounter. That PC is slowed and takes a -2 penalty to Fortitude and Will until he or she takes an extended rest or until the group completes the Removing the Curse skill challenge. Once a PC is slowed by this effect, the curse cannot target that character again (choose a different individual instead).

The ogres do not surrender, and they chase the characters up to but not past the crevasse in area 1. They won't follow PCs up the stairs.

Ogre Warhulk (W)	Level 11 Elite Brute	
Large natural humanoid	XP 1,200	
Initiative +6	Senses Perception +6	
HP 286; Bloodied 143		
AC 25; Fortitude 26, Reflex 21, Will 21		
Saving Throws +2		
Speed 8		
Action Points 1		
Ⓢ Heavy Flail (standard; at-will) ♦ Weapon		
Reach 2; +14 vs. AC; 2d8 + 6 damage, and the target is knocked prone.		
⚡ Flail Hurricane (standard; encounter) ♦ Weapon		
Requires heavy flail; close burst 2; +12 vs. AC; 2d8 + 6 damage, and a Medium or smaller target is knocked prone.		
Alignment Chaotic evil	Languages Common, Giant	
Str 22 (+11)	Dex 12 (+6)	Wis 12 (+6)
Con 23 (+11)	Int 4 (+2)	Cha 6 (+3)
Equipment hide armor, heavy flail		

2 Ogre Skirmishers (S)	Level 8 Skirmisher	
Large natural humanoid	XP 350 each	
Initiative +8	Senses Perception +4	
HP 91; Bloodied 45		
AC 22; Fortitude 22, Reflex 20, Will 18		
Speed 8		
Ⓢ Club (standard; at-will) ♦ Weapon		
Reach 2; +13 vs. AC; 1d8 + 4 damage; see also <i>skirmish</i> .		
⚡ Javelin (standard; at-will) ♦ Weapon		
Ranged 10/20; +13 vs. AC; 1d8 + 4 damage; see also <i>skirmish</i> .		
⚡ Hurling Charge (standard; encounter) ♦ Weapon		
The ogre skirmisher makes a javelin attack followed by a charge attack.		
Skirmish +1d8		
If, on its turn, an ogre skirmisher ends its move at least 4 squares away from its starting point, it deals 1d8 extra damage on its melee attacks until the start of its next turn.		
Alignment Chaotic evil	Languages Common, Giant	
Str 18 (+8)	Dex 14 (+6)	Wis 11 (+4)
Con 19 (+8)	Int 4 (+1)	Cha 6 (+2)
Equipment hide armor, club, quiver of 6 javelins		

REMOVING THE CURSE

The divine energy of this room places a curse upon those who do not belong. Only through proper purification—the successful completion of this skill challenge—can the PCs avoid or rid themselves of the curse.

Level: 7 (XP 300).

Complexity: 1 (4 successes before 3 failures).

Primary Skills: Arcana, Religion, Thievery.

Arcana (DC 19, standard action): Studying the magical aura about the braziers, the character determines that they hold some divine link that is the likely cause of the curse. This skill can be used to gain 1 success in this challenge.

Religion (DC 14, standard action): Analyzing the nature of the divine power at work in this room, the character determines that some deity is angered by the group's presence and demands an apology or personal sacrifice. This application of the skill can be used to gain 1 success in this challenge. As soon as one character succeeds on this check, all the PCs can attempt the followup Religion check described below.

Religion, followup check (DC 8, minor action): The character bows his head humbly and offers up an apology for the group's intrusion.

If at least one character succeeds on the followup check, it counts as 1 success; if three or more PCs succeed, it counts as 2 successes. If three or more PCs fail, it counts as 1 failure.

Thievery (DC 14, standard action): The character manipulates a brazier to deactivate its power.

Each deactivated brazier counts as 1 success. A failed check means the PC takes 1d10 fire damage and ongoing 5 fire damage (save ends). This skill can be used to gain 2 successes in this challenge.

Secondary Skills: Perception, Heal, special.

Perception (DC 14, minor action): The character notices that the braziers flare slightly each time one of the PCs is slowed. A success on this check provides a +2 bonus to an Arcana check made to determine the cause of the curse.

Heal (DC 14, minor action): The character concludes that the slowed effect is a psychological effect, not a physical one. A success on this check provides a +2 bonus to an Arcana check made to determine the cause of the curse.

Take Damage (part of a move action): Any character who willingly enters one of the 4 squares occupied by a brazier and takes fire damage (and does not negate the damage with resistance or some other protection) automatically contributes 1 success to this challenge.

Success: If the PCs earn 4 successes, the effects of the curse are removed and the braziers are extinguished.

Failure: If the PCs get 3 failures and have earned 2 or fewer successes, all effects of the curse remain until the PCs take an extended rest.

If the characters get 3 failures and have earned 3 successes, the slowed effect ends but the PCs still take the penalties to Fortitude and Will until they take an extended rest.

FEATURES OF THE AREA

Illumination: The chamber is brightly lit by the fiery braziers flanking the stairs.

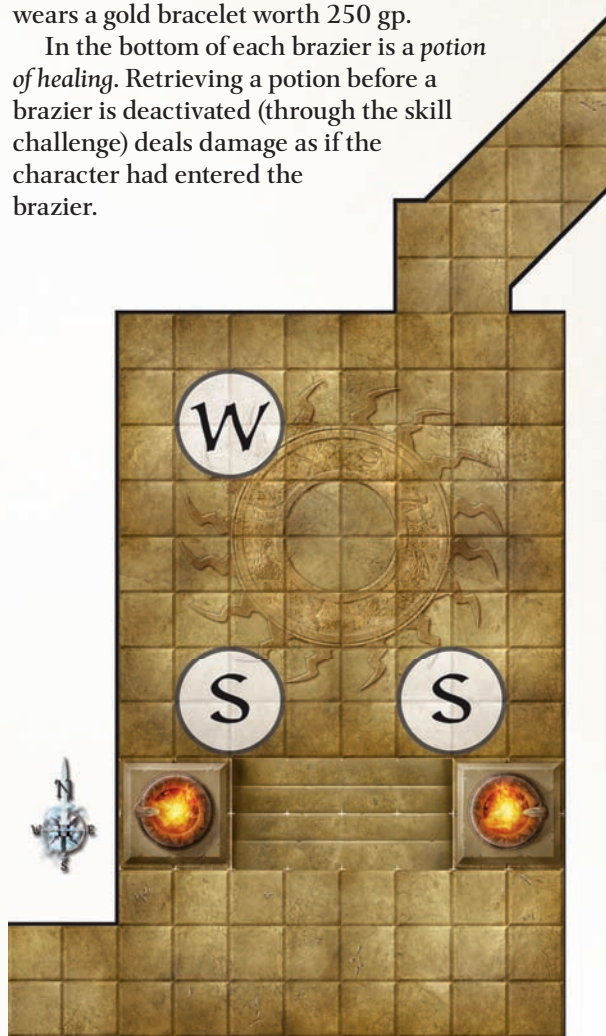
Ceiling: The ceiling in this area is 15 feet high.

Braziers: These two containers are filled with fire that burns without fuel. Anyone entering a square occupied by a brazier takes 1d10 fire damage and ongoing 5 fire damage (save ends).

Stairs: A PC who steps onto these stairs before the Curse Removal skill challenge is successfully completed automatically incurs the curse (slowed and -2 penalty to Fortitude and Will until an extended rest) and takes ongoing 5 fire damage (save ends).

Treasure: Each of the ogre skirmishers wears a silver bracelet worth 100 gp; the ogre warhulk wears a gold bracelet worth 250 gp.

In the bottom of each brazier is a *potion of healing*. Retrieving a potion before a brazier is deactivated (through the skill challenge) deals damage as if the character had entered the brazier.



ENCOUNTER 7-3: THE RETURN OF KOPTILA

Encounter Level 9 (2,450 XP)

Koptila the Accursed (K)
2 zombie hulks (Z)

SETUP

In this chamber long ago, the ogre king Koptila sacrificed himself to the gods to save his tribe from an overwhelming threat. His people were transported forward in time, and Koptila was transformed into an undead creature.

Now, as his long-lost people return, Koptila and two of his loyal servants awaken from their long sleep.

The door to this room is the same size and bears the same engraved sun icon as the door exiting area 1.

The PCs begin the encounter in the hallway outside the room.

When the PCs can see into area 3, read:

The noise in this chamber is deafening. A 20-foot-tall monolith of dark blue, crackling energy fills the center, flanked by two enormous rotting corpses apparently standing guard.

In a secondary chamber beyond the thunderous monolith, a sun icon set into the far wall emits the same blue energy.

TIPS AND REMINDERS

You can orchestrate the climax and the end of this encounter in a number of ways, depending in large part on whether you want to continue the saga of Koptila and the monstrosities from the Far Realm.

If the characters think to toss the key into the energy monolith (you can give them hints, or allow them an Arcana check to realize what would happen if they did this), play up the ongoing damage that Koptila and the zombie hulks take as a result. It might become apparent to the PCs at this point that the monsters will soon be destroyed even if the characters make no more attacks.

Koptila has probably pursued the PCs deep into the large chamber, so that it will take him some time (at a speed of 1) to get back into his burial chamber. Of course, you can adjust the circumstances to fit any conclusion you want: Maybe Koptila immediately teleports into the burial chamber and seals it off, never to be heard from again—or perhaps he uses *death's beckoning* one last time to take a character with him.

Koptila (K)		Level 8 Solo Controller (Leader)	
Large natural animate, ogre (undead)		XP 1,750	
Initiative +5	Senses Perception +5; darkvision		
HP 290; Bloodied 145			
AC 24; Fortitude 21, Reflex 17, Will 24			
Immune disease, poison; Resist 10 necrotic; Vulnerable 10 radiant			
Saving Throws +5			
Speed 8			
Action Points 2			
⊕ Heavy Flail (standard; at-will) ♦ Weapon			
Reach 2; +12 vs. AC; 2d8 + 4 damage, and the target slides 2 squares.			
⚡ Sweeping Flail (standard; at-will) ♦ Weapon			
Requires heavy flail; close burst 2; targets enemies only; +12 vs. AC; 2d8 + 4 damage, and the target is knocked prone.			
⚡ Vitality Drain (standard; at-will; recharge ☒ ☒) ♦ Necrotic			
Close blast 3; targets enemies only; +13 vs. Fortitude; 2d6 + 5 necrotic damage, and the target is slowed (save ends), and Koptila or one undead ally within 5 squares gains 10 temporary hit points.			
☞ Death's Beckoning (minor; recharge when Koptila hits with vitality drain) ♦ Teleportation			
Ranged 10; +12 vs. Will; target is teleported 5 squares and is dazed until the end of its next turn.			
Koptila's Curse (when hit by a melee attack)			
The attacker is weakened until the end of his next turn.			
Alignment Chaotic evil	Languages Common, Giant		
Str 18 (+8)	Dex 12 (+5)	Wis 12 (+5)	
Con 18 (+8)	Int 12 (+5)	Cha 20 (+9)	
Equipment hide armor, heavy flail			

2 Zombie Hulks (Z)		Level 8 Brute	
Large natural animate (undead)		XP 350 each	
Initiative +2	Senses Perception +3; darkvision		
HP 88; Bloodied 44; see also <i>rise again</i>			
AC 20; Fortitude 23, Reflex 17, Will 18			
Immune disease, poison; Resist 10 necrotic; Vulnerable 10 radiant			
Speed 4			
⊕ Slam (standard; at-will)			
Reach 2; +12 vs. AC; 2d8 + 5 damage.			
⚡ Zombie Smash (standard; recharge ☒)			
Reach 2; targets Medium or smaller creature; +12 vs. AC; 4d8 + 5 damage, and the target is knocked prone.			
Rise Again (the first time the zombie hulk drops to 0 hit points)			
Make a new initiative check for the zombie hulk. On its next turn, the zombie hulk rises (as a move action) with 44 hit points.			
Alignment Unaligned	Languages –		
Str 21 (+9)	Dex 6 (+2)	Wis 8 (+3)	
Con 18 (+8)	Int 1 (-1)	Cha 3 (+0)	

TACTICS

The zombie hulks advance to bludgeon the PCs with their meaty fists, using *zombie smash* as often as possible but otherwise displaying no tactical intelligence.

Koptila emerges from his burial chamber on round 2. He uses *death's beckoning* to teleport a PC, or his heavy flail to slide melee opponents, into the necrotic monolith of energy. He uses *vitality drain* judiciously to keep his zombies up and fighting (and to recharge *death's beckoning*).

If any PCs attempt to flee back the way they came, Koptila makes a dash for the door in an attempt to block their way. He is determined not to let anyone escape.

FEATURES OF THE AREA

Illumination: The chamber is dimly illuminated by the monolith of energy and the sun icon.

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

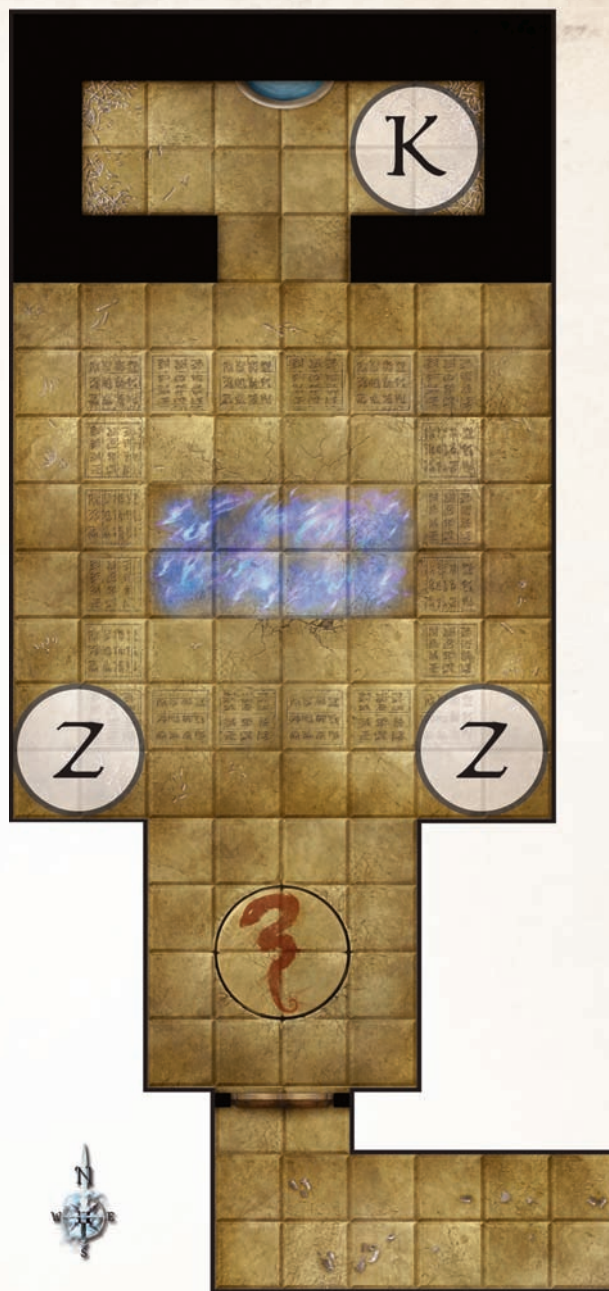
Energy Monolith: This object does not block movement or line of sight. A creature entirely within or behind the monolith gains concealment. A character who makes a DC 19 Arcana or Religion check discerns that the monolith is composed of pure necrotic energy.

A living creature that enters the monolith or begins its turn even partially within it loses a healing surge, and the nearest undead creature gains 10 temporary hit points as a small spark of life force leaps from the living creature to the undead one. (If no undead are in line of sight, the living creature simply loses a healing surge.) If the living creature has no healing surges, it takes damage equal to one-quarter of its maximum hit points.

Until the necrotic monolith is destroyed, any zombie hulk reduced to 0 hit points disappears, then returns inside (or adjacent to, if extra space is needed) the necrotic monolith at the end of its next turn with 44 hit points. (The zombies don't use their *rise again* power unless they are killed outside the room or after the monolith is destroyed.)

Sun Icon: This glowing icon is roughly the size of a human head and gives off the same type of energy as the monolith. A character can make a DC 14 Arcana check or Religion check to determine that the icon is a key that provides power to the energy monolith.

The sun icon can be removed from the wall by a character who makes a DC 12 Strength check or Thievery check. If the icon is carried or tossed into the monolith, the monolith and the icon both immediately disappear, and Koptila and each remaining zombie take ongoing 10 damage (no save). Koptila and any remaining zombies also have their speed reduced to 1.



ENCOUNTER 7-3: THE RETURN OF KOPTILA

Burial Chamber: This back room has been Koptila's entire world for uncounted years. If the monolith is destroyed, he retreats here and seals himself in (along with any PCs in the chamber) by dropping a massive stone slab over the opening. All creatures within the burial chamber enter a stasis that cannot be disturbed by any known means. If the PCs want to pierce this protective lair, you'll need to determine what challenges they must overcome to do so.

Treasure: Resting beside the sun icon in the burial chamber is a level 10 magic item.

8: POISONED SHADOWS

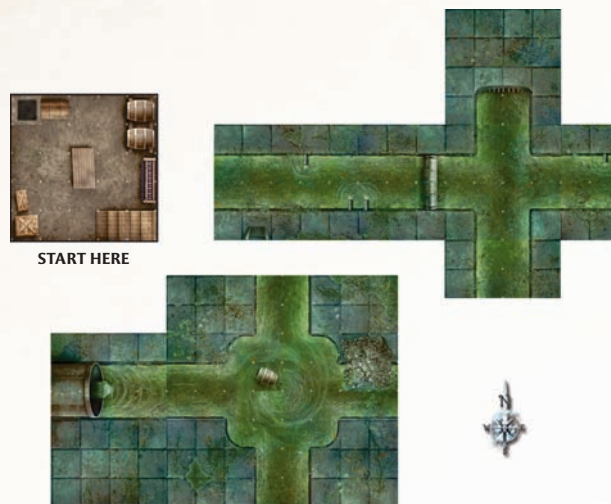
The city has been plagued by mysterious nighttime assassinations that leave behind no clues about who might have perpetrated them. Divinations from temple of Ioun adherents suggest the guilty parties can be found under a nearby curio shop. The PCs set off. Beneath the shop waits the Poisoned Shadows Assassins Guild, as well as a greater danger than the party expected.

Tiles: This delve uses tiles from *DU2: Streets of Shadow*[™].

EXPANDING THE DELVE

To turn this delve into a full-blown adventure, add any or all of these elements:

- ◆ The threat of the Poisoned Shadows can easily be expanded, starting with someone the PCs know being assassinated. The PCs trail the fleeing assassin to the curio shop using an urban chase skill challenge (use the one on page 78 of the *Dungeon Master's Guide* as an example). If they succeed, they catch the assassin just as he goes inside; if they fail, the assassin has enough time to warn everyone inside, and the guild sets up an ambush for the PCs.
- ◆ Add three or four more alcoves or intersections like the ones found in area 2. Some of these feature encounters with teams of Poisoned Shadows assassins—halfling prowlers (MM 153), tiefling



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darkblades (MM 250), doppelganger assassins (MM 71), and, of course, more shadar-kai—while another features guards placed to dissuade intruders—four visejaw crocodiles (MM 45), two zombie hulks (MM 275), and a shambling mound (MM 232).

- ◆ Along the way, a dark stalker (MM 49) tracks the party, using hit-and-run tactics to whittle away at the PCs' resources with each brawl. This should create an ongoing feeling of paranoia as the characters worry about when the next attacker will leap from the shadows.

ENCOUNTER 8-1: BASEMENT OF THE CURIO SHOP

Encounter Level 8 (1,700 XP)

4 shadar-kai warriors (W)
Fatale, shadar-kai witch (F)

SETUP

The PCs find the curio shop empty, but light leaks out from cracks in the basement door. The PCs begin on the stairs, having discovered the assassins in their den.

When the PCs step onto the stairs, read:

Three pale, tattooed people cluster near the far side of this cellar. They start at your appearance, becoming alert and drawing weapons.

At the beginning of the encounter, place only Fatale the witch and two of the shadar-kai warriors; the other two warriors enter later.

Perception Check

DC 19: *The wine rack rocks precariously with the force of your entrance.*

TACTICS

The shadar-kai don't rush to block the stairs; they want the PCs to enter the room so they can use *shadow jaunt* to take flanking positions.

Before the characters descend the stairs, one warrior moves under the staircase (where it can't be seen from above), while two others remain near the table so they can use it for cover. As soon as any PC steps off the bottom stair, the shadar-kai move up to fight.

Fatale begins the encounter in the same square as her locked chest (see "Features of the Area"). She uses *beshadowed mind* against any PC who appears capable of ranged attacks. She uses *deep shadow* while behind

4 Shadar-Kai Warriors (W)		Level 8 Soldier
Medium shadow humanoid		XP 350 each
Initiative +11	Senses Perception +6; low-light vision	
HP 86; Bloodied 43		
AC 24; Fortitude 19, Reflex 20, Will 17		
Speed 5; see also <i>shadow jaunt</i>		
⊕ Katar (standard; at-will) ◆ Weapon		
+13 vs. AC; 1d6 + 3 damage (crit 1d6 + 9).		
† Double Attack (standard; at-will) ◆ Weapon		
The shadar-kai warrior makes two katar attacks.		
† Cage of Gloom (standard; recharge ☒ ☒ ☒)		
The shadar-kai warrior makes a katar attack. If the attack hits, the shadar-kai warrior makes a secondary attack as strands of shadow coil around the target. <i>Secondary Attack</i> : +11 vs. Reflex; the target is restrained (save ends).		
Shadow Jaunt (move; encounter) ◆ Teleportation		
The shadar-kai warrior teleports 3 squares and becomes insubstantial until the start of its next turn.		
Alignment Unaligned	Languages Common	
Skills Acrobatics +15, Stealth +15		
Str 17 (+7)	Dex 20 (+9)	Wis 14 (+6)
Con 14 (+6)	Int 12 (+5)	Cha 11 (+4)
Equipment chainmail, 2 katars		

Fatale, Shadar-kai Witch (F)		Level 7 Controller
Medium shadow humanoid		XP 300
Initiative +6	Senses Perception +4; low-light vision	
HP 77; Bloodied 38		
AC 21; Fortitude 18, Reflex 19, Will 19		
Speed 6; see also <i>shadow jaunt</i>		
⊕ Blackfire Touch (standard; at-will) ◆ Fire, Necrotic		
+11 vs. Reflex; 2d6 + 4 fire and necrotic damage.		
↘ Beshadowed Mind (standard; recharge ☒ ☒ ☒) ◆ Necrotic		
Ranged 10; +11 vs. Will; 2d6 + 4 necrotic damage, and the target has no line of sight to anything more than 2 squares from it (save ends).		
↶ Deep Shadow (standard; sustain minor; encounter) ◆ Necrotic		
Aura 2; thick, writhing shadows surround Fatale. The witch and any other shadow creatures in the aura gain concealment. In addition, enemies that enter or start their turns in the aura take 5 necrotic damage, and enemies (including flying ones) also treat the area within the aura as difficult terrain. Fatale can sustain the aura as a minor action. However, the effect ends if she uses <i>shadow jaunt</i> or moves more than half her speed on her turn.		
Shadow Jaunt (move; encounter) ◆ Teleportation		
Fatale teleports 3 squares and becomes insubstantial until the start of her next turn.		
Alignment Unaligned	Languages Common	
Skills Acrobatics +8, Arcana +12, Religion +12, Stealth +13		
Str 13 (+4)	Dex 16 (+6)	Wis 12 (+4)
Con 13 (+4)	Int 19 (+7)	Cha 17 (+6)

a warrior to subject attacking PCs to its effect. She saves *shadow jaunt* to escape (see below).

On round 2, a third shadar-kai warrior (which was climbing up from the sewer below) uses *shadow jaunt* to take up a good position.

As soon as all the PCs are in the room, the last shadar-kai warrior (who had been tailing the PCs on their approach) shows up at the top of the stairs and attacks whoever is in the back.

The warriors fight to the death, but Fatale uses *shadow jaunt* to teleport to the ladder leading down from the grate as soon as three of her allies have fallen. A character who makes a DC 23 Perception check hears her descend the ladder.

FEATURES OF THE AREA

Illumination: A small lantern on the table provides bright illumination throughout the room. If the table is tipped over, the light goes out, plunging the room into darkness.

Ceiling: The ceiling in this area is 10 feet high.

Table: The table provides cover, whether it is upright or tipped over. A character can tip over the table with a DC 15 Strength check.

Barrels and Crates: The two large barrels and the crates in the corner are 5 feet high. They can be climbed with a DC 15 Athletics check.

Chest: A character who makes a DC 19 Thievery check can open the locked chest. (The chest has AC 5 and 10 hit points, so it can also be easily bashed open.) It contains payment from Poisoned Shadows contracts amounting to 600 gp, a bloodstone (150 gp), and a jeweled dagger (350 gp). Correspondence in the chest suggests the guild's true headquarters is in the sewers below the basement. The chest is not large enough to provide cover or impede movement.

Wine Rack: This heavy rack is full of cheap, worthless wine—and it is precariously balanced. A character adjacent to the rack can tip it over, which subjects each creature in the 2×2 area in front of the rack (the squares the rack occupies and the 2 squares to the west of the rack) to an attack: +8 vs. Reflex, 2d6 + 5 damage, and the target is knocked prone.



ENCOUNTER 8-2: INTO THE SEWERS

Encounter Level 8 (1,900 XP)

1 massive gelatinous cube (C)
 Maiko, oni night haunter (M)
 2 shadar-kai gloomblades (G)

SETUP

The fleeing shadar-kai witch or the papers found in area 1 lead the PCs through the grate in the basement and down a ladder into the sewers. At the bottom, they encounter a (disguised) guild lieutenant and two of his prized pupils, as well as a terrifying “pet” of the assassins.

The PCs begin by the ladder, having just climbed down.

Instead of immediately placing an oni miniature, place a figure representing a harmless old man in one of the squares the oni occupies.

Don't place the shadar-kai gloomblades or gelatinous cube yet, because both begin the encounter out of sight.

When the PCs climb down the ladder, read:

The murky sewer water moves slowly toward an intersection south of you.

When the PCs move far enough east to see into the alcove, read:

In an alcove to the southeast, a torch gutters on the floor next to a badly beaten elderly man who moans weakly. Underneath the alcove, sewage flows into an intake pipe; somewhere beyond the grate, a faint light flickers.

Insight Check

DC 19: *The elderly man is not as hurt as he wants you to believe. As you focus on him, his facade melts away, revealing a gaunt green-skinned ogre with horns and a wicked morningstar.*

Perception Check

DC 14: *The sewage does not swirl in the intersection as you would expect, suggesting that something large is concealed beneath the surface of the water.*

TACTICS

Maiko the oni night haunter maintains his disguise as long as possible, hoping to draw the PCs within range of his *hypnotic breath*. He uses *devour soul* against anyone rendered unconscious by this power or his allies. If forced into melee, he uses his morningstar to push enemies into the sewage.

The gloomblades use *veil of shadows* to move into combat unseen. They slip to the back of the party,

then either use *gloomstrike* to blind unwary foes or simply bull rush them into the sewage (+6 vs. Fortitude).

If Fatale escaped area 1 and has had time to rest, she has regained her encounter and recharge powers and healed 19 hit points. If the PCs pursued her quickly, roll whatever recharges she is allowed for the time elapsed between encounters.

The gelatinous cube waits in the water until it is attacked (which is apt to be an unintentional hit, such as by a PC's burst or blast attack) or someone enters the water. It then moves to engulf its attacker or the unwary swimmer. It avoids attacking Maiko, but if a shadar-kai is adjacent to its target, it won't hesitate to add the shadar-kai to the *engulf* attack.

The shadar-kai (including Fatale this time) fight to the death. If Maiko is bloodied and none of his allies remain, he assumes *gaseous form* and flows down the intake pipe to area 3 to warn the dragon that lurks there. The gelatinous cube is too stupid and hungry to retreat.

Maiko, Oni Night Haunter (M) Level 8 Elite Controller

Large natural humanoid XP 700

Initiative +7 Senses Perception +5; darkvision

HP 180; Bloodied 90; see also *hypnotic breath*

AC 24; Fortitude 23, Reflex 21, Will 22

Saving Throws +2

Speed 8, fly 8 (clumsy)

Action Points 1

Ⓢ Morningstar (standard; at-will) ♦ Weapon

Reach 2; +13 vs. AC; 1d12 + 5 damage, and a Medium or smaller target is pushed 1 square.

↶ Hypnotic Breath (standard; recharges when first bloodied) ♦ Charm, Sleep

Close blast 5; +11 vs. Will; the target is dazed (save ends). *First Failed Saving Throw:* The target falls unconscious (save ends).

Ⓡ Devour Soul (standard; at-will) ♦ Healing, Psychic

Affects an unconscious target only; +13 vs. AC; 2d10 + 4 psychic damage, and Maiko regains 10 hit points. This attack does not wake the unconscious target.

Deceptive Veil (minor; at-will) ♦ Illusion

Maiko can disguise himself to appear as an elderly Medium or Large humanoid. A successful Insight check (opposed by the oni's Bluff check) pierces the disguise.

Gaseous Form (standard; sustain standard; encounter) ♦

Polymorph

Maiko becomes insubstantial and gains a fly speed of 8 (hover). He can enter and move through a porous obstacle that would otherwise prevent movement (such as a door or a cracked window). He remains in this form as long as he sustains the power.

Alignment Evil Languages Common, Giant

Skills Bluff +13, Insight +10, Stealth +12, Thievery +12

Str 20 (+9) Dex 16 (+7) Wis 12 (+5)

Con 18 (+8) Int 12 (+5) Cha 18 (+8)

Equipment morningstar

2 Shadar-Kai Gloomblades (G)		Level 6 Lurker
Medium shadow humanoid		XP 250 each
Initiative +12	Senses Perception +5; low-light vision	
HP 54; Bloodied 27; see also <i>veil of shadows</i>		
AC 20; Fortitude 17, Reflex 18, Will 15		
Speed 5; see also <i>shadow jaunt</i>		
⊕ Greatsword (standard; at-will) ♦ Weapon		
+11 vs. AC; 1d10 + 3 damage; see also <i>gloomstrike</i> .		
Gloomstrike		
If the shadar-kai gloomblade hits a target that can't see it, the target is blinded until the end of the gloomblade's next turn.		
Shadow Jaunt (move; encounter) ♦ Teleportation		
The shadar-kai gloomblade teleports 3 squares and becomes insubstantial until the start of its next turn.		
Veil of Shadows (move; at-will) ♦ Illusion		
The shadar-kai gloomblade turns invisible until the end of its turn and moves up to its speed. The gloomblade cannot use this power while bloodied.		
Alignment Unaligned	Languages Common	
Skills Acrobatics +14, Stealth +14		
Str 17 (+6)	Dex 20 (+8)	Wis 15 (+5)
Con 12 (+4)	Int 10 (+3)	Cha 11 (+3)
Equipment chainmail, greatsword		

FEATURES OF THE AREA

Illumination: The flickering torch next to Maiko has almost gone out, offering as much light as a candle. Other than any sources of light the PCs might bring with them, there is no light. Note that Maiko has darkvision and the gelatinous cube has tremorsense, so they have little need for light, but the shadar-kai have only low-light vision.

Ceiling: The ceiling in this area is 20 feet high.

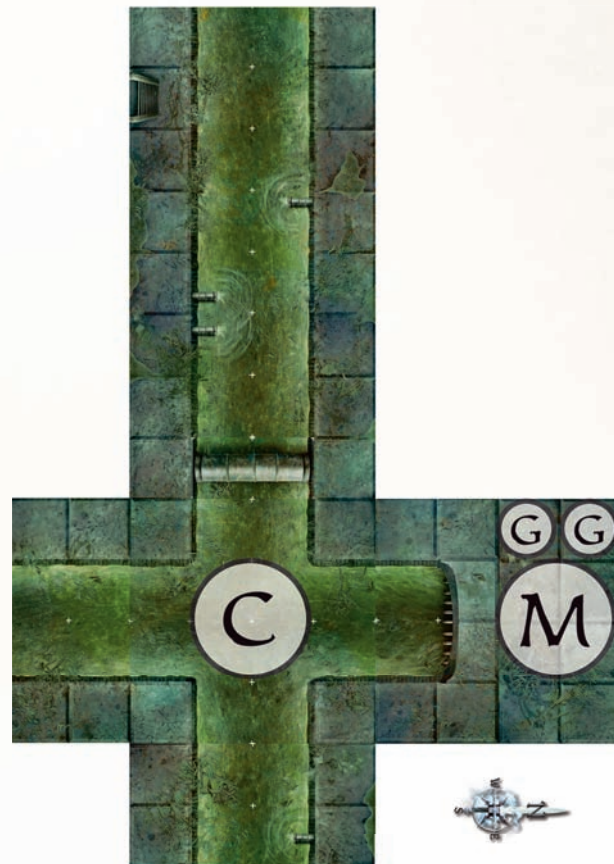
Sewage: Thick, murky sewage flows slowly through the tunnel, about a foot below the level of the walkways. It is 3 feet deep in the tunnel with a 10-foot-deep pool at the intersection. The shallower areas are difficult terrain. Anyone totally submerged gains concealment. A DC 10 Athletics check is required to swim through the sewage, and a DC 15 Athletics check is required to climb out of the sewage and onto a ledge.

Slippery Pipe: Sewer slime covers the pipe that crosses over the water, providing a perilous way across if a PC can succeed on a DC 16 Acrobatics check. Those who fail by 5 or more fall prone and must succeed on a second saving throw or fall off the slippery pipe into the water below.

Intake: An iron grate covers an intake pipe beneath the alcove. It was not designed as an access point, but age has weakened it, and it can be forced open (Strength DC 21) if someone is willing to wade into the sewage. The grating has the following statistics: AC 4, Fortitude 12, Reflex 4, and 40 hit points.

A very faint light seems to be coming from somewhere down the pipe to the east. This is the way to the lair of the dragon Nightshade.

Massive Gelatinous Cube (C)		Level 8 Elite Brute
Large natural beast (blind, ooze)		XP 700
Initiative +6	Senses Perception +5; tremorsense 5	
HP 212; Bloodied 106		
AC 21; Fortitude 21, Reflex 19, Will 18		
Immune gaze; Resist 10 acid		
Saving Throws +2		
Speed 3; see also <i>engulf</i>		
Action Points 1		
⊕ Slam (standard; at-will)		
+11 vs. Fortitude; 2d6 + 3 damage, and the target is immobilized (save ends).		
⊖ Engulf (standard; at-will) ♦ Acid		
Target one or two Medium or smaller adjacent creatures; +11 vs. Reflex (automatically hits an immobilized creature); the target is grabbed, pulled into the cube's space, dazed, and takes ongoing 11 acid damage until the grab ends. When the grab ends, the creature that was grabbed shifts to a square of its choosing adjacent to the cube. The cube can move normally while creatures are engulfed within it.		
Translucent		
A gelatinous cube is invisible until seen (Perception DC 25) or until it attacks. Creatures that fail to notice the gelatinous cube might walk into it, automatically becoming engulfed.		
Alignment Unaligned		Languages –
Skills Stealth +11		
Str 14 (+6)	Dex 14 (+6)	Wis 13 (+5)
Con 16 (+7)	Int 1 (-1)	Cha 1 (-1)



ENCOUNTER 8-3: NIGHTSHADE'S LAIR

Encounter Level 11 (3,000 XP)

Nightshade, adult black dragon (N)
Acid burst mushrooms (M)

SETUP

The party has slogged its way through the sewers to the lair of the true mastermind behind the Poisoned Shadows, the black dragon Nightshade. Upon entering, the PCs get the false impression that they'll have a chance to explore the room and the mushroom patch—only they quickly realize that they've fallen into Nightshade's ambush instead.

The PCs exit from the pipe to the west. Nightshade hides under the murky water in the center of the room. Don't place the dragon miniature until the PCs can see her.

When the characters reach the end of the pipe, read:

Glowing moss covers the ceiling of this room, filling it with dim light. Mushrooms grow on the southern ledge, and part of the northeastern ledge has crumbled away. A barrel bobs in the holding pool, caught in an eddy of the swirling sewage. This room smells particularly acrid.

Perception Check

DC 10: *Something metallic glints in the patch of mushrooms.*

DC 31: *A large, black, scaled snout pokes out from underneath the sewage in the central pool.*

PORTRAYING THE DRAGON

Until the PCs arrived, Nightshade not only thought she was master of the world below the city but that her Poisoned Shadows were untouchable, regularly fulfilling contracts that further increased the size of her hoard.

Now that the PCs have dared to attack her minions and invade her lair, she is enraged. She constantly roars with anger and lashes out in frustration. Her fury does not cause her to act rashly when making tactical decisions, but she does take joy in killing these puny insects that would dare stand against her.

She is particularly petty and gloats when missed by an attack, especially if she is able to push the foe into the sewage. She calls the PCs pathetic, puny, and weak, deserving only to grovel in the sewage begging for her mercy. If she can catch an unconscious PC in her *breath weapon*, she does so, just to make sure he or she pays the ultimate price for insolence.

TACTICS

Nightshade waits underwater, watching the PCs to gauge their cunning and wariness. She waits to attack until at least three PCs have moved from the pipe.

She opens with *frightful presence*—likely benefiting from a surprise round—when at least three PCs have moved within 5 squares of her. She then turns to her *breath weapon*, followed by a move to the greatest concentration of PCs and an action point to activate *cloud of darkness*.

Nightshade saves her second action point to deliver a potentially fatal attack to a bloodied foe.

With her guild in shambles and the PCs in her lair threatening to take her hoard, Nightshade is enraged

Nightshade (N)		Level 11 Solo Lurker
Adult black dragon		
Large natural magical beast (aquatic, dragon)		XP 3,000
Initiative +15	Senses Perception +13; darkvision	
HP 560; Bloodied 280; see also <i>bloodied breath</i>		
AC 28; Fortitude 24, Reflex 26, Will 23		
Resist 20 acid		
Saving Throws +5		
Speed 8, fly 8 (hover), overland flight 10, swim 8		
Action Points 2		
⊕ Bite (standard; at-will) ♦ Acid		
Reach 2; +16 vs. AC; 1d8 + 4 damage, and ongoing 5 acid damage (save ends).		
⊕ Claw (standard; at-will)		
Reach 2; +16 vs. AC; 1d6 + 4 damage.		
⊕ Double Attack (standard; at-will)		
Nightshade makes two claw attacks.		
⊕ Tail Slash (immediate reaction 1/round, the first time a melee attack misses the dragon; at-will)		
Nightshade attacks the enemy that missed her: reach 2; +16 vs. AC; 1d8 + 6 damage, and the target is pushed 1 square.		
⊕ Breath Weapon (standard; recharge ☹ ☹) ♦ Acid		
Close blast 5; +13 vs. Reflex; 2d8 + 3 acid damage, and the target takes ongoing 5 acid damage and takes a -4 penalty to AC (save ends both).		
⊕ Bloodied Breath (free, when first bloodied; encounter) ♦ Acid		
Nightshade's breath weapon recharges, and the dragon uses it immediately.		
⊕ Cloud of Darkness (standard; sustain minor; recharge ☹ ☹ ☹) ♦ Zone		
Close burst 2; this power creates a zone of darkness that remains in place until the end of Nightshade's next turn. The zone blocks line of sight for all creatures except the dragon. Any creature entirely within the area (except the dragon) is blinded.		
⊕ Frightful Presence (standard; encounter) ♦ Fear		
Close burst 5; targets enemies; +13 vs. Will; the target is stunned until the end of Nightshade's next turn. <i>Aftereffect:</i> The target takes a -2 penalty to attack rolls (save ends).		
Alignment Evil	Languages Common, Draconic	
Skills Nature +13, Stealth +21		
Str 18 (+9)	Dex 22 (+11)	Wis 16 (+8)
Con 16 (+8)	Int 14 (+7)	Cha 12 (+6)

and fights to the death. She is determined to take as many of the interlopers with her as possible. That said, she still fights with great cunning, using her powers to best effect. If pinned down, she uses *cloud of darkness* as a temporary escape from melee.

Nightshade gives chase to fleeing opponents, offering no quarter and seeking to eradicate everyone who knows the location of her lair. If the PCs try to parley, she seizes the opportunity and agrees—until her *breath weapon* and *cloud of darkness* powers have recharged, at which point she restarts combat.

If Maiko the oni night hunter is here, he keeps his distance from the dragon and stays away from groups of PCs (to avoid being caught in the *breath weapon*). Instead, he preys on any PCs on the fringes of combat. If allowed to rest, Maiko has regained his encounter powers and healed 45 hit points.

FEATURES OF THE AREA

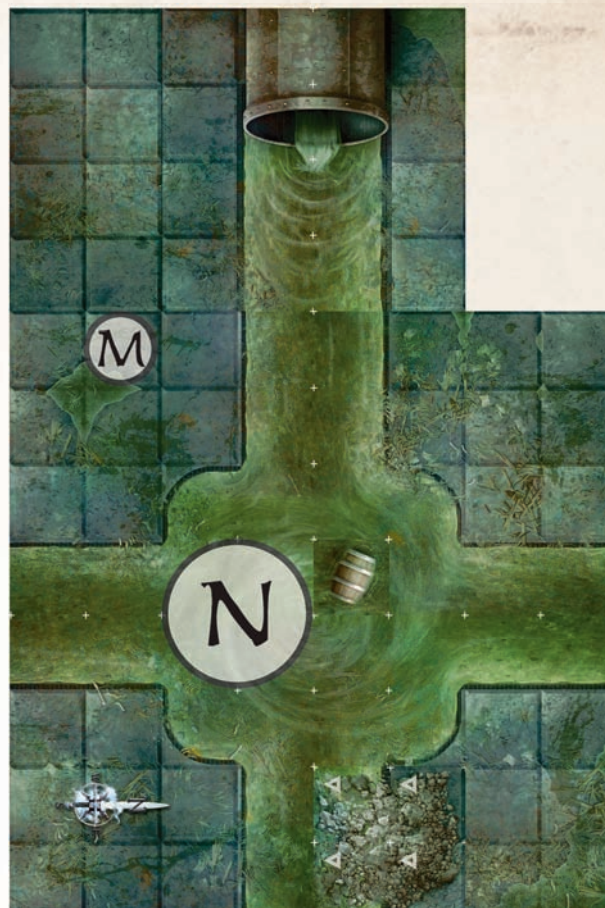
Illumination: The moss coating the ceiling fills the room with dim illumination. Because of her dark-vision, Nightshade sees perfectly fine.

Ceiling: The ceiling in this area is 20 feet high.

Pipe: This 10-foot-diameter pipe juts out from the wall a few inches above the sewage. Characters can exit from the pipe by stepping down into the sewage, by moving diagonally to a ledge (DC 10 Acrobatics or Athletics check), or by pulling themselves up to the top of the pipe (Athletics DC 16). Failing either of these checks by 5 or more means the PC falls prone into the sewage. Climbing atop the slippery pipe from the side requires a DC 21 Athletics check.

Acid Burst Mushrooms: A rare species of mushroom has taken root in the dragon's lair, and Nightshade has turned them into a defense of her home by placing a handful of shiny copper pieces among them to attract the foolish. A character who makes a DC 16 Dungeoneering check recognizes these mushrooms and the danger they pose.

If any character begins his or her turn adjacent to or in the mushroom patch square (marked M), the fungi release a corrosive burst of gas attacking



ENCOUNTER 8-3: NIGHTSHADE'S LAIR

all creatures in the square and within 1 square: +10 vs. Fortitude, 1d8 + 5 acid damage. The mushroom patch can be destroyed (AC 5, Fortitude 5, Reflex 5, 10 hit points, immune acid).

Sewage: Thick, murky sewage flows slowly through the tunnels. It is 3 feet deep in the tunnels, and there is a 10-foot-deep pool in the intersection. The areas filled with sewage are difficult terrain. Anyone totally submerged gains concealment. A DC 10 Athletics check is required to swim through the sewage, and a DC 15 Athletics check is required to climb out of the sewage and onto a ledge.

Rubble: The northeastern ledge—where Nightshade regularly climbs out of the water—has crumbled from age. These four squares are difficult terrain, but a PC in the water can use this ramp made of rubble to escape the sewage without an Athletics check.

Barrel: This barrel floats in the pool in the center of the room and can be used by a swimming PC to stay afloat with a DC 5 Athletics check. To keep her hoard from scattering in the sewage, Nightshade keeps it in this airtight barrel.

Treasure: Nightshade's treasure is kept inside the barrel floating in the middle of the room. It consists of 900 gp, an emerald worth 1,000 gp, and a level 11 magic item. Consult your players' wish lists for an appropriate item.

A total of 15 cp is scattered around the mushrooms.

TIPS AND REMINDERS

The dragon has a few things to remember during combat, two of which don't happen on her turn.

She uses *tail slash* whenever missed by a melee attack, pushing a PC into the sewage if possible. It is an immediate reaction, but she can use it once only per round and not on her turn (so she can't use it in response to missed opportunity attacks).

She has two recharge powers (*breath weapon* and *cloud of darkness*), so have a pair of different-colored d6s handy to roll each round.

Keep an eye on her hit point total; as soon as she becomes bloodied, she uses *bloodied breath*.

9: DECEITFUL DESCENT

A newly constructed temple of Bahamut lies along a road outside a rural township. As the PCs approach the place, a scream for help erupts within it.

The temple is a front for a succubus and her cabal of cultists, devotees of the archdevil Levistus of Stygia. The cult has two goals: first, recruit and subvert the local populace, slowly indoctrinating them; second, capture pilgrims and travelers to ritually torture and sacrifice in the hidden lower levels.

The local magistrate had gathered evidence of cult activity and, accompanied by two members of the

militia, confronted the temple occupants. As the head of a guard tumbled past him, the magistrate found out the hard way that he was out of his league. He is overcome by the temple denizens just before the PCs get involved in the fight.

Tiles: This delve uses tiles from *DT7: Fane of the Forgotten Gods*.

EXPANDING THE DELVE

Add a trap door under the rug in area 3, leading to natural caverns below the room. This access point leads to as many additional areas as desired.

- ◆ Several explorers in service to the succubus—such as tieflings, cambions, devils, and hobgoblins—currently wander the caverns, searching for an item of power.
- ◆ Below the temple, the PCs might encounter denizens of the Underdark, such as rot scarab swarms (MM 30), destrachans (MM 59), gargoyles (MM 115), and various undead.
- ◆ At some point, a team loyal to Asmodeus—a lamia (MM 174) and two dragonborn gladiators (MM 86)—arrives to thwart the cabal's plans. If the timing is right, this could result in a three-sided battle that might see the PCs ally themselves with the lesser of two evils.



ENCOUNTER 9-1: TEMPLE FACADE

Encounter Level 9 (2,000 XP)

2 cambion stalwarts (C)
8 human lackeys (H)
1 magistrate (M)

SETUP

In this small outdoor temple, two cambions—children of the succubus—command a group of human acolytes.

Before the characters get close enough to see any details, read:

In the distance you see a small, open-walled construction that is the site of some activity. Even though a roof partially blocks your view, you can see that figures are clustered in and around it. A low railing runs along three of the four sides, and an entrance to the south is flanked by a pair of statues.

Ask the players to indicate the direction from which their characters will approach. Have them place their miniatures just off the map in the appropriate area. Place all the human lackeys in and around the temple, but don't place the cambions or the magistrate until at least one character moves adjacent to the temple structure. The cambions' cloaks conceal their true nature until the battle begins, so consider using cloaked humanoid figures initially.

When the PCs first see into the temple, read:

The temple floor is saturated in wet blood, draining from two headless corpses. A third victim lies in front of a pair of cloaked attackers while several onlookers watch intently.

2 Cambion Stalwarts (C) Level 8 Elite Brute (Leader)	
Medium immortal humanoid (devil) XP 700 each	
Initiative +8	Senses Perception +7; darkvision
HP 186; Bloodied 93	
AC 22; Fortitude 22, Reflex 18, Will 21	
Resist 10 fire	
Saving Throws +2	
Speed 6, fly 8 (clumsy)	
Action Points 1	
⊕ Greatsword (standard; at-will) ⚔ Fire, Weapon	
+10 vs. AC; 1d10 + 5 damage, and ongoing 5 fire damage (save ends).	
Stalwart Tactics	
When a cambion stalwart flanks an enemy, the stalwart and its allies deal 1d6 extra damage against that enemy.	
Battle Talent	
A cambion stalwart scores critical hits on attack rolls of 19-20.	
Triumphant Surge	
Each time a cambion stalwart bloodies an enemy or reduces an enemy to 0 hit points or fewer, the stalwart and all its allies within 5 squares each gain 5 temporary hit points.	
Whirlwind Charge	
When a cambion stalwart charges an enemy, it can make a greatsword attack against each enemy within its reach at the end of its charge.	
Alignment Evil	Languages Common, Supernal
Skills Athletics +13, Intimidate +14	
Str 20 (+9)	Dex 18 (+8) Wis 16 (+7)
Con 16 (+7)	Int 10 (+4) Cha 21 (+9)
Equipment chainmail, greatsword	

8 Human Lackeys (H) Level 7 Minion	
Medium natural humanoid XP 75 each	
Initiative +3	Senses Perception +4
HP 1; a missed attack never damages a minion.	
AC 19; Fortitude 17, Reflex 14, Will 15; see also <i>mob rule</i>	
Speed 6	
⊕ Club (standard; at-will) ⚔ Weapon	
+12 vs. AC; 6 damage.	
Mob Rule	
A human lackey gains a +2 power bonus to all defenses while at least two other human lackeys are within 5 squares of it.	
Alignment Evil	Languages Common
Str 16 (+6)	Dex 11 (+3) Wis 12 (+4)
Con 14 (+5)	Int 10 (+3) Cha 13 (+4)
Equipment leather armor, club	

TACTICS

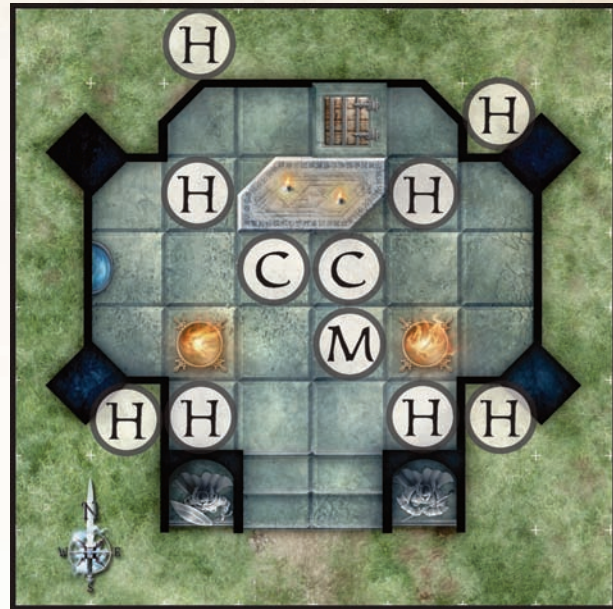
The lackeys position themselves to take advantage of the cambions' *stalwart tactics* whenever possible.

All the monsters fear their masters more than death, and thus they fight to the end. When the last cambion is slain, it screams out, "Mother!" in Supernal.

FEATURES OF THE AREA

Illumination: A pair of braziers provide the temple with bright illumination regardless of the time of day.

Braziers: These light sources are small enough that they don't impede movement and don't provide



ENCOUNTER 9-1: TEMPLE FACADE

cover. If a character knocks over a brazier (a minor action), its flame goes out.

Ceiling: The ceiling over this area is 10 feet high.

Pillars: The four pillars that support the ceiling of the temple occupy 1 square each. A pillar provides superior cover to a creature behind it.

Statues: The statues to either side of the stairs occupy 1 square each and provide cover (but not superior cover).

Floor: The temple floor is 5 feet higher than the outdoor terrain around it.

Walls: The walls of the temple are 1-foot-high railings around a raised stone platform. A character can climb over a railing and onto the temple floor from outside the temple by spending a move action, or by succeeding on a DC 20 Athletics check to climb as part of a move action.

Moving in the opposite direction (from the temple floor to a square of outdoor terrain) requires a move action or a DC 15 Acrobatics check to jump over the railing and land on one's feet. A character who fails this check falls prone in the outdoor square but takes no damage.

Magistrate: He is unconscious at 0 hit points and dies in 3 rounds unless stabilized. (He has the same statistics as the human lackeys.) If revived, he tells the PCs about a horrible ceremony going on below that must be stopped. He won't accompany the characters.

Trapdoor: This unlocked door leads to a spiral staircase descending into area 2.

Altar: The 3-foot-high altar provides cover. Concealed inside it (Perception DC 26) is a small chest containing 400 gp.

Blue Orb: The small protrusion on the west side of the temple is decorative and has no effect on the encounter.

ENCOUNTER 9-2: HOUNDS OF HELL

Encounter Level 10 (2,400 XP)

5 frost hounds (F)
2 tiefling deceivers (T)
Ice cell trap

SETUP

The northern section of the room contains an idol of Levistus (represented by the 2×2 tile with the blue background).

Eight frozen holding cells set into the floor dominate the center of the room. In honor of their master, the cabal places victims in the cells to be entombed in ice.

Don't place any of the monsters until the PCs can see them. Note that one of the tiefling deceivers starts behind a curtain.

When the characters come down the stairs from area 1, read:

Icy mist clings to the floor and slides around your feet. The walls and floor are well-carved stone. You can't make out all of the room ahead, but you faintly hear the sound of glass being crushed underfoot.

When the characters see the rest of the area, read:

Cold emanates from panes of ice set into the floor. A curtained area, a semifrozen fountain, and a large statue complete the room's furnishings. Five great black hounds, covered in icicles, bare their sharp teeth.

Perception Check

DC 16: *You see frozen faces pressed up against some of the ice panes in the floor.*

DC 21: *The ice panes without faces look only semifrozen.*

DC 23: *You spy a sparkling blue wink of light beneath each of the ice panes.*

TACTICS

The frost hounds surround the PCs, catching as many as possible in their *icy breath* before concentrating attacks on the weakest target they can reach. Whenever a frost hound moves, ice grinds under its feet from the constantly forming frozen sheath around it.

The tieflings blast away with *balefire*, sliding the target into an empty cell if possible. They avoid melee combat by using *cloak of escape*. Though resistant to cold, they still prefer to stay well away from the ice cells and the frost hounds.

Like the creatures in area 1, these combatants do not fear death and refuse to flee or surrender.

5 Frost Hounds (F)		Level 7 Soldier
Medium elemental beast (cold)		XP 300 each
Initiative +7	Senses Perception +11	
Frost Shield (Cold) aura 1; each creature that enters or begins its turn in the aura is slowed until the end of its turn.		
HP 80; Bloodied 40		
AC 24; Fortitude 21, Reflex 17, Will 18		
Resist 20 cold		
Speed 6		
Ⓢ Bite (standard; at-will) ♦ Cold		
+14 vs. AC; 1d8 + 2 damage plus 1d6 extra cold damage.		
⚡ Icy Breath (standard; encounter) ♦ Cold		
Close blast 3; +13 vs. Fortitude; 1d8 + 3 cold damage, and the target is immobilized (save ends).		
Ice Spikes (immediate reaction, when an adjacent enemy attacks the frost hound's ally without also targeting the frost hound with the attack; at-will) ♦ Cold		
The target takes ongoing 5 cold damage (save ends).		
Alignment Unaligned		Languages –
Str 14 (+5)	Dex 14 (+5)	Wis 17 (+6)
Con 16 (+6)	Int 2 (-1)	Cha 10 (+3)

2 Tiefling Deceivers (T)		Level 8 Artillery
Medium natural humanoid		XP 350 each
Initiative +8	Senses Perception +6; low-light vision	
HP 72; Bloodied 36		
AC 20; Fortitude 19, Reflex 20, Will 20		
Resist 5 cold, 5 fire		
Speed 6		
Ⓢ Dagger (standard; at-will) ♦ Weapon		
+12 vs. AC (+13 against a bloodied target); 1d4 + 3 damage.		
Ⓢ Balefire (standard; at-will) ♦ Fire		
Ranged 10; +13 vs. Reflex (+14 against a bloodied target); 1d8 + 6 fire damage, ongoing 5 fire damage (save ends), and slide the target 1 square.		
Cloak of Escape (immediate reaction, when the tiefling deceiver is hit by a melee attack; at-will) ♦ Teleportation		
The tiefling deceiver teleports up to 5 squares.		
Infernal Wrath (minor; encounter)		
The tiefling deceiver gains a +1 power bonus to its next attack roll against an enemy that hit it since the tiefling deceiver's last turn. If the attack hits and deals damage, the tiefling deceiver deals 5 extra damage.		
Alignment Evil		Languages Common
Skills Bluff +16, Insight +12, Stealth +16		
Str 15 (+6)	Dex 20 (+9)	Wis 16 (+7)
Con 18 (+8)	Int 13 (+5)	Cha 20 (+9)
Equipment dagger		

Ice Cell Trap
Trap**Level 5 Obstacle**
XP 200 each*The thin ice sheet gives way, plunging you into freezing water.***Trap:** Each icy cell is 8 feet deep. The trap attacks with freezing cold until the occupant is dead, and then immediately freezes over.**Perception**

- ◆ DC 16: The character notices which cells are occupied.
- ◆ DC 21: The character notices that the ice is cracked and thin over the unoccupied cells.
- ◆ DC 23: An occasional wink of brilliant blue sparkles within each of the cells.

Trigger

The trap attacks when a creature enters one of the trap's empty squares. Each individual cell attacks separately, ceasing only when it contains a body or its sapphire (located just below the surface of the ice) is removed.

Attack**Standard Action** **Melee****Target:** The creature that triggered the trap.**Attack:** +8 vs. Reflex

Hit: The target drops into the cell (taking 1d10 falling damage), is slowed, and takes ongoing 10 cold damage (save ends both, but the target can't attempt this saving throw while in an active cell).

Miss: The target returns to the last square it occupied, and its movement ends immediately.

Countermeasures

- ◆ Removing a sapphire from a cell (Thievery DC 21, or DC 23 for a frozen cell) deactivates that cell.
- ◆ A dead creature dropped into an active cell effectively neutralizes it, as the cell immediately freezes over.
- ◆ An object (such as a shield) laid over a cell allows creatures to walk across safely.
- ◆ A PC can carefully enter a cell square with a DC 16 Acrobatics check and avoid activating the trap. If he starts his turn in a cell square, or takes damage while in a cell square, he must succeed on the same check, or the trap attacks him.
- ◆ A character in a cell can climb out (Athletics DC 20); because he's slowed, this likely requires a double move.

FEATURES OF THE AREA

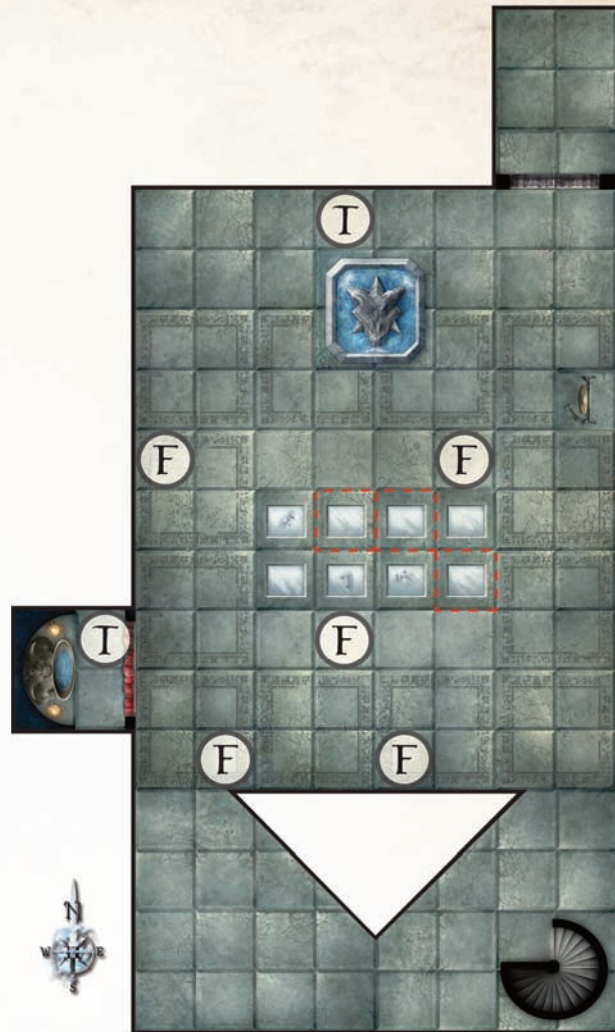
Illumination: Torch sconces scattered along the walls provide bright illumination.

Ceiling: The ceiling in this area is 10 feet high.

Ice Cell Trap: Three of the eight cells—outlined in red—hold frozen victims. The other five are unoccupied and only semifrozen. Stepping into an unoccupied square triggers the ice cell trap. Each of the cells contains a small sapphire (worth 100 gp) imbedded in the wall.

The dead inhabitants of the three frozen cells are unwary travelers who carry nothing of value. You might have one or more of these folks be recognizable to the PCs as an old friend or a person of minor local repute.

Double Doors: These heavy, soundproofed doors are locked. A DC 21 Arcana check reveals that the doors are magically sealed to open only to the proper



sound; if the PCs are stumped, a DC 16 Insight check suggests that the nearby gong might be appropriate.

Alternatively, the lock can be opened with a DC 23 Thievery check or a DC 21 Strength check.

Gong: When the gong is sounded (a minor action), the double doors leading to area 3 open. The sound of the gong echoes down the hallway, alerting the inhabitants of that room.

Curtain: The tapestry that initially conceals one of the tiefling deceivers blocks line of sight and line of effect but does not affect movement.

Idol of Levistus: This massive statue provides superior cover to any creature behind it.

Mirror: The mirror in the alcove behind the curtain is sometimes used as an altar by the denizens of this area. A character who makes a DC 21 Perception check while examining the mirror discovers a level 12 magic item placed beneath it as an offering to the archdevil.

ENCOUNTER 9-3: SUMMONING ROOM

Encounter Level 12 (3,500 XP)

- 1 succubus (S)
- 2 bearded devils (B)
- 2 chain devils (C)
- 4 human lackeys (H)

SETUP

The PCs encounter the heart of the cabal—a succubus and her servants. Human lackeys rush to complete a dark ritual while a number of devils stand guard.

The succubus is using *change shape* to appear as an innocent young human woman, so place an appropriate figure on the board in her location.

When the characters look into area 3, read:

In this large chamber, three devils stand around a large bowl. One has a writhing beard and a glaive, while the other two lick dried blood off the chains they wear.

In a pool beyond a row of pillars, a young woman calls for help. A second glaive-wielding devil stands near her.

Across the room, cultists chant around a glowing circle. As you watch, the circle begins to pulse, and a faint black portal starts to form above it.

Insight Check

DC 21: *The devils seem far more intent on you than on the captive woman.*

2 Chain Devils (C)	Level 11 Skirmisher
Medium immortal humanoid (devil)	XP 600 each
Initiative +14	Senses Perception +7; darkvision
HP 116; Bloodied 58	
AC 25; Fortitude 22, Reflex 24, Will 19	
Resist 20 fire	
Speed 7; see also <i>dance of battle</i>	
⊕ Spiked Chain (standard; at-will)	
Reach 2; +16 vs. AC; 2d4 + 7 damage.	
↓ Double Attack (standard; at-will)	
The chain devil makes two spiked chain attacks.	
↓ Chains of Vengeance (free, when first bloodied; encounter)	
The chain devil makes two spiked chain attacks.	
↓ Hellish Chains (standard; at-will)	
+14 vs. Reflex; the target is wrapped in chains and restrained (save ends). A chain devil can use its chains to restrain only one creature at a time.	
Dance of Battle (minor; at-will)	
The chain devil shifts 1 square.	
Dance of Defiance (immediate interrupt, when a melee attack is made against the chain devil; recharges after the chain devil uses <i>chains of vengeance</i>)	
The chain devil shifts 1 square.	
Alignment Evil	Languages Supernal
Skills Intimidate +11	
Str 19 (+9)	Dex 24 (+12)
Con 20 (+10)	Int 14 (+7)
	Wis 15 (+7)
	Cha 13 (+6)

Succubus (S)	Level 9 Controller
Medium immortal humanoid (devil, shapechanger)	XP 400
Initiative +8	Senses Perception +8; darkvision
HP 90; Bloodied 45	
AC 23; Fortitude 17, Reflex 21, Will 23	
Resist 20 fire	
Speed 6, fly 6	
⊕ Corrupting Touch (standard; at-will)	
+14 vs. AC; 1d6 + 6 damage.	
↓ Charming Kiss (standard; at-will) ◆ Charm	
+14 vs. AC; on a hit, the succubus makes a secondary attack against the same target. <i>Secondary Attack</i> : +12 vs. Will; the target cannot attack the succubus, and if the target is adjacent to the succubus when the succubus is targeted by a melee or a ranged attack, the target interposes itself and becomes the target of the attack instead. The effects last until the succubus or one of its allies attacks the target or until the succubus dies.	
If the target is still under the effect of this power at the end of the encounter, the succubus can sustain the effect indefinitely by kissing the target once per day. The succubus can affect only one target at a time with its <i>charming kiss</i> .	
↗ Dominate (standard; at-will) ◆ Charm	
Ranged 5; +12 vs. Will; the target is dominated until the end of the succubus's next turn.	
Change Shape (minor; at-will) ◆ Polymorph	
A succubus can alter its physical form to take on the appearance of any Medium humanoid, including a unique individual (see <i>Change Shape</i> , MM 280).	
Alignment Evil	Languages Common, Supernal
Skills Bluff +15, Diplomacy +15, Insight +13	
Str 11 (+4)	Dex 18 (+8)
Con 10 (+4)	Int 15 (+6)
	Wis 19 (+8)
	Cha 22 (+10)

2 Bearded Devils (B)	Level 13 Soldier
Medium immortal humanoid (devil)	XP 800 each
Initiative +10	Senses Perception +14; darkvision
Beard Tendrils aura 1; enemies that begin their turns adjacent to the bearded devil take 5 damage.	
HP 129; Bloodied 64; see also <i>battle frenzy</i>	
AC 29; Fortitude 25, Reflex 22, Will 23	
Resist 20 fire	
Speed 6	
⊕ Glaive (standard; at-will) ◆ Weapon	
Reach 2; +18 vs. AC; 2d4 + 5 damage, and the target is marked until the end of the bearded devil's next turn and takes ongoing 5 damage (save ends).	
↓ Claw (standard; at-will)	
+18 vs. AC; 1d6 + 5 damage.	
Battle Frenzy	
While a bearded devil is bloodied, it gains a +2 bonus to attack rolls and deals 5 extra damage with its melee attacks.	
Devilish Teamwork	
Allies adjacent to a bearded devil gain a +2 power bonus to AC.	
Alignment Evil	Languages Supernal
Skills Intimidate +11	
Str 20 (+11)	Dex 15 (+8)
Con 17 (+9)	Int 10 (+6)
	Wis 16 (+9)
	Cha 11 (+6)
Equipment glaive	

4 Human Lackeys (H)		Level 7 Minion
Medium natural humanoid		XP 75 each
Initiative +3	Senses Perception +4	
HP 1; a missed attack never damages a minion.		
AC 19; Fortitude 17, Reflex 14, Will 15; see also <i>mob rule</i>		
Speed 6		
Ⓢ Club (standard; at-will) ⚔ Weapon		
+12 vs. AC; 6 damage.		
Mob Rule		
A human lackey gains a +2 power bonus to all defenses while at least two other human lackeys are within 5 squares of it.		
Alignment Evil	Languages Common	
Str 16 (+6)	Dex 11 (+3)	Wis 12 (+4)
Con 14 (+5)	Int 10 (+3)	Cha 13 (+4)
Equipment leather armor, club		

TACTICS

The monsters try to protect the succubus and keep the ritual going. As long as a lackey remains alive, the ritual can be completed, so the humans chant fanatically rather than fighting. They refuse to flee, relying on the bowl of blood (see “Features of the Area”) to keep them alive. If the bowl is overturned, they frantically pursue the offender to mete out punishment.

One bearded devil stays near the chain devils, and the other protects the succubus. Both seek to draw the PCs’ attacks by marking them with glaive attacks.

The chain devils remain adjacent to a bearded devil to benefit from *devilish teamwork*, using *dance of battle* to stay away from the PCs.

The succubus plays her role as captive to the hilt, calling for help in a plaintive voice each round on her turn. As soon as a PC is within 5 squares on her turn, she attempts to subtly dominate that character. A DC 23 Perception check allows a character to notice the origin of the effect.

She commands a dominated foe to approach—her protectors allow the victim to pass safely—and delivers

a *charming kiss* on her next turn. If the PCs learn her nature, she commands them to lay down their arms and “surrender to the icy embrace of Levistus.”

If three of her devil allies are defeated, the succubus offers a parley, promising powerful magic items in exchange for her life. Her offer is sincere—pick two level 12 magic items from the PCs’ wish lists, which will be provided within 24 hours—but must certainly come with some later cost to the characters.

FEATURES OF THE AREA

Illumination: Torches provide bright light.

Ceiling: The ceiling in this area is 10 feet high.

Large Icy Bowl: Ice fills this 4-foot-high bowl, making its surface difficult terrain. A character can climb onto the bowl with a DC 12 Athletics check. Frozen in the bottom of the bowl are 1,000 gp.

Bowl of Blood: The crimson bowl holds blood from sacrificial victims (and from the human lackeys). As long as the blood remains unspilled, the human lackeys are immune to all damage. Tipping over the bowl is a minor action.

Each time a lackey would be damaged, a PC who makes a DC 16 Perception check notices the blood in the bowl boil furiously. If the PCs are stumped, allow a DC 21 Insight check to figure out that the bowl is linked to the lackeys’ immunity to damage.

Small Icy Bowl: The frozen bowl in the rune circle signifies a link to Levistus. It is purely ceremonial and has no effect on the ritual.

Sunken Pool: The 4-foot-deep frigid pool is filled with the bones of sacrificial victims, each bone carved with the name of Levistus. The pool squares are difficult terrain.

Carpet: This exquisite carpet is inlaid with gold thread and worth 900 gp.

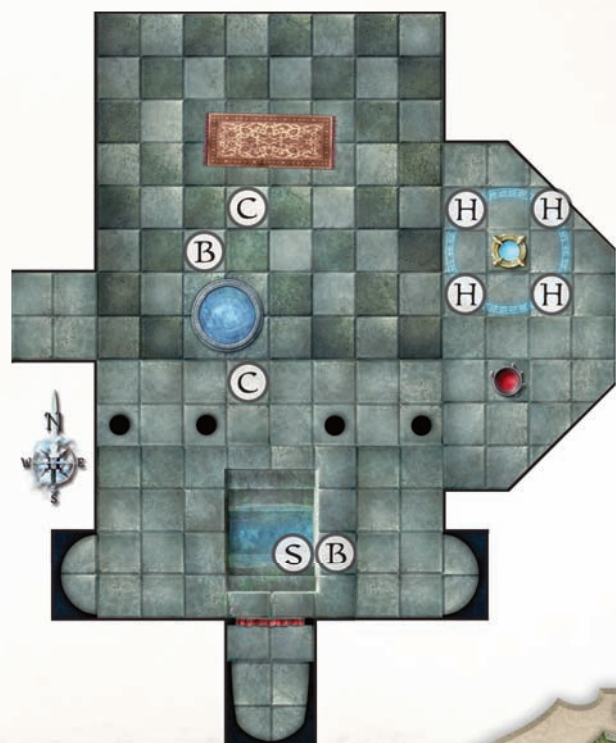
THE RITUAL

The cultists aim to summon a pit fiend from the Nine Hells. The appearance of the magistrate (and the PCs) has rushed their plan. Even so, they are nearly done.

Keep track of each time a lackey spends a standard action to chant. When that count reaches sixteen, the ritual is completed and a pit fiend (*MM* 65) appears. It doesn’t bother fighting, instead heading to the surface and flying off to wreak carnage.

If the PCs defeat all four lackeys before they can chant a total of sixteen times, the monstrous visage of a pit fiend appears in the center of the black rift, howling the PCs’ names in fury as the portal closes and disappears.

A character who makes a DC 16 Arcana check can tell how close the ritual is to completion (how many standard actions are left to be performed). A character who makes a DC 21 Arcana check learns how the ritual can be stopped (by tipping over the blood bowl and then defeating all the lackeys).



10: FEAR THE NIGHT

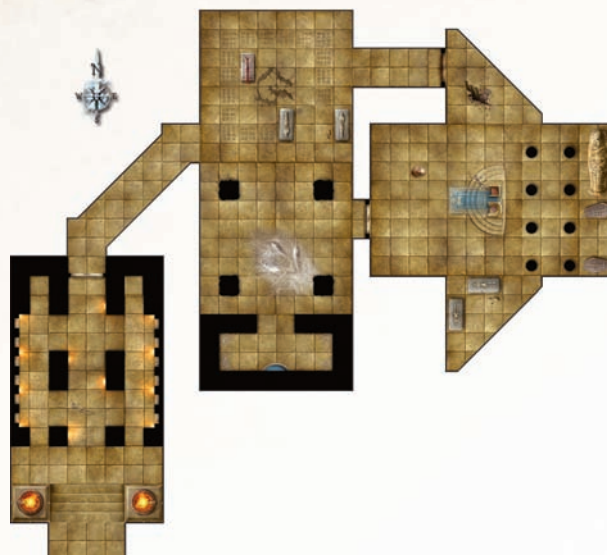
A nest of vampires has claimed a dark forest and the surrounding human towns as its domain. Some of the local residents revere the vampires and serve as daylight guardians and spies. However, most of the townsfolk live in a state of dread. Those townsfolk have finally scavenged enough valuables to hire a band of adventurers to destroy the nest. The villagers do not know that a powerful necromancer named Borrit Crowfinger—aka the Bonemaster—recently usurped control of the nest.

Tiles: This delve uses tiles from *DT6: Dire Tombs*.

EXPANDING THE DELVE

To turn this delve into a full-blown adventure, add any or all of these additional features:

- ◆ Just after sunset, as the PCs negotiate with the frightened townsfolk, a horde of fifteen vampire spawn bloodhunters led by a vampire lord (see encounter 10-2) attacks the building. The vampire lord flees if he is bloodied or if his minions are all defeated. (If defeated, you can either make the vampire lord in area 2 a different vampire or replace it with a different monster, such as a viscera devourer (MM 68) or a battle wight commander (MM 262).
- ◆ Build a skill challenge that the PCs must overcome to reach the vampire nest, using Endurance (for the harsh weather they encounter), Nature (to avoid obstacles), and Perception (to stay on course). Failure means the PCs each lose a healing surge during the travel and then are surprised by a squad of five battle wights led by a skull lord (MM 236) that guards the woods for the Bonemaster.
- ◆ While the characters are en route to the vampire nest, a pack of three owlbears (MM 212) led by a



START HERE

satyr piper (MM 228) attacks them in the forest. The satyr believes the PCs are pawns of the vampires, but it could be parleyed with if the characters manage to convince it of their innocence.

- ◆ While the characters rest after a battle in area 1 or area 2, the squad of battle wights and their skull lord commander, described above, return to report to the Bonemaster. They aren't being stealthy, so the PCs hear them coming and might be able to gain surprise. (Depending on how well the PCs are doing, you might choose to run this battle before or after they have finished a short rest.)
- ◆ The crevice in area 3 leads to a network of waterlogged underground caverns occupied by a bog hag (MM 150) and its pair of pet chuuls (MM 43), a pack of eight gricks led by a grick alpha (MM 145), and a guardian naga (MM 194) commanding a dozen troglodyte warriors (MM 252).

ENCOUNTER 10-1: POISONOUS WELCOME

Encounter Level 10 (2,750 XP)

3 cobalt serpents (C)

10 human blood cultists (H)

SETUP

A band of loyal vampire cultists guards the entrance to the nest (when not spying on nearby villages). Three cobalt serpents controlled by the Bonemaster are with them.

Thick foliage conceals a stone staircase leading down to the first room. The PCs begin on a landing just above the catacomb.

When the characters reach the landing, read:
A couple of fires and several torches illuminate a mazelike catacomb before you. Many townsfolk scattered around the room bear clubs and angry looks. At the back of the room, blue metallic cobras sway, their eyes gleaming in the firelight.

TACTICS

Each of the cobalt serpents is instructed to guard the central 2-square-wide corridor that runs from the double doors to the bottom of the steps. Thus, they focus their attacks on enemies in this area (but they pursue characters anywhere in the catacomb and as far south as the landing).

Desperate to prove their worth, the fanatical minions swarm opponents, flailing away with wild aggression. They provide combat advantage to the cobalt serpents as often as possible.

The serpents and cultists all fight to the death.

3 Cobalt Serpents (C) Level 10 Skirmisher

Medium natural animate (construct, homunculus) XP 500 each

Initiative +11 **Senses** Perception +12; darkvision

HP 109; **Bloodied** 54

AC 24; **Fortitude** 23, **Reflex** 22, **Will** 20

Immune disease, poison

Speed 7; see also *elusive shift*

⊕ **Bite** (standard; at-will) ♦ **Poison**

+15 vs. AC; 1d8 + 5 damage, and ongoing 5 poison damage (save ends).

☞ **Poison the Mind** (standard; at-will)

Ranged 10; targets creature taking ongoing poison damage; +13 vs. Will; the target is blinded and slowed (save ends both); see also *guard area*.

Combat Advantage

A cobalt serpent deals 1d6 extra damage on attacks against any target it has combat advantage against.

Elusive Shift (move; at-will)

The cobalt serpent shifts 2 squares. Enemies lose combat advantage against the cobalt serpent and cannot regain combat advantage against it until the start of its next turn.

Guard Area

A cobalt serpent can use its *poison the mind* power against any creature in its guarded area even if the power hasn't recharged and even if the target isn't taking ongoing poison damage.

Alignment Unaligned **Languages** –

Skills Stealth +14

Str 17 (+8) **Dex** 18 (+9) **Wis** 15 (+7)

Con 21 (+10) **Int** 5 (+2) **Cha** 12 (+6)

10 Human Blood Cultists (H) Level 10 Minion

Medium natural humanoid XP 125 each

Initiative +5 **Senses** Perception +6

HP 1; a missed attack never damages a minion.

AC 22; **Fortitude** 20, **Reflex** 17, **Will** 18; see also *mob rule*

Speed 6

⊕ **Club** (standard; at-will) ♦ **Weapon**

+15 vs. AC; 8 damage.

Mob Rule

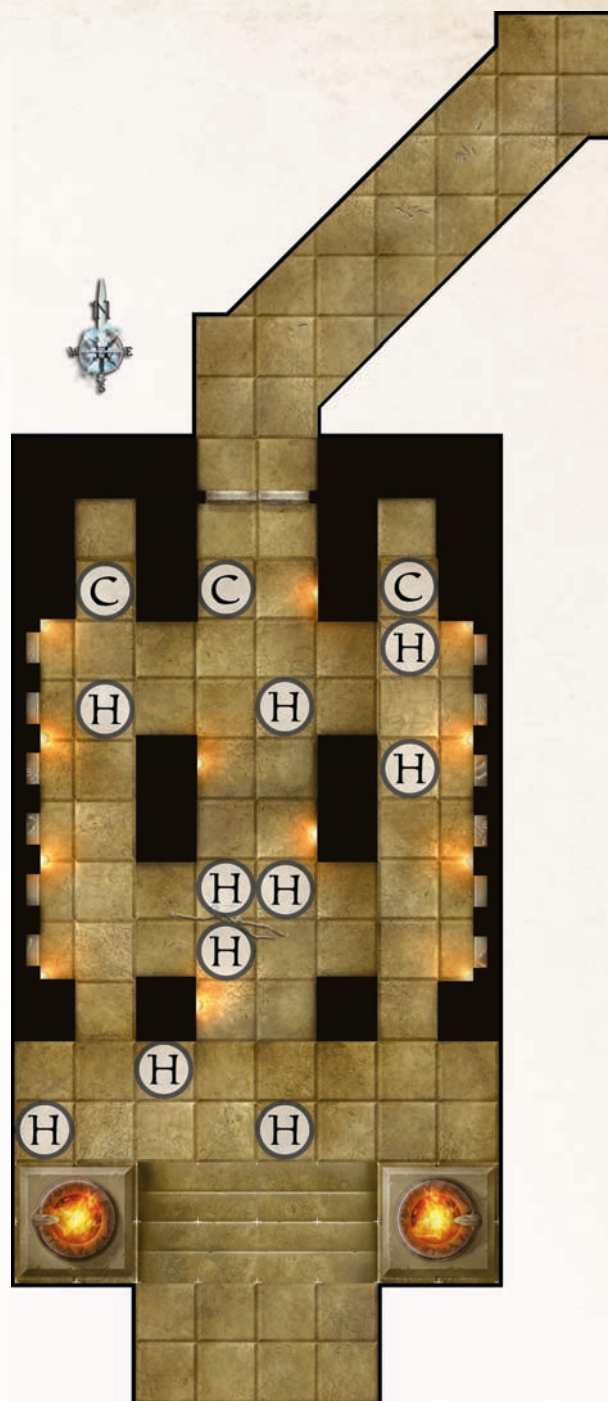
A human blood cultist gains a +2 power bonus to all defenses while at least two other human blood cultists are within 5 squares of it.

Alignment Evil **Languages** Common

Str 16 (+8) **Dex** 11 (+5) **Wis** 12 (+6)

Con 14 (+7) **Int** 10 (+5) **Cha** 13 (+6)

Equipment leather armor, club



ENCOUNTER 10-1: POISONOUS WELCOME

FEATURES OF THE AREA

Illumination: The fires and torches provide bright light throughout the catacomb.

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

Braziers: These large open bonfires are filled with wood and coal. Any creature that enters one of the 4 squares of a brazier or starts its turn in one of those squares takes 1d6 fire damage.

Double Doors: These heavy doors, closed but not locked, prevent any sounds of combat from reaching area 2.

ENCOUNTER 10-2: THE AMBITIOUS LIEUTENANT

Encounter Level 11 (2,900 XP)

Nexull, vampire lord (N)
 8 vampire spawn bloodhunters (V)
 2 zombie hulks (H)

SETUP

Once the master of this nest, Nexull the vampire lord now finds himself reduced to the role of second-in-command. Though unable to challenge the Bonemaster directly, the vampire still commands the respect of many denizens of the nest, and he consoles himself with endless plots.

If the characters can see into the room, read:

This dusty room holds a stone sarcophagus and an old altar. An enormous zombie looms in the shadows, and a few fanged humans snarl viciously.

If the characters can see the entire room, read:

Deeper inside the room is a second stone coffin, another big zombie, and many additional snarling fiends. Beyond a cluster of thick cobwebs, an archway leads into a small antechamber.

TACTICS

Nexull the vampire lord has ordered his followers to allow some opponents to enter the room before engaging so his allies' superior numbers can be best utilized. As soon as two or more PCs have moved in, the spawn and the zombie hulks enter melee immediately.

Nexull uses Stealth while in the antechamber to become hidden, then moves from pillar to pillar until he's within 5 squares of a suitable target for *dominating gaze*. He immediately turns this new ally on the most vulnerable other character he can see.

The vampire lord is an excellent melee combatant, but he prefers unarmored or lightly armored foes. He uses the vampire spawn and the zombie hulks to gain combat advantage whenever possible.

Nexull can't successfully face the Bonemaster himself, but he can provide indirect assistance to intruders. If one or both zombie hulks are defeated and Nexull is bloodied, the vampire uses *mist form* to

2 Zombie Hulks (H)		Level 8 Brute
Large natural animate (undead)		XP 350 each
Initiative +2	Senses Perception +3; darkvision	
HP 88; Bloodied 44; see also <i>rise again</i>		
AC 20; Fortitude 23, Reflex 17, Will 18		
Immune disease, poison; Resist 10 necrotic; Vulnerable 10 radiant		
Speed 4		
⬇ Slam (standard; at-will)		
Reach 2; +12 vs. AC; 2d8 + 5 damage.		
⬇ Zombie Smash (standard; recharge [2])		
Reach 2; targets Medium size or smaller creature; +12 vs. AC; 4d8 + 5 damage, and the target is knocked prone.		
Rise Again (the first time the zombie hulk drops to 0 hit points)		
Make a new initiative check for the zombie hulk. On its next turn, the zombie hulk rises (as a move action) with 44 hit points.		
Alignment Unaligned	Languages –	
Str 21 (+9)	Dex 6 (+2)	Wis 8 (+3)
Con 18 (+8)	Int 1 (-1)	Cha 3 (+0)

8 Vampire Spawn Bloodhunters (V)		Level 10 Minion
Medium natural humanoid (undead)		XP 125 each
Initiative +8	Senses Perception +6; darkvision	
HP 1; a missed attack never damages a minion.		
AC 25; Fortitude 22, Reflex 23, Will 22		
Immune disease, poison; Resist 10 necrotic		
Speed 7, climb 4 (spider climb)		
⬇ Claws (standard, at-will) ♦ Necrotic		
+16 vs. AC; 6 necrotic damage (8 necrotic damage against a bloodied target).		
Destroyed by Sunlight		
A vampire spawn that begins its turn in direct sunlight can take only a single move action on its turn. If it ends the turn in direct sunlight, it burns to ash and is destroyed.		
Alignment Evil	Languages Common	
Str 14 (+7)	Dex 16 (+8)	Wis 12 (+6)
Con 14 (+7)	Int 10 (+5)	Cha 14 (+7)

flee toward area 3. Once there, however, he does not join in the fight—he simply wants to lead his attackers to the Bonemaster in the hope that they'll do his work for him.

The noise of combat in this room is easily audible to those in area 3. However, Borrit Crowfinger, the Bonemaster, knows that his control is temporary, and he fully expects a power play from Nexull before long. Thus, he's only too happy to leave the vampire and his servants to fight for themselves, and he does not provide any assistance.

Nexull, Vampire Lord (N) **Level 11 Elite Lurker**
 Medium natural humanoid (undead) XP 1,200

Initiative +12 **Senses** Perception +10; darkvision
HP 186; **Bloodied** 93
Regeneration 10 (regeneration does not function while the vampire lord is exposed to direct sunlight)
AC 29; **Fortitude** 30, **Reflex** 27, **Will** 25
Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 10 radiant
Saving Throws +2
Speed 8, climb 4 (spider climb)
Action Points 1

⊕ **Short Sword** (standard; at-will) ♦ **Weapon**
 +13 vs. AC; 1d6 + 8 damage.

⊕ **Spiked Chain** (standard; at-will) ♦ **Weapon**
 +13 vs. AC; 2d4 + 8 damage.

‡ **Deft Strike** (standard; at-will) ♦ **Weapon**
 The vampire lord moves up to 2 squares and makes a melee basic attack at a +2 bonus.

‡ **Imperiling Strike** (standard; encounter)
 +15 vs. Fortitude; 1d6 + 10 damage, and the target takes a -3 penalty to AC and Reflex defenses until the end of the vampire lord's next turn.

‡ **Blood Drain** (standard; recharges when an adjacent creature becomes bloodied) ♦ **Healing**
 Requires combat advantage against the target; +13 vs. Fortitude; 2d12 + 8 damage, the target is weakened (save ends), and the vampire lord regains 46 hit points; see also combat advantage, below.

⤴ **Dominating Gaze** (minor; recharge ☹️) ♦ **Charm**
 Ranged 5; +13 vs. Will; the target is dominated (save ends, with a -2 penalty on the saving throw). *Aftereffect:* The target is dazed (save ends). The vampire lord can dominate only one creature at a time.

Combat Advantage
 A vampire lord deals 3d6 extra damage against any target it has combat advantage against.

Mist Form (standard; encounter) ♦ **Polymorph**
 The vampire lord becomes insubstantial and gains a fly speed of 12, but cannot make attacks. The vampire lord can remain in mist form for up to 1 hour or end the effect as a minor action.

Second Wind (standard; encounter) ♦ **Healing**
 The vampire lord spends a healing surge and regains 46 hit points. The vampire gains a +2 bonus to all defenses until the start of its next turn.

Alignment Evil **Languages** Common
Skills Acrobatics +15, Athletics +18, Bluff +13, Intimidate +13, Stealth +15, Thievery +15
Str 26 (+13) **Dex** 20 (+10) **Wis** 11 (+5)
Con 13 (+6) **Int** 12 (+6) **Cha** 16 (+8)
Equipment leather armor, short sword



ENCOUNTER 10-2: THE AMBITIOUS LIEUTENANT

FEATURES OF THE AREA

Illumination: Darkness.

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

Webbing: Squares filled with spiderwebs provide concealment to any creature standing in them. However, any fire damage dealt to a square of spiderwebs (or a creature in the spiderwebs) burns the webs away instantly.

Altar: Once used to create new vampire lords, this 4-foot-high altar has remained unused since the Bonemaster usurped control of the nest. It provides cover.

Sarcophagi: Opening one of these 3-foot-high stone coffins requires a DC 21 Strength check; up to three PCs can assist. One sarcophagus is Nexull's current coffin, but both are empty of valuables—the only treasure in this room is hidden in the water bowl. The sarcophagi are not tall enough to provide cover, except for a Small creature.

Water Bowl: A level 13 magic item is tightly wrapped in oilskins and concealed in the bottom of the bowl along the southern wall of the alcove.

ENCOUNTER 10-3: THE NEW MASTER

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!"

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
 Ⓢ **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; 2d8 + 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; recharges 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
 Ⓢ **Soul-draining 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

Vampire Spawn Bloodhunter		Level 10 Minion
Medium natural humanoid (undead)		XP 125
Initiative +8	Senses Perception +6; darkvision	
HP 1; a missed attack never damages a minion.		
AC 25; Fortitude 22, Reflex 23, Will 22		
Immune disease, poison; Resist 10 necrotic		
Speed 7, climb 4 (spider climb)		
⊕ Claws (standard, at-will) ♦ Necrotic		
+16 vs. AC; 6 necrotic damage (8 necrotic damage against a bloodied target).		
Destroyed by Sunlight		
A vampire spawn that begins its turn in direct sunlight can take only a single move action on its turn. If it ends the turn in direct sunlight, it burns to ash and is destroyed.		
Alignment Evil	Languages Common	
Str 14 (+7)	Dex 16 (+8)	Wis 12 (+6)
Con 14 (+7)	Int 10 (+5)	Cha 14 (+7)

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



ENCOUNTER 10-3: THE NEW MASTER

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 and destroying it (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.

11: LAST WILL AND TESTAMENT

There was no greater scholar, explorer, or collector of antiquities in the area than Hallomak Stromm. The enigmatic Stromm recently passed away, and the PCs have received personal invitations to appear at the public reading of his will.

Unless you have chosen to introduce Stromm to the PCs earlier, this invitation should come as a surprise. The truth is that Hallomak worried that some of his more unusual treasures would attract the attention of powerful demonic beings after his death, and he hoped that the characters' presence—as experienced adventurers—might keep things from getting out of hand.

The delve begins as the PCs (along with many onlookers) gather to hear Stromm's last testament.

Tiles: This delve uses tiles from two sets of DU2: *Streets of Shadow*.

EXPANDING THE DELVE

Who exactly was Hallomak Stromm, and why are demons so interested in his death and his collection? Was he a noble warrior who fought against the denizens of the Abyss, a sly thief who stole treasures from the demon princes, or did he engage in shady deals with servants of Orcus? The answer you choose could extend the storyline long after this delve is complete.

Also, this delve deals with only one faction interested in Stromm's collection. Other forces might well send agents to investigate or take action. One or



more of these groups might arrive right after the initial attack, or after (or even during) one of the other encounters.

- ◆ A drow arachnomancer leads a pair of drow warriors (MM 94) and two blade spiders (MM 246).
- ◆ A yuan-ti malison incanter (MM 269) leads a team of two dragonborn gladiators (MM 86) and ten snaketongue zealots (MM 272) that are bent on recovering a relic owned by Stromm. They all bear a holy symbol depicting a sunburst with a woman's face (a clue that might lead to the level 12 delve, *Emerald Dawn*).
- ◆ A githyanki mindslicer and three githyanki warriors (MM 128) arrive, searching for a silver sword thought to have been stolen by Stromm some years ago.

ENCOUNTER 11-1: THE READING

Encounter Level 11 (3,200 XP)

1 immolith (I)
4 flameborn zombies (Z)

SETUP

As the first of Hallomak's treasures are about to be revealed, demons appear to claim their prize.

None of the monsters begin on the map; their tags indicate where they appear when combat begins. Don't place the tiles representing the crowd until after the monsters appear. The players can place their characters anywhere on the map (other than on the platform near the north edge of the area).

When the characters arrive at the reading, read:
An audience has gathered to witness the reading of famed explorer Hallomak Stromm's last will and testament. Many

conversations bubble around you, as folks wonder aloud about the treasures they're about to see unveiled.

Describe the area as loosely filled with townsfolk. Many of them are gathered near the front of the platform, and others are mingling around the fountain near the center of this area. If the players want to take the time, allow the characters a few minutes to look around. Nobody here knows anything of interest, and none have any clue about what's to happen.

A frail elf climbs up to the speaking platform. He introduces himself as Malineus Bleak and unfurls the will. "The first item to be bequeathed is a flawless ruby worth two thousand pieces of gold. This gem is granted to [insert the names of the characters] for services . . . yet to be rendered."

The crowd murmurs in surprise at this mysterious statement, then Bleak continues. "The next item is this small box, which contains—"

Immolith	Level 15 Controller	
Large elemental magical beast (demon, fire, undead) XP 1,200		
Initiative +10	Senses Perception +9	
Flaming Aura (Fire) aura 1; any creature that enters the aura or starts its turn there takes 10 fire damage.		
HP 153; Bloodied 76		
AC 27; Fortitude 28, Reflex 24, Will 25		
Immune disease, fire, poison; Resist 15 variable (2/encounter; see "Resist," <i>Monster Manual</i> , page 282); Vulnerable 10 radiant		
Speed 6		
⊕ Claw (standard; at-will) ♦ Fire		
Reach 4; +20 vs. AC; 1d8 + 7 fire damage, and ongoing 5 fire damage (save ends).		
⊕ Fiery Grab (standard; at-will) ♦ Fire		
The immolith makes a claw attack against a Large or smaller target. On a hit, the target slides into a square adjacent to the immolith and is grabbed. While grabbed, the target loses any resistance it has to fire. An immolith can hold up to five grabbed creatures using this power.		
⤴ Deathfire Curse (minor; at-will) ♦ Fire		
Ranged 10; +18 vs. Will; the target is slowed (save ends). <i>Afterspell:</i> The target takes ongoing 5 fire damage (save ends).		
Vigor of the Grave (minor 1/round; at-will) ♦ Healing		
Close burst 5; undead in the burst (including the immolith) regain 5 hit points.		
Alignment Chaotic evil	Languages Abyssal	
Str 22 (+13)	Dex 16 (+10)	Wis 15 (+9)
Con 25 (+14)	Int 9 (+6)	Cha 18 (+11)

An explosion cuts Bleak's statement short as the stage bursts into an inferno. Suddenly, a strange fiery creature stands over the elf's charred form. As the crowd screams and onlookers cluster together in panic, you realize that several burning corpses have crawled up through a sewer grate and now lurch toward members of the crowd.

TACTICS

These creatures are the first wave of a small army of abyssal denizens sent to recover Stromm's treasures. They seek to unleash maximum carnage on the audience, initially unaware of the presence of the PCs.

The immolith remains on the platform for at least a round or two; because of its long reach, it can use its claw attack against the large crowd without having to move. The zombies shuffle toward the crowds, trying to bring their slam attacks to bear.

As soon as the characters attack one or more of the monsters, all the creatures turn their attention to the PCs. The immolith makes repeated use of its *deathfire curse*, and uses *vigor of the grave* whenever it or a nearby zombie becomes bloodied.

FEATURES OF THE AREA

Illumination: The reading takes place during the day, so this area is brightly lit.

Crowds: The tiles representing people are difficult terrain unless a PC first spends a minor action and succeeds on a DC 16 Diplomacy check or Intimidate check to clear a path for that round. Each crowd has 10 hit points per square it occupies; treat it as a

4 Flameborn Zombies (Z)	Level 10 Soldier	
Medium natural animate (fire, undead) XP 500 each		
Initiative +5	Senses Perception +3; darkvision	
Flameborn Aura (Fire) aura 2; each creature that enters the aura or starts its turn there takes 5 fire damage. Multiple auras deal cumulative damage.		
HP 103; Bloodied 51; see also death burst		
AC 26; Fortitude 24, Reflex 20, Will 20		
Immune disease, poison; Resist 10 fire, 10 necrotic; Vulnerable 5 cold, 5 radiant		
Speed 4		
⊕ Slam (standard; at-will) ♦ Fire		
+17 vs. AC; 1d6 + 6 damage, and the target is immobilized until the end of the flameborn zombie's next turn and takes 5 ongoing fire damage (save ends); see also <i>flame reaper</i> .		
⤴ Death Burst (when reduced to 0 hit points) ♦ Fire		
Close burst 1; +15 vs. Fortitude; 2d6 + 4 damage, and the target is slowed (save ends).		
Flame Reaper ♦ Fire		
A flameborn zombie deals 5 extra fire damage to an immobilized creature.		
Alignment Unaligned	Languages –	
Str 19 (+9)	Dex 10 (+5)	Wis 10 (+5)
Con 15 (+7)	Int 2 (+1)	Cha 6 (+3)

swarm (MM 283) for the purpose of attacks against it. Each crowd moves 2 squares toward the south edge of the map on initiative count 0. If a crowd moves entirely off the map, it is safe.

Platform: Raised 5 feet above ground level, the speaking platform is ringed by a railing. Most of Stromm's possessions aren't here, but two magic items (level 12 and 13) lie near Bleak's body.

Fountain: The fountain in the middle of the town square provides cover. The squares it occupies are difficult terrain.

Buildings: The three structures on the perimeter of this area contain nothing of interest. The roof of each one is 10 feet above ground level. A character who makes a DC 21 Athletics check can climb onto a roof and thereby gain combat advantage on ranged attacks against enemies on the ground.



ENCOUNTER II-2: DEMONIC MUCK

Encounter Level 12 (3,600 XP)

- 1 chasme (C)
- 3 mezzodemons (M)
- 4 canoloth harriers (H)

SETUP

After the characters dispose of the immolith and the zombies on the surface, it might occur to them to descend through the grate where the zombies emerged. If they seem unsure of how to proceed, a character who makes a DC 16 Insight check realizes that other monsters might come out of the grate unless the PCs head in that direction.

Inside the grate is a ladder that leads to a walkway heading west alongside a channel that holds sewer water. Indeed, a group of demons waits farther along this tunnel.

The monsters are out of sight when the PCs arrive in the sewer, though they might notice the canoloth harriers that are mostly submerged in the water.

When the characters descend the ladder, read:

A horrible stench greets your noses down here. A narrow walkway runs along both sides of a shallow ditch that contains raw sewage and other refuse.

Ahead, the tunnel continues to the west. Just beyond a wooden foot bridge, a branch of the sewer turns south. You hear the echoing sound of deep growls coming from around the corner.

Nature Check

DC 16: *The water appears to be tainted by some unnatural influence.*

Perception Check

DC 16: *You see a few creatures crouched in the shallow water ahead of you.*

4 Canoloth Harriers (H)		Level 13 Minion	
Medium elemental beast (demon)		XP 200 each	
Initiative +8	Senses Perception +12; blindsight 10		
HP 1; a missed attack never damages a minion.			
AC 27; Fortitude 26, Reflex 24, Will 23			
Resist 10 poison			
Speed 7			
⊕ Tongue Lash (standard; at-will)			
Reach 4; +18 vs. AC; 5 damage, and the target is dazed (save ends). If the target is already dazed, it takes 2 extra damage instead.			
Alignment Chaotic evil	Languages Abyssal		
Str 18 (+10)	Dex 14 (+8)	Wis 12 (+7)	
Con 18 (+10)	Int 5 (+3)	Cha 6 (+4)	

3 Mezzodemons (M)		Level 11 Soldier	
Medium elemental humanoid (demon)		XP 600 each	
Initiative +9	Senses Perception +13; darkvision		
HP 113; Bloodied 56			
AC 27; Fortitude 25, Reflex 22, Will 23			
Resist 20 poison, 10 variable (2/encounter; see "Resist," <i>Monster Manual</i> , page 282)			
Speed 6			
⊕ Trident (standard; at-will) ◆ Weapon			
Reach 2; +18 vs. AC; 1d8 + 5 damage.			
↓ Skewering Tines (standard; at-will) ◆ Weapon			
Requires trident; reach 2; +18 vs. AC; 1d8 + 5 damage, ongoing 5 damage and the target is restrained (save ends both). While the target is restrained, the mezzodemon can't make trident attacks.			
↩ Poison Breath (standard; recharge ☞ ☞) ◆ Poison			
Close blast 3; targets enemies; +16 vs. Fortitude; 2d6 + 3 poison damage, and ongoing 5 poison damage (save ends).			
Alignment Chaotic evil	Languages Abyssal		
Skills Intimidate +11			
Str 20 (+10)	Dex 15 (+7)	Wis 16 (+8)	
Con 17 (+8)	Int 10 (+5)	Cha 13 (+6)	
Equipment trident			

Chasme (C)		Level 14 Skirmisher	
Large elemental magical beast (demon)		XP 1,000	
Initiative +16	Senses Perception +7		
HP 138; Bloodied 69			
AC 29; Fortitude 26, Reflex 29, Will 24			
Resist 10 variable (2/encounter; see "Resist," <i>Monster Manual</i> , page 282)			
Speed 6, climb 6 (spider climb), fly 10			
⊕ Gore (standard; at-will)			
+19 vs. AC; 2d6 + 7 damage, and ongoing 5 damage (save ends), or ongoing 10 damage if the target already has ongoing 5 damage (save ends).			
↓ Mobile Melee Attack (standard; at-will)			
A chasme can move up to half its speed and make one melee basic attack at any point during that movement. The chasme doesn't provoke opportunity attacks when moving away from the target of its attack.			
↩ Drone (standard; recharges when first bloodied) ◆ Sleep			
Close burst 2; targets nondemons; +17 vs. Will; the target is dazed (save ends). <i>First Failed Saving Throw:</i> The target is unconscious (save ends).			
Chasme Mobility			
A chasme gains a +2 bonus to AC against opportunity attacks provoked by movement.			
Combat Advantage			
A chasme deals 1d6 extra damage against any target it has combat advantage against. This extra damage increases to 2d6 against unconscious foes.			
Alignment Chaotic evil	Languages Abyssal		
Skills Bluff +14, Insight +12, Intimidate +14, Stealth +19			
Str 19 (+11)	Dex 24 (+14)	Wis 10 (+7)	
Con 18 (+11)	Int 11 (+7)	Cha 14 (+9)	

TACTICS

If the PCs don't notice them, the canoloth harriers attempt to stay hidden until a character reaches the bridge, at which point they all use *tongue lash* against a single foe (dazing that character if at least three creatures hit). If they are discovered before that, they wade into battle as quickly as they can.

The mezzodemons use *poison breath* on the PCs as often as possible. While waiting for that ability to recharge, they use *skewering tines* to restrain characters, making it easier for their pet canoloths to attack.

The chasme uses spider climb to move along the ceiling. By doing so, it can occupy the same space on the two-dimensional map as one or more of its allies or characters of Medium or smaller size. It uses *drone* against groups of two or more PCs, or *mobile melee attack* against lone characters.

If the PCs make a dash for the tunnel leading south, the demons try to head them off and prevent them from entering area 3. If that effort fails, the demons pursue their foes into the next area.

The demons don't chase fleeing characters back to the surface, preferring to stand guard and wait for the rest of the invasion force to arrive.

FEATURES OF THE AREA

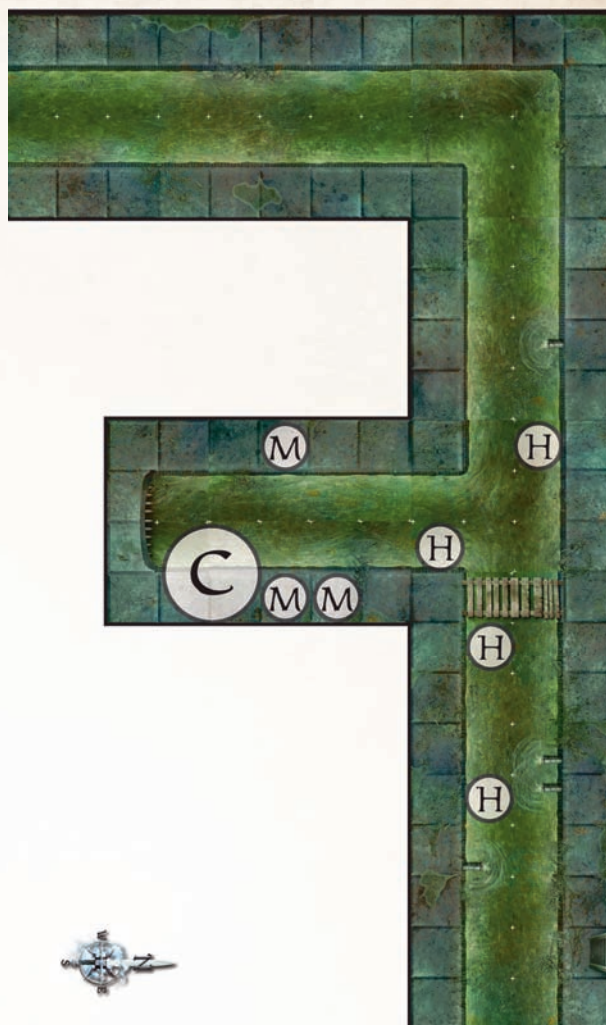
Illumination: The entire tunnel is dimly lit by sunlight coming through sewer grates.

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

Water: The shallow water is difficult terrain. It has been slightly tainted by the demonic incursion deeper in the sewer: Each nondemon that enters the water or starts its turn there takes 2 damage.

Walkways: These sturdy stone ledges are 3 feet above the water level. Climbing from the water to a walkway requires a DC 15 Athletics check.

Small Bridge: This bridge looks precarious, but it's actually quite sturdy (AC 5; Fortitude 12, Reflex 5; hit points 40). However, anyone standing adjacent to it in the water can push the bridge away from the walkway with a standard action and a DC 10 Strength check (or DC 15 if the bridge is occupied). Anyone on the bridge falls prone in the water below, but takes no damage from the fall.



ENCOUNTER 11-2: DEMONIC MUCK

OUT OF SIGHT

In this encounter, some or all of the monsters are not visible to the PCs when the action begins to unfold. The characters can hear some threatening sounds coming from up ahead, but unless they succeed on the Perception check to detect the presence of the canoloth harriers, all they see in front of them is a dank and dirty sewer.

To reflect this situation, don't put the chasme or the mezzodemons in place—and don't even put miniatures representing them on the table next to the map, so the players have no clue about what awaits them.

If the canoloth harriers remain unseen as the characters move into this area, then each monster becomes visible only when it moves or attacks. If the characters proceed along the walkways rather than wading through the water, they might not notice the canoloths until they have moved well into this area.

When at least one character moves to the small bridge and looks to the south, the lurking demons in the alcove become visible. Pull out the miniatures you had set aside, put them on the map, and show the players what they're up against.

ENCOUNTER II-3: THE ABYSSAL PORTAL

Encounter Level 14 (5,000 XP)

1 abyssal spitter (A)

SETUP

In this dank chamber, a portal to the Abyss grows. It's only a matter of time before the horde of demons waiting on the other side is unleashed. An abyssal spitter—a demonic breed of hydra with four heads—guards the portal with single-minded fury.

When the characters can see the room, read:

The sewer channels in this chamber converge on a central pool of foul, tainted muck.

In the southeastern corner of the chamber, a silent, roiling mass of red energy swirls in a rune-scribed alcove. Inside the glow, insubstantial demonic figures stretch and twist.

Between you and the mass of energy stands a horrific creature with red scales and four pale green heads. These heads move in a hypnotizing pattern, and its four mouths screech demonic challenges.

Arcana Check

DC 11: *The swirling energy appears to be a slowly opening portal to another plane, most likely the Abyss. It looks like it is not quite open yet.*

DC 18: *The creature is an abyssal spitter, a demonic breed of hydra.*

DC 23: *As long as any demon remains in the vicinity, the portal will continue to grow.*

DC 25: *The abyssal spitter spews acid and can regrow severed heads.*

Arcana or Insight Check

DC 18: *The portal's presence seems to be energizing the many-headed creature.*

Dungeoneering or Perception Check

DC 18: *The bridge to the south appears very unstable.*

TACTICS

The abyssal spitter attacks the character closest to the portal, determined to protect that gateway. It bites foes it can reach, and uses *acid spit* against more distant enemies.

The abyssal spitter remains in this chamber, guarding the portal, regardless of circumstances. It does not pursue fleeing PCs; in fact, it won't move more than 5 squares from the portal.

Abyssal Spitter (A)		Level 14 Solo Brute
Large elemental beast (demon)		XP 5,000
Initiative +12	Senses Perception +15; all-around vision, low-light vision	
HP 720; Bloodied 360		
AC 29; Fortitude 31, Reflex 29, Will 27		
Resist 15 acid		
Saving Throws +5		
Speed 6, swim 12		
Action Point 2		
⊕ Bite (standard; at-will)		
Reach 2; +17 vs. AC; 1d8 + 5 damage; see also <i>portal energy</i> .		
⊕ Acid Spit (standard; at-will) ◆ Acid		
Ranged 10; +14 vs. Reflex; 1d8 + 5 acid damage; see also <i>portal energy</i> .		
⊕ Abyssal Fury (standard; at-will)		
The abyssal spitter makes a number of basic attacks (any combination of melee and ranged attacks) equal to its number of heads (but see <i>many-headed</i>).		
Many-Headed		
Each time the abyssal spitter becomes dazed or stunned, it loses one attack on its next turn instead. Multiple effects stack.		
Abyssal Regeneration (minor; recharges when head lost)		
An abyssal spitter starts with four heads. The first time the spitter is reduced to 540 hit points or fewer, it can spend a minor action on its next turn to grow two new heads (which increases the number of attacks it can make with <i>abyssal fury</i> by one). This occurs again the first time it becomes bloodied, and again the first time it is reduced to 180 hit points or fewer. Heads in excess of four die after 24 hours.		
Threatening Reach		
An abyssal spitter can make opportunity attacks against all enemies within its reach (2 squares).		
Portal Energy		
As long as the portal remains open, the abyssal spitter deals 2 extra damage on each of its attacks.		
Alignment Chaotic evil		Languages —
Str 23 (+13)	Dex 20 (+12)	Wis 16 (+10)
Con 22 (+13)	Int 2 (+3)	Cha 8 (+6)

TIPS AND REMINDERS

The abyssal spitter loses heads as it takes damage, making it potentially a weaker threat as the combat goes on. However, under normal circumstances, it regrows two heads in place of each one that dies, which actually makes it more formidable late in the battle.

Keep a close eye on the abyssal spitter's hit points, looking for the thresholds of 540, 360, and 180 hit points. Each of these benchmarks triggers a lost head and allows the spitter to grow two in its place on its next turn.

Note that dazing or stunning the spitter won't stop it from regenerating heads, since those effects merely reduce the number of attacks it can make with *abyssal fury*.

CLOSING THE PORTAL

The PCs must close the abyssal portal to prevent an army of demons from entering the world. They can attempt to complete this skill challenge either before or after the abyssal spitter is defeated. Closing it afterward is easier (because the monster is no longer present), but closing it beforehand reduces the creature's power.

Level: 11 (XP 600).

Complexity: 1 (4 successes before 3 failures).

Primary Skills: Arcana, History, Thievery.

Arcana (DC 16, standard action): The PC bends the magic of the portal to his or her will, slowly closing it off. A character must be within 5 squares of the portal to attempt this check.

History (DC 16, minor action): The character recognizes the arrangement of runes in the alcove as something he or she has read about before. This recollection provides a clue about the energies powering the portal.

This skill can be used to gain 1 success in this challenge. No character can attempt this check more than once, and this check cannot be retried if the PCs fail to complete the skill challenge on their first try.

Thievery (DC 21, standard action): The character manages to weaken the magical energy feeding the portal. A character must be adjacent to the portal to attempt this check.

Success: If the PCs get 4 successes, the portal closes permanently. The abyssal spitter loses its ability to deal 2 extra damage on each of its attacks.

Failure: If the characters accumulate 3 failures and any demon is still alive within 10 squares of the portal, a barghura (MM 53) appears in the portal and attacks the PCs. The PCs must begin the skill challenge again from scratch; each additional failed challenge brings one more barghura than the previous failed challenge (two for the second one, three for the third, and so forth).

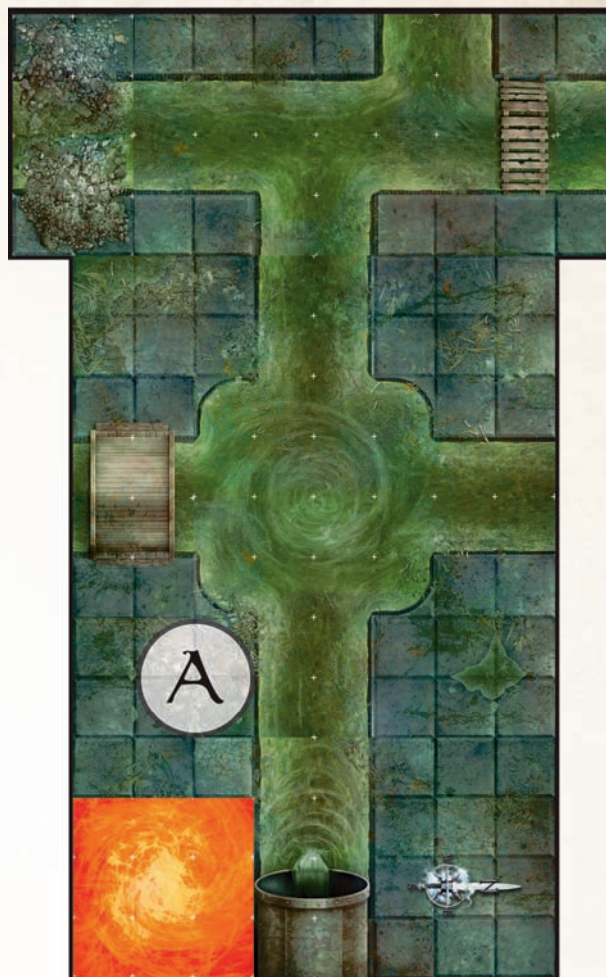
Even if the PCs can't close the portal, as long as all the demons in the vicinity are defeated, the portal can't get any stronger, and thus can't disgorge its army. However, from time to time additional abyssal denizens might slip into the world through this portal.

FEATURES OF THE AREA

Illumination: The entire chamber is brightly lit by the swirling mass of energy in the corner.

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

Water: The shallow water is difficult terrain. It has been heavily tainted by the demonic incursion deeper in the sewer; each nondemon that enters the water or starts its turn there takes 5 damage. However, a creature standing in the water deals 5 extra damage to each demon hit with an attack.



ENCOUNTER 11-3: THE ABYSSAL PORTAL

Walkways: These sturdy stone ledges are 3 feet above the water level. Climbing from the water to a walkway requires a DC 15 Athletics check.

Small Bridge: This bridge looks precarious, but it's actually quite sturdy (AC 5; Fortitude 12, Reflex 5; hit points 40). However, anyone standing adjacent to it in the water can push the bridge away from the walkway with a standard action and a DC 10 Strength check (or DC 15 if the bridge is occupied). Anyone on the bridge falls prone in the water below, but takes no damage from the fall.

Large Bridge: Unlike the other bridges, this one is fragile. It collapses when struck, or when at least 30 pounds of weight is placed upon it, dropping the character prone in the water below.

Collapsed Tunnel: The rubble in the southwest corner is difficult terrain. Beyond this point, the tunnel is impassable.

Abyssal Portal: The portal allowed the abyssal denizens already here to arrive, but it must be allowed time to strengthen before the full force of the army can pour through.

As long as the portal remains open, the abyssal spitter deals 2 extra damage on each of its attacks.

12: EMERALD DAWN

A green dragon called the Dawn fancies herself a deity and has attracted reptilian followers that raid elven settlements. The PCs must find her temple in the woods and end the threat.

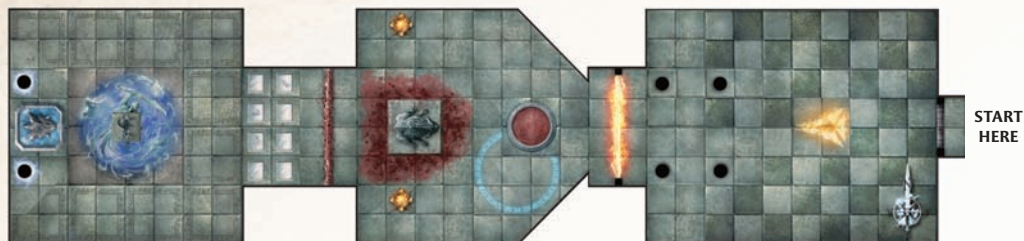
The yuan-ti in this delve are rivals of those who commanded the cultists in the level 6 delve, “Temple of the Zealots” (see page 42). If any PC carries items taken from that temple, the yuan-ti mistake that character for an ally of their rivals and target him in preference to others.

Tiles: This delve uses tiles from *DT7: Fane of the Forgotten Gods*.

EXPANDING THE DELVE

To turn this delve into a longer adventure, consider these additions.

◆ Start the PCs in one of the troubled elven settlements when two dragonborn raiders and a pair of



wyverns (MM 268) led by a yuan-ti abomination attack.

- ◆ Create a skill challenge using Endurance, Nature, and Perception to represent the journey through the wilderness to the Dawn’s temple. Along the way, throw in encounters with a trio of banshrae warriors (MM 25) and a warhorn battlebriar (MM 28), or a yuan-ti malison incanter (MM 269) leading a squad of fifteen snaketongue zealots (MM 272).
- ◆ Add more rooms to the sides of areas 1 and 2, and populate them with kobolds (MM 167) and lizardfolk (MM 178) to broaden the base of worshipers.

ENCOUNTER 12-1: FANE OF THE DAWN

Encounter Level 12 (3,600 XP)

2 yuan-ti abominations (A)
2 yuan-ti malison sharp-eyes (M)

SETUP

The PCs find themselves deep in the woods before a temple carved with reptile and sun imagery.

When the PCs open the temple door, read:

A verdant flaming arrowhead burns in the center of the chamber, pointing toward a curtain of green fire in the opposite wall, behind two pairs of decorative pillars. Two large snake-headed humanoids stand nearby, threatening you with huge swords. Behind them, two robed snake-creatures, each wearing a holy symbol that depicts a sun with a female face, raise their bows and nock arrows.

Perception Check

DC 16: *The emerald flames of the arrowhead crackle like a bonfire but give off no heat.*

TACTICS

Each yuan-ti abomination attacks a different enemy if possible, using its bastard sword to mark the PC and draw attacks. When an abomination grabs a foe with *grasping coils*, it tries to move with the target into the arrowhead symbol (+13 vs. Fortitude; success means the yuan-ti and grabbed PC move up to 3 squares). If a character moves past them, the abominations change targets to protect the malison sharp-eyes.

The malison sharp-eyes stay at range, splitting their attacks between multiple PCs to poison as many as they can with arrows. They use the pillars for cover, which, in conjunction with their *chameleon defense*, imposes a -4 penalty to attack rolls by PCs who are more than 3 squares away from the sharp-eyes.

2 Yuan-Ti Abominations (A)		Level 14 Soldier
Large natural humanoid (reptile)		XP 1,000 each
Initiative +13	Senses Perception +10	
HP 140; Bloodied 70		
AC 30; Fortitude 30, Reflex 28, Will 27		
Resist 10 poison		
Speed 7, climb 7		
⊕ Bastard Sword (standard; at-will) ♦ Poison, Weapon		
Reach 2; +20 vs. AC; 1d12 + 6 damage (crit 2d12 + 18), and the target is marked until the end of the yuan-ti abomination's next turn and takes ongoing 5 poison damage (save ends).		
⊕ Grasping Coils (minor 1/round; at-will)		
+18 vs. Reflex; the target is pulled 1 square and grabbed (until escape). The yuan-ti abomination can grab only one creature at a time.		
⊕ Bite (standard; at-will) ♦ Poison		
Grabbed target only; +18 vs. Fortitude; 1d12 + 5 poison damage, and ongoing 10 poison damage (save ends).		
Alignment Evil	Languages Draconic	
Skills Endurance +15, Intimidate +14, Stealth +14		
Str 22 (+13)	Dex 18 (+11)	Wis 16 (+10)
Con 20 (+12)	Int 12 (+8)	Cha 14 (+9)
Equipment heavy shield, bastard sword		

2 Yuan-Ti Malison Sharp-Eyes (M)		Level 13 Artillery
Medium natural humanoid (reptile)		XP 800 each
Initiative +12	Senses Perception +13	
HP 98; Bloodied 49		
AC 27; Fortitude 23, Reflex 25, Will 23; see also <i>chameleon defense</i>		
Resist 10 poison		
Speed 7		
⊕ Scimitar (standard; at-will) ♦ Weapon		
+16 vs. AC; 1d8 + 4 damage (crit 2d8 + 12).		
⊕ Longbow (standard; at-will) ♦ Poison, Weapon		
Ranged 20/40; +18 vs. AC; 1d10 + 6 damage, and the yuan-ti malison sharp-eye makes a secondary attack against the same target. <i>Secondary Attack</i> : +16 vs. Fortitude; ongoing 5 poison damage, and the target is dazed (save ends both).		
Chameleon Defense		
A yuan-ti malison sharp-eye has concealment against enemies that are more than 3 squares away.		
Alignment Evil	Languages Common, Draconic	
Skills Bluff +15, History +12, Insight +13, Stealth +17		
Str 18 (+10)	Dex 23 (+12)	Wis 14 (+8)
Con 14 (+8)	Int 12 (+7)	Cha 18 (+10)
Equipment scimitar, longbow, quiver of 30 arrows		

ENCOUNTER 12-1: FANE OF THE DAWN

FEATURES OF THE AREA

Illumination: The flames from the arrowhead and the fiery portal fill the room with bright illumination.

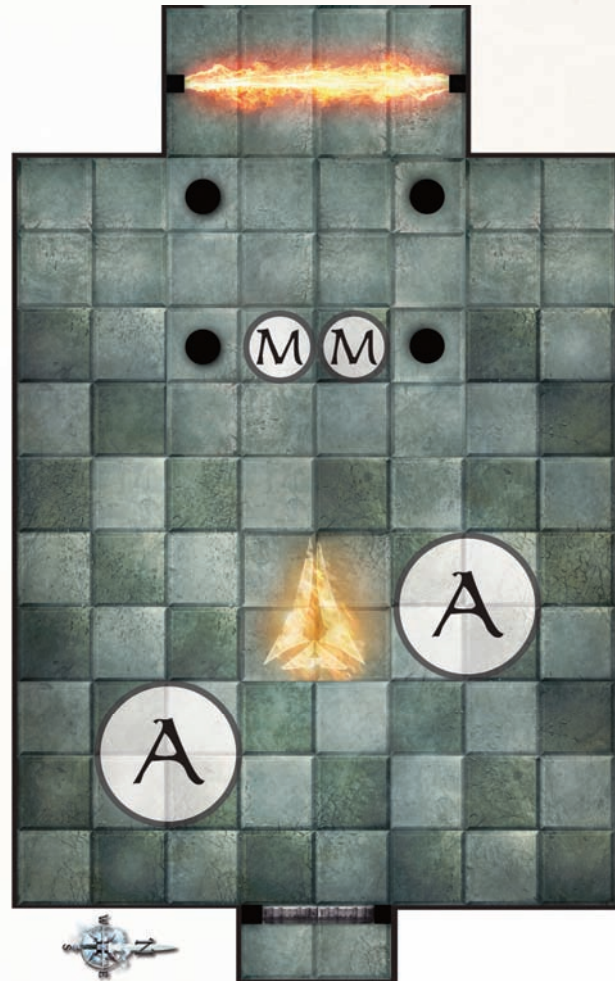
Ceiling: The ceiling in this area is 20 feet high.

Stone Pillars: The stone pillars are decorative, depicting scenes of reptilian creatures in a sunlit forest. Each pillar occupies the square it is located in and provides cover.

Arrowhead Symbol: Any nonreptile that enters one of the 4 squares occupied by this symbol or starts its turn on the symbol takes 5 poison damage.

The symbol also serves as a magic lock. When a holy symbol of the Dawn (such as those worn by the malisons) is placed on the arrowhead, an arc of green fire leaps from the symbol to the fiery portal, opening the portal for 5 minutes.

Fiery Portal: This wall of green flame blocks passage to area 2. Any nonreptile touching the wall takes 3d10 poison damage. The portal can be opened by placing a Dawn symbol on the arrowhead or by making a DC 21 Arcana check or Thievery check. A character who fails one of these checks takes 3d10 poison damage.



ENCOUNTER 12-2: BLOODY ALTAR

Encounter Level 13 (4,000 XP)

2 yuan-ti abominations (A)
1 dragonborn raider (R)
1 altar of zealotry trap

SETUP

The PCs face more ardent defenders of the Dawn.

When the PCs pass through the fiery portal, read:

Beyond the fiery portal, a pool of blood bubbles next to a circle on the floor that glows with arcane energy. Two lit braziers flank a stone altar upon which stands a stonework dragon. Red-stained rock surrounds the altar, and behind it is an alcove, the back of wall of which appears to be made of bloody corpses.

A large snake-creature stands to each side of the altar. A dragonborn wielding a pair of blades stands within the circle. Painted on his armor is a sunburst with a female face.

Arcana Check

DC 11: *The red stone around the altar is blood rock, which makes one's attacks more brutal.*

Arcana or Religion Check

DC 18: *The arcane circle appears to grant a protective benefit to those standing on or within it.*

Perception Check

DC 18: *One of the bodies in the alcove writhes in agony, its face contorted in a silent scream.*

2 Yuan-Ti Abominations (A)		Level 14 Soldier
Large natural humanoid (reptile)		XP 1,000 each
Initiative +13	Senses Perception +10	
HP 140; Bloodied 70		
AC 30; Fortitude 30, Reflex 28, Will 27		
Resist 10 poison		
Speed 7, climb 7		
⚔ Bastard Sword (standard; at-will) ♦ Poison, Weapon		
Reach 2; +20 vs. AC; 1d12 + 6 damage (crit 2d12 + 18), and the target is marked until the end of the yuan-ti abomination's next turn and takes ongoing 5 poison damage (save ends).		
⚔ Grasping Coils (minor 1/round; at-will)		
+18 vs. Reflex; the target is pulled 1 square and grabbed. The yuan-ti abomination can grab only one creature at a time.		
⚔ Bite (standard; at-will) ♦ Poison		
Grabbed target only; +18 vs. Fortitude; 1d12 + 5 poison damage, and ongoing 10 poison damage (save ends).		
Alignment Evil	Languages Draconic	
Skills Endurance +15, Intimidate +14, Stealth +14		
Str 22 (+13)	Dex 18 (+11)	Wis 16 (+10)
Con 20 (+12)	Int 12 (+8)	Cha 14 (+9)
Equipment heavy shield, bastard sword		

Altar of Zealotry Trap	Level 15 Lurker
Trap XP 1,200	
<i>The altar ahead appears twisted and evil, and it radiates a disturbing feeling of maliciousness and dread.</i>	
Trap: This stonework dragon attempts to dominate those who come within sight of it. It draws its energy from living unbelievers, and it functions only as long as such creatures are within the shrine.	
Perception	
No check is required to see the altar.	
Additional Skill: Religion	
♦ DC 23: The character recognizes the nature of the altar.	
Initiative +6	
Trigger	
When a creature not wearing the holy symbol of the Dawn enters the chamber through the fiery portal, the trap activates and rolls initiative. The trap continues its attacks until no living targets remain in the area.	
Attack	
Standard Action Ranged sight	
Target: A random creature not wearing the holy symbol of the Dawn	
Attack: +19 vs. Will	
Hit: The target is dominated (save ends).	
Afterside: The target is dazed (save ends).	
Countermeasure	
♦ A character can attack the altar (AC 26, other defenses 24; hit points 125; resist 10 all). Destroying the altar disables the trap.	

Dragonborn Raider (R)	Level 13 Skirmisher	
Medium natural humanoid		
XP 800		
Initiative +13	Senses Perception +13	
HP 129; Bloodied 64; see also <i>dragonborn fury</i>		
AC 27; Fortitude 23, Reflex 24, Will 21		
Speed 7		
⚔ Katar (standard; at-will) ♦ Weapon		
+19 vs. AC (+20 while bloodied); 1d6 + 4 damage (crit 2d6 + 10).		
⚔ Twin Katar Strike (standard; at-will) ♦ Weapon		
If the dragonborn raider doesn't take a move action on its turn, it shifts 1 square and makes two katar attacks, or vice versa.		
⚔ Dragon Breath (minor; encounter) ♦ Acid		
Close blast 3; +14 vs. Reflex (+15 while bloodied); 1d6 + 3 acid damage.		
Combat Advantage		
A dragonborn raider deals 1d6 extra damage on melee and ranged attacks against any target it has combat advantage against.		
Dragonborn Fury (only while bloodied)		
A dragonborn gains a +1 racial bonus to attack rolls.		
Infiltrating Stride (move; recharges after the dragonborn raider attacks two different enemies with <i>twin katar strike</i>)		
The dragonborn raider shifts 3 squares.		
Alignment Evil	Languages Common, Draconic	
Skills History +8, Intimidate +9, Stealth +16		
Str 18 (+10)	Dex 21 (+11)	Wis 14 (+8)
Con 17 (+9)	Int 10 (+6)	Cha 12 (+7)
Equipment leather armor, 2 katars		

TACTICS

The monsters in this room prefer to fight from advantageous positions (such as standing on the blood rock or in the arcane circle), but they move around to gain other advantages.

The dragonborn raider stays on the move, alternating between *infiltrating stride* and *twin katar strike* to go after PCs behind the front line. He saves his *dragon breath* for two or more PCs, and he uses any opportunity to benefit from combat advantage (such as by flanking with an abomination).

The yuan-ti abominations use *grasping coils* to pull PCs deeper into the room, splitting up the group.

Knowing that they protect the Dawn (in area 3), the monsters fight to the death.

FEATURES OF THE AREA

Illumination: The braziers burn tall with normal flame, filling the room with bright illumination. A character adjacent to a brazier can tip it over onto an enemy adjacent to the same brazier (Strength vs. Reflex; 1d8 + 5 fire damage).

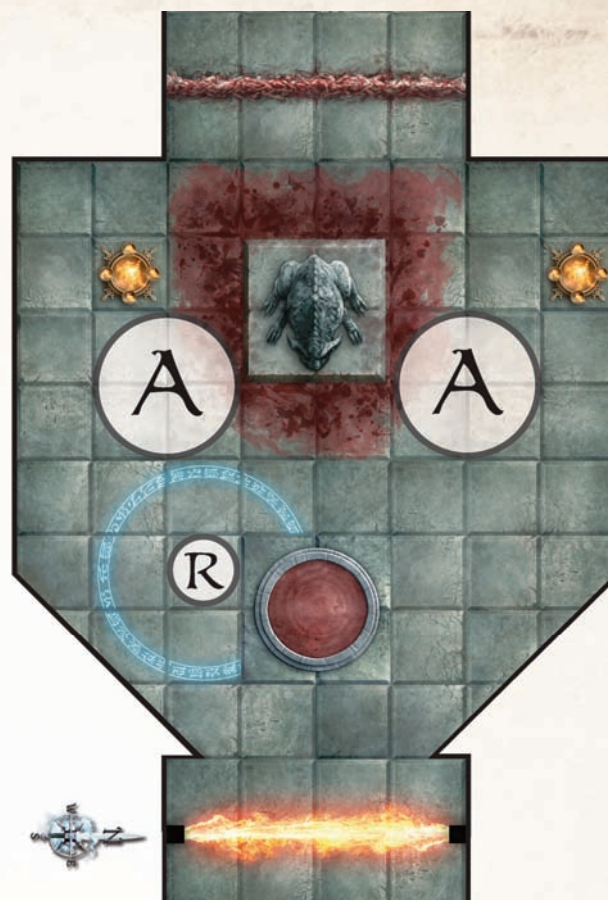
Ceiling: The ceiling in this area is 20 feet high.

Arcane Circle: This circle bears many sigils and symbols, the most prevalent of which is a sunburst with a female face. Anyone standing on the circle or within it gains a +1 bonus to AC (or a +2 bonus to AC if that individual is wearing a holy symbol of the Dawn, regardless of whether the wearer is a believer).

Blood Rock: Any creature occupying one of the red-filled squares adjacent to the altar scores a critical hit on a roll of 19–20.

Pool of Blood: This fountain, covered in Draconic symbols and writing, is blessed with healing magic. Any adjacent creature can use a minor action to drink from the pool and spend a healing surge. If the same creature drinks from the pool more than once per day, the pool punishes it for its greed, taking a healing surge from that creature (or taking an equivalent number of hit points if the creature has no healing surges remaining).

Altar of Zealotry: When this trap activates, brilliant green fire ignites in the eyes of the stonework dragon. If the trap dominates a PC, it orders that character to offer himself up for the Dawn's feast. The character moves directly toward the Door of the Dead, not bothering to avoid opportunity attacks.



ENCOUNTER 12-2: BLOODY ALTAR

Door of the Dead: Access to area 3 is blocked by a solid wall made up of the bodies of nonbelievers (mostly elves) who were captured by the Dawn's followers and are trapped forever in undying misery.

Any dazed or stunned creature that moves into or starts its turn in a square adjacent to the door takes 10 necrotic damage and takes a -5 penalty to saving throws until the end of his next turn. A creature reduced to 0 hit points or fewer is pulled into the door (but can be extricated with a DC 23 Strength check). A character within the door who regains consciousness can escape with a DC 23 Strength check or Dexterity check.

The door is magically sealed. When a holy symbol of the Dawn is dipped into the pool of blood, the bodies pull apart to create a 10-foot-wide opening for five minutes. The door can be also be destroyed by normal means (AC 20, other defenses 16, hit points 100, vulnerable 10 radiant).

ENCOUNTER 12-3: RADIANT CHAMBER OF THE DAWN

Encounter Level 15 (6,000 XP)

The Dawn, adult green dragon (D)
5 dragonborn gladiators (G)

SETUP

The PCs finally face the Dawn in a chamber that also holds dragonborn guards and other dangers.

Place only the dragonborn gladiators that the PCs can see; the two in the corners are likely out of sight when the encounter begins.

When the PCs enter through the Door of the Dead, read:

The room before you has an open roof. In its center is a statue of a dragon, surrounded by a maelstrom of wind and sunlight. Eight mirrors are set into the floor near the room's entrance. On the far side of the room, water pours into a fountain from three carved draconic heads. Flanking the fountain, two pillars of black stone crackle with blue sparks.

Standing proudly in front of the fountain is a green dragon, its verdant scales glistening in the sun. Dragonborn warriors surround the dragon.

Perception Check

DC 11: *A screaming elven face presses against the other side of one of the mirrors, and fists pound soundlessly against the glass. Just as quickly as it appeared, the face is swept away.*

DC 18: *The scrape of footsteps around the corners indicates that more foes hide just out of sight.*

DC 23: *Enveloped by the swirling maelstrom, the eyes of the dragon statue reflect the sunlight like mirrored glass.*

TACTICS

The dragonborn gladiators swarm forward as combat begins, attempting to catch the characters in a cross-fire of multiple *dragon breath* attacks. Once battle is under way, they spread out, forcing the PCs to split up and allowing the dragonborn to benefit from *lone fighter*. The gladiators are vulnerable to the lightning pillars, just as the characters are, so they do not willingly approach them. They fight to the death to protect the Dawn. If she is slain, the dragonborn attempt to flee through the Door of the Dead if they are outnumbered.

In the opening rounds, the Dawn remains in the maelstrom, benefiting from its concealment and using *luring glare* to slide PCs into the storm. She uses *frightful presence* to stun characters inside the maelstrom.

The Dawn cares little for her servants, never hesitating to catch them in her *breath weapon* when she uses it on the PCs. If all her protectors are defeated or she becomes bloodied, she takes to the air, giving up the protection of the maelstrom. If defeat seems inevitable, she flies away through the open roof.

The Dawn (D)		Level 12 Solo Controller
Adult green dragon		
Large natural magical beast (dragon)		XP 3,500
Initiative +12	Senses Perception +14; darkvision	
Lashing Tail aura 1; all creatures other than the dragon treat the area within the aura as difficult terrain. The dragon loses this aura while airborne.		
HP 620; Bloodied 310; see also <i>bloodied breath</i>		
AC 28; Fortitude 25, Reflex 26, Will 25		
Resist 20 poison		
Saving Throws +5		
Speed 8, fly 12 (hover), overland flight 15; see also <i>flyby attack</i>		
Action Points 2		
⊕ Bite (standard; at-will) ◆ Poison		
Reach 2; +17 vs. AC; 1d10 + 6 damage, and ongoing 5 poison damage (save ends).		
⊕ Claw (standard; at-will)		
Reach 2; +17 vs. AC; 1d8 + 6 damage.		
⊕ Double Attack (standard; at-will)		
The Dawn makes two claw attacks.		
⊕ Flyby Attack (standard; recharge ☹ ☹)		
The Dawn flies up to 12 squares and makes a bite attack at any point during the move without provoking an opportunity attack from the target.		
⊕ Tail Sweep (immediate reaction, if an adjacent enemy does not move on its turn; at-will)		
+15 vs. Reflex; 1d8 + 6 damage, and the target is knocked prone.		
↘ Luring Glare (minor 1/round; at-will) ◆ Charm, Gaze		
Ranged 10; +15 vs. Will; the target slides 2 squares.		
↔ Breath Weapon (standard; recharge ☹ ☹) ◆ Poison		
Close blast 5; +15 vs. Fortitude; 1d10 + 5 poison damage, and the target takes ongoing 5 poison damage and is slowed (save ends both). <i>Aftereffect:</i> The target is slowed (save ends).		
↔ Bloodied Breath (free, when first bloodied; encounter) ◆ Poison		
The Dawn's breath weapon recharges, and the dragon uses it immediately.		
↔ Frightful Presence (standard; encounter) ◆ Fear		
Close burst 5; targets enemies; +15 vs. Will; the target is stunned until the end of the Dawn's next turn. <i>Aftereffect:</i> The target takes a -2 penalty to attack rolls (save ends).		
Alignment Evil	Languages Common, Draconic	
Skills Bluff +21, Diplomacy +16, Insight +19, Intimidate +16		
Str 16 (+9)	Dex 22 (+12)	Wis 17 (+9)
Con 20 (+11)	Int 16 (+9)	Cha 20 (+11)

5 Dragonborn Gladiators (G)		Level 10 Soldier
Medium natural humanoid		XP 500 each
Initiative +9	Senses Perception +6	
HP 106; Bloodied 53; see also <i>dragonborn fury</i>		
AC 24; Fortitude 23, Reflex 20, Will 21		
Speed 5		
⚔ Bastard Sword (standard; at-will) ♦ Weapon		
+15 vs. AC (+16 while bloodied); see also <i>lone fighter</i> ; 1d10 + 5 damage.		
⚔ Finishing Blow (standard; at-will) ♦ Weapon		
Target must be bloodied; +15 vs. AC (+16 while bloodied); 2d10 + 5 damage, and the dragonborn gladiator's allies gain a +2 bonus to attack rolls until the end of the dragonborn gladiator's next turn.		
🔥 Dragon Breath (minor; encounter) ♦ Fire		
Close blast 3; +12 vs. Reflex (+13 while bloodied); 1d6 + 4 fire damage.		
Dragonborn Fury (only while bloodied)		
A dragonborn gains a +1 racial bonus to attack rolls.		
Gladiator's Strike		
When a dragonborn gladiator hits an enemy with an opportunity attack, the target is knocked prone.		
Lone Fighter		
A dragonborn gladiator gains a +2 bonus to melee attack rolls when adjacent to only one enemy.		
Alignment Evil	Languages Common, Draconic	
Skills Athletics +15, History +7, Intimidate +15		
Str 21 (+10)	Dex 15 (+7)	Wis 12 (+6)
Con 18 (+9)	Int 10 (+5)	Cha 16 (+8)
Equipment scale armor, bastard sword		

FEATURES OF THE AREA

Illumination: The room is filled with bright illumination from the maelstrom. If the encounter takes place during the day, sunlight also streams in through the open roof.

Ceiling: The room has no ceiling. The walls of the chamber rise to a height of 30 feet. The Dawn uses the lack of a ceiling to her advantage, flying up out of melee reach, if the PCs attempt to close with her.

Maelstrom of Emerald Daybreak: The dragon statue in the center of this chamber generates a swirling maelstrom of winds and blinding sunlight. The statue occupies only a small portion of the center of the maelstrom; a creature can occupy one or more of the squares where the statue is located, but cannot move directly through the statue to an adjacent square. Any creature within the maelstrom gains concealment, but any nondragon that enters the maelstrom or starts its turn there is slowed (save ends). On the first failed saving throw to negate the slowed

PORTRAYING THE DRAGON

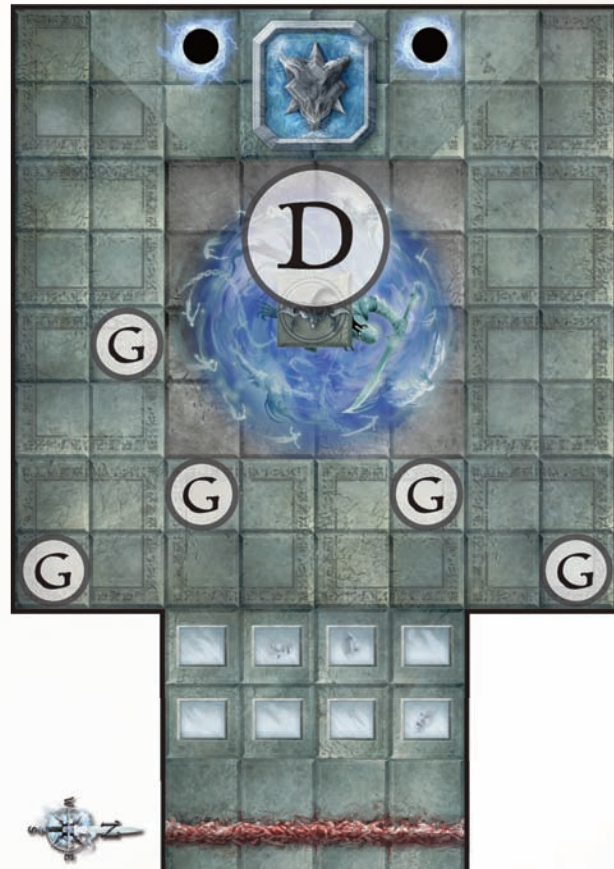
The Dawn plays at godhood with glee, mocking the PCs as “pitiful mortals” and ordering them to surrender before she unleashes her “divine vengeance.” If any character asks for a display of her godlike powers, she sputters, “I do not perform parlor tricks like a common stage magician! I am a god! Bow before me and tremble!”

condition, the creature becomes immobilized (save ends). On the first failed saving throw to negate the immobilized condition, the creature is pulled into the mirrored eyes of the statue and finds itself falling through the void behind the Mirrors of Trapped Souls.

Mirrors of Trapped Souls: The eight panes of mirrored glass are immune to damage. Behind them lies a view of an eternally sunlit and empty sky. Anyone pulled through the mirrored eyes of the statue finds himself falling through this endless sky. A victim of this effect is in no danger of death (except by starvation or thirst), but can't take actions and can't be affected by the actions of others. Each round at the end of his or her turn, a character in this realm can attempt a saving throw to escape; success means the character reappears in the room atop a randomly determined mirror.

Lightning Pillars: These pillars of black stone crackle with blue sparks. Each round on initiative count 0, a spark arcs from each pillar to each non-dragon within 2 squares of it (+15 vs. Fortitude; 1d8 + 5 lightning damage, and the target is slowed until the end of its next turn). Any single creature can be targeted only once per round.

Fountain of Draconic Tears: This fountain of clean, clear water provides cover and counts as difficult terrain. It holds the Dawn's treasures, including 600 gp, 700 pp, a *potion of vitality*, and one level 15 magic item.



13: PLANAR BANDITS

A cadre of githyanki has come to the world in search of rich plunder and soft targets. It has set up a base in the lower levels of an abandoned fortress ruin.

A caravan of travelers spotted a githyanki while it hunted for food. Rumors of an invading army from the Astral Sea quickly spread through nearby towns, and the PCs have arrived to investigate.

After following the trail, the PCs discover a ruined fortress with a spiral staircase leading down.

Tiles: This delve uses tiles from *DU1: Halls of the Giant Kings*.

EXPANDING THE DELVE

To turn this delve into a full-blown adventure, begin with the characters first learning of the githyanki—perhaps overhearing a tale in a tavern or by way of a trusted contact. Then, any of the following additions could occur:

- ◆ After traveling to the site of the rumors, the PCs meet with townsfolk, but they must first engage in a skill challenge using Diplomacy, Insight, and Streetwise to discern the truth from the tall tales.
- ◆ Once the PCs discover the truth, there's the matter of finding the githyanki base, leading to another skill challenge—this one using Nature, Perception, and Athletics. (A Religion check along the way could grant some knowledge of the githyanki's likely preferences for a base.)
- ◆ During that travel, the PCs encounter some local wildlife, such as a mated pair of dire bears (MM 29).
- ◆ After reaching the ruin, the PCs find that the upper level is guarded by a briar witch dryad (MM 96) to whom the githyanki entrusted a black-spawn gloomweb (MM 88).
- ◆ To expand the end of the adventure, add another door to the final room. This one is kept blocked by the githyanki because even they don't want to explore the dark subterranean levels haunted by horde ghouls (MM 118), boneclaws (MM 37), spirit and viscera devourers (MM 68), and a mummy lord (MM 192).



ENCOUNTER 13-1: TRAINING GROUNDS

Encounter Level 13 (4,200 XP)

3 githyanki warriors (W)

3 githyanki corsairs (C)

SETUP

In this room, the githyanki have created a sparring pit where they practice their martial talents against each other—and the occasional hapless prisoner.

The characters begin out of sight of the githyanki, so don't place any of the githyanki until they are in view.

When the characters start down the spiral staircase, read:

Descending the stairs, you see light coming from around the next bend and hear the sounds of a fight.

If the characters are wary, they might be able to surprise the githyanki; roll Stealth checks against the githyanki's passive Perception score of 22.

When the characters see the room, read:

A large pit has been dug in the middle of the room. Several unusual humanoid creatures are spread around the room, with silvery weapons drawn. Two in the middle of the pit appear to be fighting.

3 Githyanki Warriors (W) Medium natural humanoid	Level 12 Soldier XP 700 each
Initiative +13 Senses Perception +12	
HP 118; Bloodied 59	
AC 28; Fortitude 25, Reflex 23, Will 22	
Saving Throws +2 against charm effects	
Speed 5; see also <i>telekinetic leap</i>	
⊕ Silver Greatsword (standard; at-will) ♦ Psychic, Weapon +17 vs. AC; 1d10 + 5 damage plus 1d6 psychic damage, plus 3d6 extra psychic damage if the target is immobilized.	
↗ Telekinetic Grasp (standard; encounter) Ranged 5; Medium or smaller target; +15 vs. Fortitude; the target is immobilized (save ends).	
↗ Telekinetic Leap (move; encounter) Ranged 10; the githyanki warrior or an ally within range can fly up to 5 squares.	
Alignment Evil	Languages Common, Deep Speech
Skills History +9, Insight +12	
Str 21 (+11)	Dex 17 (+9) Wis 12 (+7)
Con 14 (+8)	Int 12 (+7) Cha 13 (+7)
Equipment plate armor, silver greatsword	

TACTICS

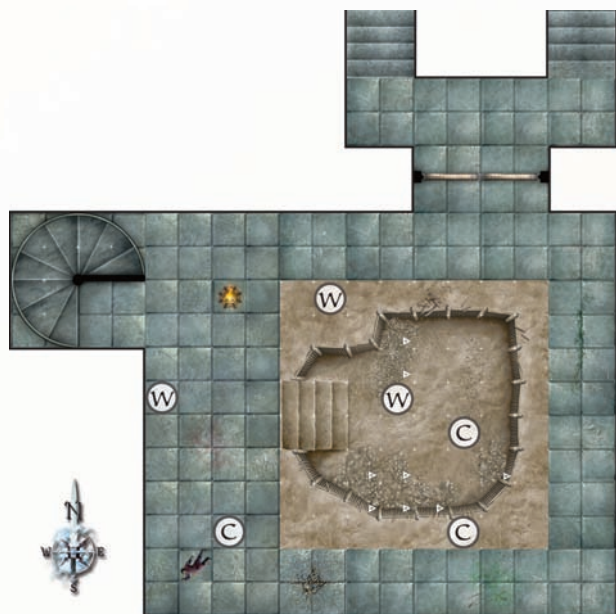
The githyanki cadre is skilled and well practiced. Its members use every bit of advantage that teamwork can bring. They also don't believe in fighting fair.

They use *telekinetic leap* to bring a distant ally into a flanking position before attacking or to get past an armored enemy to engage a more vulnerable foe.

The warriors use *telekinetic grasp* to pin down melee combatants. Then they go after ranged attackers.

The corsairs stay on the move, shifting away any time they hit with a *silver longsword* attack.

Due to the thick doors, no assistance comes from the next room, and the cadre members are too prideful to flee. They fight to the death.



3 Githyanki Corsairs (C) Medium natural humanoid	Level 12 Skirmisher XP 700 each
Initiative +15 Senses Perception +12	
HP 118; Bloodied 59	
AC 26; Fortitude 24, Reflex 26, Will 22	
Saving Throws +2 against charm effects	
Speed 6; see also <i>telekinetic leap</i>	
⊕ Silver Longsword (standard; at-will) ♦ Psychic, Weapon +16 vs. AC; 2d8 + 4 damage plus 1d6 psychic damage, and if the githyanki corsair has combat advantage, it can shift up to 3 squares.	
↓ Blade Dance (standard; encounter) ♦ Psychic, Weapon +16 vs. AC; 3d8 + 4 damage plus 1d6 psychic damage, and the target is dazed until the end of the githyanki corsair's next turn. The githyanki corsair can shift up to 3 squares before or after making this attack.	
↗ Telekinetic Leap (move; encounter) Ranged 10; the githyanki corsair or an ally within range can fly up to 5 squares.	
Combat Advantage A githyanki corsair deals 1d6 extra damage on melee attacks against any target that it has combat advantage against.	
Alignment Evil	Languages Common, Deep Speech
Skills Acrobatics +16, History +9, Insight +12	
Str 19 (+10)	Dex 21 (+11) Wis 12 (+7)
Con 14 (+8)	Int 12 (+7) Cha 13 (+7)
Equipment clothes, silver longsword, light shield	

FEATURES OF THE AREA

Illumination: A burning brazier near the stairs provides bright light within 10 squares. Thus, only the row of squares farthest from the stairs is dark.

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

Sparring Pit: This dirt pit is 5 feet deep. Climbing up the palisade wall requires a DC 15 Athletics check. Jumping out requires a DC 50 Athletics check, or DC 25 with a running start. Of course, PCs could use the stairs that provide access into and out of the pit.

The squares in the pit marked with triangles are difficult terrain.

Corpse: A local adventurer encountered the githyanki in the woods and was captured to use for sparring practice. He didn't last long, and his body has been dragged to the southwest corner of this room. The corpse still bears a *potion of vitality*, unnoticed by the githyanki.

Double Doors: The two 10-foot-wide doors to the northeast are closed but not locked.

ENCOUNTER 13-2: STANDING STONE STILL

Encounter Level 14 (4,900 XP)

3 githyanki warriors (W)
1 githyanki mindslicer (M)
1 roper (R)

SETUP

When the githyanki first set up their base, they encountered a starving roper. Seeing a potential valuable guardian, they made a deal to supply fresh meals to it in exchange for it guarding their new lair.

The roper, using its *stony body* ability, has assumed the guise and position of a ruined statue that the githyanki demolished.

When the characters come down the stairs, read:

Two statues, one badly ruined, stand in this room. Beyond a pool of brilliant blue water at the far side of the room is a large alcove that holds a chest. Scattered throughout the room are more strange humanoids with silver weapons.

Perception Check

DC 30: *You notice the ruined statue move slightly.*

TACTICS

The githyanki warriors open with *telekinetic grasp* to pin down potential victims for the roper. Once the roper has selected its targets, they use *telekinetic leap* to fly into the middle of the remaining PCs and deal brutal blows with their swords.

The roper uses *double attack* to grab a pair of armored PCs, then uses *reel* to bring them within reach of its maw, spending an action point to bite one of them. It hopes to completely disrupt any plan or formation the PCs might have.

The githyanki mindslicer uses *psychic barrage* as soon as it sees a group of two or more PCs standing together. After that, it unleashes *mindslice* attacks while staying away from attacking PCs.

3 Githyanki Warriors (W)

Medium natural humanoid

Level 12 Soldier

XP 700 each

Initiative +13 **Senses Perception** +12

HP 118; **Bloodied** 59

AC 28; **Fortitude** 25, **Reflex** 23, **Will** 22

Saving Throws +2 against charm effects

Speed 5; see also *telekinetic leap*

Ⓢ **Silver Greatsword** (standard; at-will) ♦ **Psychic, Weapon**
+17 vs. AC; 1d10 + 5 damage plus 1d6 psychic damage, plus 3d6 extra psychic damage if the target is immobilized.

↪ **Telekinetic Grasp** (standard; encounter)

Ranged 5; Medium or smaller target; +15 vs. Fortitude; the target is immobilized (save ends).

↪ **Telekinetic Leap** (move; encounter)

Ranged 10; the githyanki warrior or an ally within range can fly up to 5 squares.

Alignment Evil **Languages** Common, Deep Speech

Skills History +9, Insight +12

Str 21 (+11) **Dex** 17 (+9)

Wis 12 (+7)

Con 14 (+8) **Int** 12 (+7)

Cha 13 (+7)

Equipment plate armor, silver greatsword

Githyanki Mindslicer (M)

Medium natural humanoid

Level 13 Artillery

XP 800

Initiative +11 **Senses Perception** +12

HP 98; **Bloodied** 49

AC 27; **Fortitude** 24, **Reflex** 25, **Will** 24

Saving Throws +2 against charm effects

Speed 6; see also *telekinetic leap*

Ⓢ **Silver Longsword** (standard; at-will) ♦ **Psychic, Weapon**
+18 vs. AC; 1d8 + 2 damage plus 1d8 psychic damage.

↪ **Mindslice** (standard; at-will) ♦ **Psychic**

Ranged 10; +16 vs. Will; 2d8 + 3 psychic damage.

↪ **Telekinetic Leap** (move; encounter)

Ranged 10; the githyanki mindslicer or an ally within range can fly up to 5 squares.

✦ **Psychic Barrage** (standard; recharge [1]) ♦ **Psychic**

Area burst 1 within 20; +16 vs. Will; 1d6 + 3 psychic damage, and ongoing 5 psychic damage (save ends), and the target can't use daily or encounter powers (save ends).

Alignment Evil **Languages** Common, Deep Speech

Skills History +11, Insight +12

Str 14 (+8) **Dex** 16 (+9)

Wis 12 (+7)

Con 14 (+8) **Int** 17 (+9)

Cha 11 (+6)

Equipment robes, overcoat, silver longsword

Roper (R)		Level 14 Elite Controller	
Large elemental magical beast (earth)		XP 2,000	
Initiative +8	Senses Perception +10; darkvision		
HP 284; Bloodied 142			
AC 30; Fortitude 29, Reflex 24, Will 26			
Immune petrification			
Saving Throws +2			
Speed 2, climb 2 (spider climb)			
Action Points 1			
⊕ Tentacle (standard; at-will) ♦ Poison			
Reach 10; +17 vs. Reflex; 2d10 + 4 damage, and the target is grabbed (until escape or until the tentacle is hit; see <i>tentacle grab</i>). While the target is grabbed, it is also weakened.			
‡ Double Attack (standard; at-will) ♦ Poison			
The roper makes two tentacle attacks.			
‡ Reel (minor 2/round; at-will)			
The roper makes an attack against a creature it has grabbed; +17 vs. Fortitude; on a hit, the target is pulled 5 squares. The roper can use this power against a grabbed target only once per turn.			
‡ Bite (standard; at-will)			
+19 vs. AC; 2d10 + 10 damage.			
Stony Body			
A roper that does not move, retracts its tentacles, and keeps its eye and mouth closed resembles a jagged rock formation, stalagmite, or stalactite. In this form, the roper can be recognized with a successful DC 30 Perception check.			
Tentacle Grab			
The roper can attack and grab with up to two tentacles at a time. While grabbing an enemy, it can act normally, but it can't use that tentacle for another attack. Enemies can attack the tentacle to make the roper let go of a grabbed creature; the tentacle's defenses are the same as the roper's. An attack that hits the tentacle does not harm the roper but causes it to let go and retract the tentacle.			
Alignment Evil	Languages Primordial		
Skills Stealth +13			
Str 19 (+11)	Dex 12 (+8)	Wis 16 (+10)	
Con 22 (+13)	Int 11 (+7)	Cha 9 (+6)	

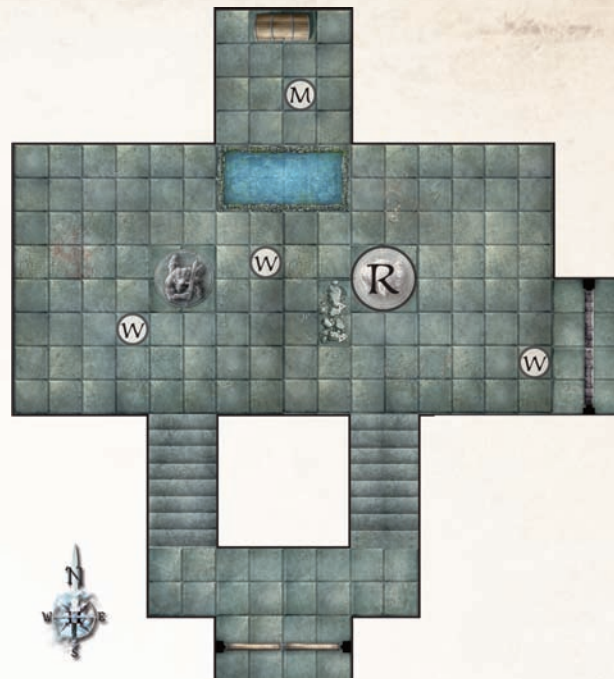
FEATURES OF THE AREA

Illumination: Torches are set in sconces every few squares along the walls and stairwells, creating bright light throughout the room.

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

Statues: The intact statue is 10 feet tall and depicts a charging human warrior. It provides cover, and it can be climbed with a DC 15 Athletics check.

The ruined statue (initially in the same space as the roper) and the two squares adjacent to it are difficult terrain.



ENCOUNTER 13-2: STANDING STONE STILL

Doors: The large double doors leading east to the next room are composed of iron-bound brass. They are closed but not locked. The thick metal ensures that no combat sounds reach the next room.

Pool: This 15-foot-deep pool is filled with crystal-blue water. A character who drinks from the pool (a minor action) can add his or her Charisma bonus to the value of his or her healing surges for 12 hours or until he or she takes an extended rest. Water taken from the pool loses this quality.

At the bottom of the pool, a golden crown worth 3,000 gp is partially buried in rubble. With a DC 23 Perception check, a PC adjacent to the pool notices a golden glimmer. A character in the pool gains a +5 bonus on this check.

Chest: This unlocked chest contains several more torches for the wall sconces. Concealed beneath them and revealed by a cursory search is a level 16 magic item and a gold ring worth 1,700 gp.

ENCOUNTER 13-3: DIVIDE AND CONQUER

Encounter Level 16 (7,300 XP)

1 githyanki gish (G)
4 githyanki warriors (W)
3 redspawn firebelchers (F)

SETUP

The leader of this githyanki cadre resides here, along with more warriors and a trio of redspawn firebelchers that serve willingly as guardians.

When you set up this room, put down the portcullis tile with its blank side showing. Flip the tile over to reveal the portcullis only when the holes in the floor and ceiling are spotted or when the portcullis is lowered.

Also, two of the firebelchers begin around a corner and out of sight, so don't place those miniatures right away.

When the characters move through the double doors, read:

The wide hallway turns south, leading into a large room. A red rune on the floor glows brightly, and you can see the flicker of flame from around the corner. Another of the silver-armored humanoids stands in your view, and you also notice a large, red, dragonlike creature farther into the room.

Perception Check

DC 20: *You hear more big creatures moving around somewhere else in the room.*

3 Redspawn Firebelchers (F)		Level 12 Artillery
Large natural beast (reptile)		XP 700 each
Initiative +7	Senses Perception +6; low-light vision	
Fire Within (Fire) aura 5; allies in the aura gain resist 10 fire.		
HP 97; Bloodied 48		
AC 25; Fortitude 25, Reflex 22, Will 21		
Resist 20 fire		
Speed 4		
Ⓢ Bite (standard; at-will) ♦ Fire		
+16 vs. AC; 1d10 + 4 damage, and ongoing 5 fire damage (save ends).		
⤴ Fire Belch (standard; at-will) ♦ Fire		
Ranged 12; +15 vs. Reflex; 2d6 + 1 damage, and ongoing 5 fire damage (save ends).		
⚡ Fire Burst (standard; recharge ☞ ☞) ♦ Fire		
Area burst 2 within 10; +15 vs. Reflex; 3d6 + 1 damage, and ongoing 5 fire damage (save ends). Miss: Half damage, and no ongoing fire damage.		
Alignment Unaligned	Languages –	
Str 18 (+10)	Dex 13 (+7)	Wis 13 (+6)
Con 19 (+10)	Int 2 (+2)	Cha 8 (+5)

DC 25: *You see a line of 2-inch-wide holes in the floor ahead and corresponding holes directly above them—tell tale signs of a portcullis.*

Arcana Check

DC 20: *That red rune in front of you enhances fire-based attacks.*

4 Githyanki Warriors (W)		Level 12 Soldier
Medium natural humanoid		XP 700 each
Initiative +13	Senses Perception +12	
HP 118; Bloodied 59		
AC 28; Fortitude 25, Reflex 23, Will 22		
Saving Throws +2 against charm effects		
Speed 5; see also <i>telekinetic leap</i>		
Ⓢ Silver Greatsword (standard; at-will) ♦ Psychic, Weapon		
+17 vs. AC; 1d10 + 5 damage plus 1d6 psychic damage, plus 3d6 extra psychic damage if the target is immobilized.		
⤴ Telekinetic Grasp (standard; encounter)		
Ranged 5; Medium or smaller target; +15 vs. Fortitude; the target is immobilized (save ends).		
⤴ Telekinetic Leap (move; encounter)		
Ranged 10; the githyanki warrior or an ally within range can fly up to 5 squares.		
Alignment Evil	Languages Common, Deep Speech	
Skills History +9, Insight +12		
Str 21 (+11)	Dex 17 (+9)	Wis 12 (+7)
Con 14 (+8)	Int 12 (+7)	Cha 13 (+7)
Equipment plate armor, silver greatsword		

Githyanki Gish (G)		Level 15 Elite Skirmisher
Medium natural humanoid		XP 2,400
Initiative +13	Senses Perception +14	
HP 226; Bloodied 113		
AC 31; Fortitude 28, Reflex 29, Will 29		
Saving Throws +2 (+4 against charm effects)		
Speed 5; see also <i>astral stride</i>		
Action Points 1		
Ⓢ Silver Longsword (standard; at-will) ♦ Psychic, Weapon		
+20 vs. AC; 1d8 + 3 damage plus 1d8 psychic damage.		
Ⓣ Double Attack (standard; at-will) ♦ Psychic, Weapon		
The githyanki gish makes two silver longsword attacks.		
⤴ Force Bolt (standard; recharge ☞ ☞) ♦ Force		
Ranged 10; +18 vs. Reflex; 3d6 + 4 force damage.		
⤴ Storm of Stars (standard; encounter) ♦ Fire		
The githyanki gish makes four attacks, no more than two of them against a single target: ranged 5; +20 vs. AC; 2d8 + 4 fire damage.		
Astral Stride (move; at-will) ♦ Teleportation		
The githyanki gish teleports 6 squares and gains the insubstantial and phasing qualities until the start of its next turn.		
Alignment Evil	Languages Common, Deep Speech, Draconic	
Skills Arcana +16, History +13, Insight +14		
Str 16 (+10)	Dex 14 (+9)	Wis 14 (+9)
Con 17 (+10)	Int 19 (+11)	Cha 17 (+10)
Equipment chainmail, silver longsword		

TACTICS

The combatants want to draw a few of the characters into the room so they can split up the party by lowering the portcullis. One githyanki warrior stands by the lever in the southwest corner of the room, readying an action to push the lever when two PCs have passed under the portcullis into the room.

Once the portcullis has been dropped, the firebelchers use *fire burst* and *fire belch* against enemies on the far side of the barrier, relying on the githyanki to deal with those inside the room. They instinctively recognize the benefit of the red rune.

The warriors use *telekinetic grasp* to immobilize any PC who seems likely to want to get through the portcullis in either direction (either a melee combatant outside the room wanting to get in, or a ranged combatant inside the room wanting to get out).

The githyanki gish moves freely back and forth from one side of the portcullis to the other with *astral stride*, attacking wherever is most appropriate. It uses its action point to deliver a withering barrage of attacks, either a pair of *double attacks* or a *storm of stars* coupled with a *double attack* or a *force bolt*. Whatever the combination, it puts as much damage on any given foe as it can.

If the monsters defeat all the PCs inside the room, they raise the portcullis and go after any remaining enemies. Fleeing PCs are pursued only after those still in the room are dealt with.

FEATURES OF THE AREA

Illumination: The roaring fireplace and glowing red rune brightly illuminate the entire room.

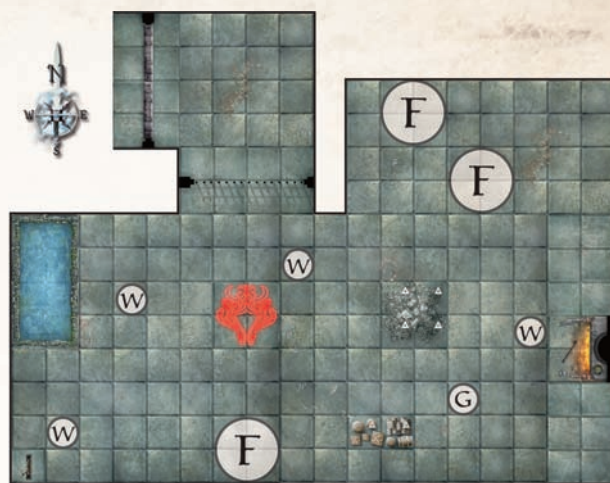
Ceiling: The ceiling in this area is 15 feet high.

Fireplace: The fire is well lit and blazes brightly. Anyone moving into the fire or starting his or her turn there takes 2d6 fire damage.

Red Rune: Anyone standing on this rune gains a +2 bonus on fire attacks.

Lever: Pushing this rusty lever (a standard action) begins the process of raising or lowering the portcullis (see below). The lever can be disabled, breaking its connection with the portcullis, by a character who makes a DC 25 Thievery check.

Portcullis: When the PCs arrive, the heavy iron portcullis is raised into the ceiling. When a creature pushes the lever in the corner of the room, the portcullis begins to drop (or rise, if it is already down). At the start of the activating character's next turn, the portcullis finishes its movement; during the interval, characters can move under it (if it is descending) without danger.



ENCOUNTER 13-3: DIVIDE AND CONQUER

While the portcullis is descending, it can be halted by a creature that stands adjacent to it and makes a DC 20 Strength check as a standard action. It can be held in place 5 feet off the ground for another round if the same character makes another DC 20 Strength check.

Once the portcullis is down, it can be raised by a creature that pushes the lever again or by a creature that stands adjacent to it and succeeds on a DC 25 Strength check as a standard action. A creature that pulls the portcullis out of the floor can hold it in place 5 feet off the ground for another round by making a DC 20 Strength check.

In either situation (holding it up or keeping it from falling), one creature can assist on the Strength check.

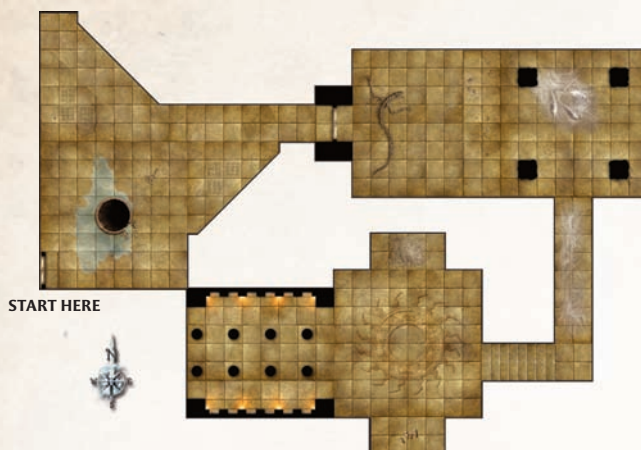
Alternatively, a character can break open a 1-square-wide path through the portcullis by making a DC 27 Strength check.

Rubble: A section of the ceiling between the red rune and the fireplace has collapsed, creating a small section of difficult terrain. The rest of the ceiling is stable.

Crates: The crates piled near the south wall of the room contain food and other supplies, along with a variety of goods and treasures the githyanki have taken from travelers. These squares are difficult terrain. All together, the booty here is worth 10,000 gp.

14: HALL OF ECHOING SCREAMS

Recent earthquakes have unearthed a small section of a lost dwarven fortress. The dwarves are long gone, but rumors suggest they might have left treasure or weapons behind. After a journey into the Underdark, the characters find a barred iron door bearing the names of several ancient dwarven clans.



However, a small cabal of mind flayers has already moved in. A recent battle with a drow caravan has weakened the illithids, and now they hunker down to prepare for their next move.

Tiles: This delve uses tiles from *DT6: Dire Tombs*.

EXPANDING THE DELVE

To turn this delve into a longer adventure, consider these additions.

- ◆ Give the mind flayers more thralls, whether drow, driders, or other denizens of the Underdark.
- ◆ The mind flayers haven't seized (or even explored) the entirety of the lost dwarven fortress. Place a different set of monsters in the farthest reaches of the fortress.
- ◆ When the PCs are almost done exploring the fortress, an army of drow shows up to exact revenge on the illithids that attacked their caravan. The drow think the PCs are allies of the mind flayers.

ENCOUNTER 14-1: UMBER HULK GUARDIANS

Encounter Level 14 (3,800 XP)

2 umber hulks (U)

1 mind flayer infiltrator (M)

SETUP

Two umber hulk thralls guard the only entrance to the fortress. The double doors that allow entry to this room (see "Features of the Area") are closed and barred from the inside.

One umber hulk begins the encounter underground. Don't place the mind flayer on the map yet; it's beyond the characters' line of sight.

When the PCs open the double doors, read:

The chamber before you is worked stone, but the glowing fungus growing in various places around the room suggest that it hasn't been kept up for some time.

A crumbling well is in the southern side of the chamber, and a passage leads out of the room to the east.

Perception Check

DC 23: *You feel a vibration in the ground—like something tunneling underneath your feet.*

TACTICS

The umber hulk in the room tries to lure the PCs in so that the other umber hulk can emerge from the well behind or in the middle of the party. If the PCs don't take the bait, the umber hulk uses *confusing gaze* to slide them farther into the room.

As soon as the second umber hulk feels at least two PC move beyond the well to the north or the east, it climbs out of the well and uses its own *confusing gaze*.

The mind flayer infiltrator remains at or close to the eastern doors, staying outside the radius of the PCs' vision as long as it can. If the characters approach its location while carrying a source of bright light, it moves forward and unleashes a *mind blast* (which does not affect the thralls) that catches at least two characters if possible.

Remember that the mind flayer infiltrator is invisible to dazed victims of the umber hulk's *confusing gaze*.

All the monsters fight until slain.

2 Umber Hulks (U) **Level 12 Elite Soldier**
Large natural magical beast XP 1,400 each

Initiative +11 **Senses** Perception +13; darkvision, tremorsense 5
HP 248; **Bloodied** 124
AC 30; **Fortitude** 33, **Reflex** 28, **Will** 27
Saving Throws +2
Speed 5, burrow 2 (tunneling)
Action Points 1

⊕ **Claw** (standard; at-will)
Reach 2; +18 vs. AC; 2d6 + 8 damage.

‡ **Grabbing Double Attack** (standard; at-will)
The umber hulk makes two claw attacks. If both claw attacks hit the same target, the target is grabbed (until escape). A grabbed target takes ongoing 10 damage from the umber hulk's mandibles until it escapes. The umber hulk cannot make any other attacks while grabbing a creature.

↔ **Confusing Gaze** (minor 1/round; at-will) ♦ **Gaze, Psychic**
Close blast 5; targets enemies; +16 vs. Will; the target slides 5 squares and is dazed (save ends).

Alignment Unaligned **Languages** –
Str 26 (+14) **Dex** 16 (+9) **Wis** 14 (+8)
Con 20 (+11) **Int** 5 (+3) **Cha** 11 (+6)

Mind Flayer Infiltrator (M) **Level 14 Lurker**
Medium aberrant humanoid XP 1,000

Initiative +16 **Senses** Perception +14; darkvision
HP 107; **Bloodied** 53
AC 27; **Fortitude** 25, **Reflex** 27, **Will** 28
Speed 7

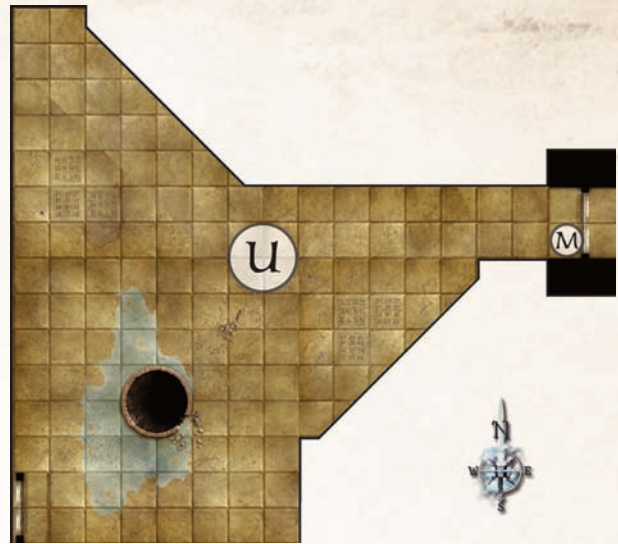
⊕ **Tentacles** (standard; at-will)
+19 vs. AC; 2d6 + 5 damage, and the target is grabbed.

‡ **Bore into Brain** (standard; at-will)
Grabbed or stunned target only; +17 vs. Fortitude; 3d6 + 5 damage, and the target is dazed (save ends). If this power reduces the target to 0 hit points or fewer, the mind flayer devours its brain, killing the target instantly.

↔ **Mind Blast** (standard; recharge ☒ ☒) ♦ **Psychic**
Close blast 5; mind flayers and their thralls are immune; +18 vs. Will; 2d8 + 6 psychic damage, and the target is dazed (save ends). *Miss:* Half damage, and the target is not dazed.

Stalk the Senseless
A mind flayer infiltrator is invisible to dazed or stunned creatures.

Alignment Evil **Languages** Deep Speech, telepathy 10
Skills Bluff +18, Diplomacy +18, Dungeoneering +14, Stealth +17
Str 13 (+8) **Dex** 20 (+12) **Wis** 14 (+9)
Con 17 (+10) **Int** 17 (+10) **Cha** 23 (+13)



FEATURES OF THE AREA

Illumination: Phosphorescent fungus in the greenish squares around the well and in the rune-inscribed squares near the edges of the area provides dim light in a 2-square radius around those locations. If the fungus is scraped off the floor and picked up, it ceases to emit light.

Ceiling: The ceiling in this area is 10 feet high.

Western Double Doors: The doors leading into this room can be opened with a DC 23 Thievery check or a DC 18 Strength check. A DC 23 Perception check made when listening at the doors reveals a heavy scratching or digging sound.

Eastern Double Doors: These doors are closed but not barred or locked. The creatures that wait in the area beyond are not concerned about keeping intruders out.

Broken Well: This dry shaft drops 30 feet. The umber hulks use this opening as a means of accessing the tunnels they have dug beneath the complex (none of which contain anything of interest). A character who is pushed, pulled, or slid into the well falls to the bottom, taking 3d10 damage, and must make DC 20 Athletics checks to climb out.

Treasure: At the bottom of the well, half buried under rubble, is a jeweled scepter of fine dwarven make (worth 12,000 gp). Assuming they have a light source that can illuminate its location, the PCs can spot it from above with a DC 30 Perception check or from the bottom of the well with a DC 25 Perception check.

ENCOUNTER 14-2: THE SKELETON ROOM

Encounter Level 15 (6,600 XP)

5 grimlock berserkers (G)
1 drow blademaker (B)
1 mind flayer infiltrator (M)

SETUP

A mind flayer infiltrator stands guard here with another team of thralls, including one member of the drow caravan that the illithids defeated.

Do not place the drow blademaker right away unless the characters succeed on the Perception check to spot it.

When the PCs open the door, read:

Thick stone columns hold up the ceiling of this large chamber. A mass of webs is clustered between two of the columns, and a large, serpentine skeleton lies on the floor before you.

Several eyeless, gray-skinned humanoids holding axes stand ready for battle.

Arcana or Religion Check

DC 18: *You feel a hint of necrotic power emanating from the skeleton that might be able to be tapped.*

Perception Check

DC 18: *You notice a shadowy figure lurking behind the spiderwebs.*

DC 23: *You see a hint of movement behind one of the columns. (This is the drow blademaker.)*

Mind Flayer Infiltrator (M)	Level 14 Lurker
Medium aberrant humanoid	XP 1,000
Initiative +16	Senses Perception +14; darkvision
HP 107; Bloodied 53	
AC 27; Fortitude 25, Reflex 27, Will 28	
Speed 7	
⊕ Tentacles (standard; at-will)	
+19 vs. AC; 2d6 + 5 damage, and the target is grabbed.	
⊕ Bore into Brain (standard; at-will)	
Grabbed or stunned target only; +17 vs. Fortitude; 3d6 + 5 damage, and the target is dazed (save ends). If this power reduces the target to 0 hit points or fewer, the mind flayer devours its brain, killing the target instantly.	
⚡ Mind Blast (standard; recharge ☞☞☞) ◆ Psychic	
Close blast 5; mind flayers and their thralls are immune; +18 vs. Will; 2d8 + 6 psychic damage, and the target is dazed (save ends). Miss: Half damage, and the target is not dazed.	
Stalk the Senseless	
A mind flayer infiltrator is invisible to dazed or stunned creatures.	
Alignment Evil	Languages Deep Speech, telepathy 10
Skills Bluff +18, Diplomacy +18, Dungeoneering +14, Stealth +17	
Str 13 (+8)	Dex 20 (+12) Wis 14 (+9)
Con 17 (+10)	Int 17 (+10) Cha 23 (+13)

5 Grimlock Berserkers (G)	Level 13 Brute
Medium natural humanoid (blind)	XP 800 each
Initiative +7	Senses Perception +8; blindsight 10
HP 156; Bloodied 78	
AC 25; Fortitude 27, Reflex 22, Will 23	
Immune gaze	
Speed 6	
⊕ Greataxe (standard; at-will) ◆ Weapon	
+16 vs. AC; 1d12 + 6 damage (crit 2d12 + 18).	
⊕ Power Attack (standard; at-will) ◆ Weapon	
Requires greataxe; +14 vs. AC; 1d12 + 12 damage (crit 2d12 + 24).	
⊕ Frenzied Attack (standard; at-will) ◆ Weapon	
The grimlock berserker makes two greataxe attacks against a bloodied enemy.	
Grimlock Rage	
When the grimlock berserker bloodies an enemy, it gains 10 temporary hit points.	
Alignment Evil	Languages Common, Deep Speech
Skills Athletics +17, Endurance +14	
Str 22 (+12)	Dex 12 (+7) Wis 15 (+8)
Con 16 (+9)	Int 7 (+4) Cha 9 (+5)
Equipment greataxe	

Drow Blademaster (B)	Level 13 Elite Skirmisher
Medium fey humanoid	XP 1,600
Initiative +13	Senses Perception +12; darkvision
HP 248; Bloodied 124	
AC 30; Fortitude 25, Reflex 28, Will 24	
Saving Throws +2	
Speed 6	
Action Points 1	
⊕ Longsword (standard; at-will) ◆ Weapon	
+19 vs. AC; 1d8 + 5 damage.	
⊕ Short Sword (standard; at-will) ◆ Weapon	
+19 vs. AC; 1d6 + 5 damage.	
⊕ Blade Mastery (standard; at-will) ◆ Weapon	
The drow blademaker makes one longsword attack and one short sword attack.	
⊕ Excruciating Stab (standard; recharge ☞☞☞) ◆ Weapon	
Requires longsword; +19 vs. AC; 3d8 + 5 damage, and the target is stunned (save ends).	
⊕ Whirling Riposte (free, when the blademaker's movement draws an opportunity attack; at-will) ◆ Weapon	
The drow blademaker makes a longsword attack against the triggering attacker.	
⚡ Cloud of Darkness (minor; encounter)	
Close burst 1; this power creates a cloud of darkness that remains in place until the end of the drow blademaker's next turn. The cloud blocks line of sight for all creatures except the drow blademaker. Any creature entirely within the cloud (except the drow blademaker) is blinded until it exits.	
⚡ Whirlwind Attack (standard; recharge ☞☞☞) ◆ Weapon	
Close burst 1; the drow blademaker makes a longsword attack against each adjacent enemy. He can make a secondary attack using his short sword against any enemy he hits.	
Alignment Evil	Languages Common, Elven
Skills Acrobatics +16, Dungeoneering +12, Intimidate +14, Stealth +18	
Str 15 (+8)	Dex 21 (+11) Wis 13 (+7)
Con 12 (+7)	Int 12 (+7) Cha 12 (+7)
Equipment scale armor, longsword, short sword	

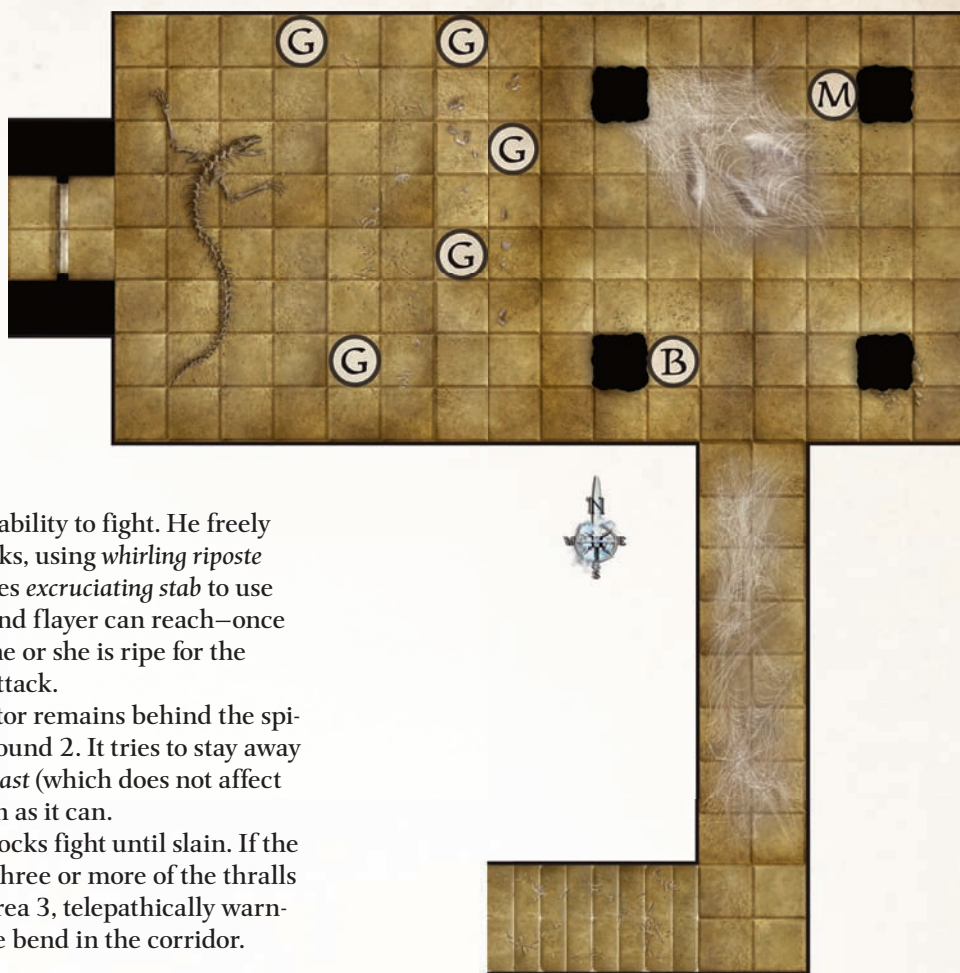
TACTICS

The grimlocks cordon off the room, keeping the PCs from easily reaching the mind flayer. They gang up to make a foe bloodied as quickly as possible; then they use *frenzied attack* to overwhelm the bloodied character.

The drow blademas-
ter seeks out a PC who focuses on ranged attacks and uses *cloud of darkness* to hamper that character's ability to fight. He freely provokes opportunity attacks, using *whirling riposte* to punish attackers. He saves *excruciating stab* to use against a target that the mind flayer can reach—once that character is stunned, he or she is ripe for the infiltrator's *bore into brain* attack.

The mind flayer infiltrator remains behind the spiderwebs until the start of round 2. It tries to stay away from the fray, using *mind blast* (which does not affect the other monsters) as often as it can.

The drow and the grimlocks fight until slain. If the infiltrator is bloodied and three or more of the thralls are down, it flees toward area 3, telepathically warning its allies if it reaches the bend in the corridor.



ENCOUNTER 14-2: THE SKELETON ROOM

FEATURES OF THE AREA

Illumination: Phosphorescent fungus on the walls provides dim illumination in a 2-square radius. If the fungus is scraped off the floor and picked up, it ceases to emit light. The center of this chamber is in darkness.

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

Skeleton: These bones don't impede movement, but they hold a strange residue of magic. Any character standing in a square occupied by the skeleton gains a +2 bonus to attack rolls with necrotic powers. Any creature knocked prone in a square occupied by the skeleton takes 1d6 damage.

Spiderwebs: Created by the driders in area 3, the ropy spiderwebs in this room and the adjoining hallway provide concealment and count as difficult terrain. Under the webs in the room is a level 17 magic item, which can be found after a cursory search.

Columns: The columns holding up the ceiling occupy 1 square each and provide cover.

SPECIAL TERRAIN

The skeleton and the spiderwebs in this area are good examples of how to take advantage of the special features that are printed on certain pieces of every *Dungeon Tiles* set.

In this encounter, the skeleton is not a terrain feature per se (because it doesn't affect movement), but it has a magical trait that's tied to the theme of this delve. It would also have been plausible to make it an actual physical object, but doing that might have made it less likely that characters would move into the squares it occupies.

The spiderwebs were given a bit of a back story to explain their presence, and they were turned into a terrain feature that affects movement as well as vision. In different circumstances, they might have been a magical feature instead of a physical one.

When you design your own encounters using *Dungeon Tiles*, give your imagination free rein and use the special features on the tiles in any way you like.

ENCOUNTER 14-3: CHAMBER OF THE BURIED SUN

Encounter Level 17 (8,200 XP)

1 mind flayer mastermind (M)
3 drider fanglords (F)
1 drow priest (P)

SETUP

The PCs meet the rest of the doomed drow caravan and the leader of the mind flayer cabal. They must contend with drow trickery, the confounding webs of driders, and the mental powers of a mind flayer mastermind.

Don't place the mind flayer unless the PCs succeed on the Perception check to see him.

When the PCs come up the stairs, read:

The stairs lead up to a large chamber dimly illuminated by a sun mosaic set into the floor. Alcoves to the sides hold a pile of bones and a collection of urns. A pillared hall leads into the shadows.

Three spider-bodied drow lurk here, one clinging to the ceiling. Another drow wearing the regalia of a priest stands just beyond the sun mosaic.

Perception Check

DC 20: *A cloaked humanoid figure points at you from behind a pillar in the shadowed hallway. Tentacles writhe out from the cloak.*

TACTICS

The monsters' overall strategy is for the driders and the drow priest to hold the line against the PCs while the mind flayer uses its powers from the shadows.

The driders give the PCs enough space to move into the room and within reach of the mind flayer's attacks, but they try to contain the fight to the brightly lit part of the chamber. Given their size, it should be challenging for the PCs to move past them easily.

The driders prefer to be in melee, but they take turns shifting away from a PC to use *darkfire* and then *web*. If either power succeeds, this allows the other driders to use *quick bite*. Remember that the driders gain a +1 bonus to attack rolls and a +2 bonus to damage rolls as long as they're within sight of the drow priest (thanks to her *Lolth's authority* aura).

The drow priest relies on *pain web* to neutralize one PC after another. She saves *darkfire* until the driders need the help. She uses *spider link* to transfer any damage she takes to the driders.

The mind flayer mastermind uses *illusion of pain* right away to catch multiple enemies within the burst. It then attempts to use *enslave* against a PC and direct that character to attack another PC.

3 Drider Fanglords (F)	Level 14 Brute
Large fey humanoid (spider)	XP 1,000 each
Initiative +12	Senses Perception +15; darkvision
HP 172; Bloodied 86	
AC 26; Fortitude 27, Reflex 25, Will 23	
Speed 8, climb 8 (spider climb)	
⊕ Greatsword (standard; at-will) ◆ Weapon	
+19 vs. AC; 1d12 + 7 damage.	
⊕ Quick Bite (minor; at-will) ◆ Poison	
Requires combat advantage against the target; +16 vs. Fortitude; 1d4 damage, and ongoing 10 poison damage (save ends).	
⤴ Darkfire (minor; encounter)	
Ranged 10; +16 vs. Reflex; until the end of the drider's next turn, the target grants combat advantage to all attackers, and the target cannot benefit from invisibility or concealment.	
⤴ Web (standard; recharge ⓂⓂⓂ)	
Ranged 5; +15 vs. Reflex; the target is restrained (until escape). Escaping from the web requires a successful DC 25 Acrobatics check or DC 27 Athletics check.	
Alignment Evil	Languages Elven
Skills Dungeoneering +15, Stealth +17	
Str 24 (+14)	Dex 21 (+12)
Con 22 (+13)	Int 13 (+8)
	Wis 16 (+10)
	Cha 9 (+6)
Equipment leather armor, greatsword	

Drow Priest (P)	Level 15 Controller (Leader)
Medium fey humanoid	XP 1,200
Initiative +9	Senses Perception +12; darkvision
Lolth's Authority aura sight; drow and spider allies in the aura gain a +1 bonus to attack rolls and a +2 bonus to damage rolls.	
HP 139; Bloodied 69; see also <i>spider link</i>	
AC 28; Fortitude 24, Reflex 26, Will 28	
Speed 7	
⊕ Mace (standard; at-will) ◆ Weapon	
+18 vs. AC; 1d8 + 1 damage.	
⊕ Bite of the Spider (standard, usable only while bloodied; at-will)	
+17 vs. AC; 2d6 + 6 damage.	
⤴ Pain Web (standard; at-will) ◆ Necrotic	
Ranged 5; +18 vs. Reflex; 1d6 + 5 necrotic damage, and the target is immobilized and weakened (save ends both).	
⤴ Darkfire (minor; encounter)	
Ranged 10; +18 vs. Reflex; until the end of the drow priest's next turn, the target grants combat advantage to all attacks, and the target cannot benefit from invisibility or concealment.	
Spider Link (minor; at-will) ◆ Healing	
The drow priest can transfer up to 22 points of damage she has taken to a spider or a drow within 5 squares of her. She cannot transfer more hit points than the creature has remaining.	
Alignment Evil	Languages Abyssal, Common, Elven
Skills Bluff +17, Insight +17, Intimidate +19, Religion +15, Stealth +10	
Str 12 (+8)	Dex 15 (+9)
Con 11 (+7)	Int 16 (+10)
	Wis 21 (+12)
	Cha 20 (+12)
Equipment chainmail, mace	

Mind Flayer Mastermind (M) Level 18 Elite Controller
Medium aberrant humanoid XP 4,000

Initiative +12 **Senses** Perception +18; darkvision
Psychic Static (Psychic) aura 10; while the mind flayer mastermind is not bloodied, enemies in the aura take a -2 penalty to Will defense.
HP 324; **Bloodied** 162
AC 33; **Fortitude** 33, **Reflex** 33, **Will** 35; see also *interpose thrall*
Saving Throws +2
Speed 7
Action Points 1

⊕ **Tentacles** (standard; at-will)
+21 vs. AC; 3d6 + 3 damage, and the target is grabbed (until escape).

⊕ **Bore into Brain** (standard; at-will) ◆ see text
Grabbed or stunned target only; +21 vs. Fortitude; 4d10 + 3 damage, and the target is stunned (save ends). If this power reduces the target to 0 hit points or fewer, the mind flayer mastermind can either devour its brain or turn it into a thrall (see below):
Devour Brain (Healing): The mind flayer mastermind devours the target's brain. The target is killed instantly, and the mind flayer mastermind regains 25 hit points.
Create Thrall (Charm): The target is dominated (no save) and regains enough hit points to restore it to its bloodied value. As a thrall, the target is immune to the *mind blast* power of mind flayers and gains a +5 bonus to its Will defense while within 10 squares of the controlling mind flayer mastermind. The target is no longer dominated and no longer a thrall once the controlling mastermind dies.

⚡ **Mind Blast** (standard; recharge ☞ ☞) ◆ **Psychic**
Close blast 5; mind flayers and their thralls are immune; +21 vs. Will; 3d8 + 7 psychic damage, and the target is dazed (save ends). *Miss:* Half damage, and the target is not dazed.

⚡ **Enslave** (standard; recharge ☞ ☞) ◆ **Charm**
Ranged 10; +21 vs. Will; the target is dominated (save ends). While dominated, the target is immune to the *mind blast* power of mind flayers and gains a +5 bonus to its Will defense while within 10 squares of the controlling mind flayer mastermind. The mastermind can use *enslave* on only one creature at a time.

⚡ **Illusion of Pain** (standard; recharge ☞ ☞) ◆ **Illusion, Psychic**
Area burst 1 within 10; enemies within the burst imagine that the area is filled with writhing, barbed tentacles; +27 vs. Will; 2d10 + 5 psychic damage, and the target takes ongoing 10 psychic damage and is immobilized (save ends both).

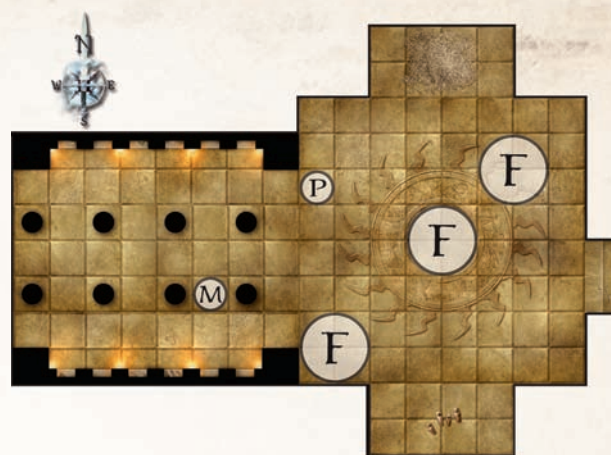
Cradle of the Elder Brain (immediate interrupt, when attacked; recharge ☞ ☞) ◆ **Teleportation**
The mind flayer mastermind teleports 20 squares.

Interpose Thrall (immediate interrupt, when targeted by a melee attack; at-will)
The mastermind redirects the attack to an adjacent thrall.

Alignment Evil **Languages** Deep Speech, telepathy 10
Skills Arcana +18, Bluff +21, Insight +18, Intimidate +21
Str 11 (+9) **Dex** 16 (+12) **Wis** 18 (+13)
Con 18 (+13) **Int** 18 (+13) **Cha** 24 (+16)

SWITCHING SIDES

If the mind flayer turns one of the PCs against the others (with *enslave* or *create thrall*), let that player continue to roll dice and make simple decisions for the character within the constraints you set. Doing that keeps the player engaged, and more than a few players enjoy the vicarious thrill of trying to beat up their buddies.



ENCOUNTER 14-3: CHAMBER OF THE BURIED SUN

If its long-range powers don't recharge, the mind flayer moves closer and uses *mind blast* (which does not affect thralls or enslaved PCs).

The mind flayer doesn't fear melee, and if challenged, it uses its tentacles and its *bore into brain* power. It prefers to turn a PC into a thrall rather than devour his brain.

If the mind flayer fears for its life, it uses *cradle of the elder brain* to teleport to a safe location. When that power isn't available, it stays adjacent to a drider and uses *interpose thrall* if attacked in melee.

The monsters fight until slain. If the PCs retreat, any driders that are not bloodied give chase all the way to the entrance of the fortress.

FEATURES OF THE AREA

Illumination: The sun mosaic in the floor glows softly, providing bright light on that 8x8 tile and dim light in the rest of the chamber. (The light sources on each side of the pillared hall are not present for the purpose of this encounter.)

Ceiling: The ceiling in this area is 10 feet high.

Urns: These containers, scattered throughout the area to the south, hold spoiled wine.

Alcoves: Each of the alcoves in the western part of the room has an arrow slit about 3 feet off the ground. Beyond each slit is nothing but dirt and stone (unless you add rooms to expand the delve).

A DC 13 Dungeoneering check or deductive reasoning is sufficient to realize that the presence of arrow slits means that this part of the fortress was either aboveground or constructed like a traditional building in an immense underground cavern.

Bone Pile: A cursory search of the northern area reveals a single flawless pearl (worth 5,000 gp) and two *potions of vitality*.

TIPS AND REMINDERS

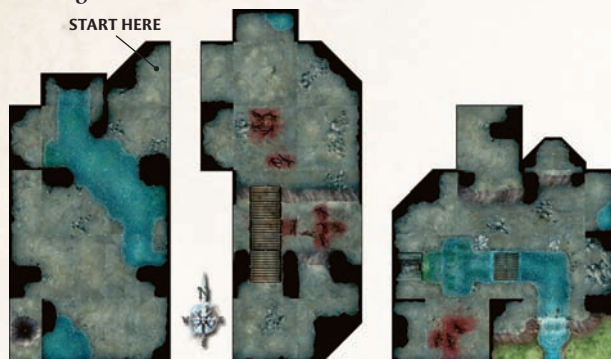
The mind flayer mastermind has four powers that recharge randomly, so have four different-colored 6-sided dice ready to roll.

15: CAVES OF MENACE

A band of evil fey, led by a corrupt bralani, has raided an eladrin city and kidnapped several respected elders. The fomorian king claims the rogues don't act on his behalf, but the eladrin city threatens the fomorians all the same.

To prevent war, the PCs travel through the Underdark of the Feywild—a wondrous place filled with the beautiful and the horrifying—in search of the evil fey and their captives.

Tiles: This delve uses tiles from *DU3: Caves of Carnage™*.



EXPANDING THE DELVE

To turn this delve into a longer adventure, consider these additions.

- ◆ The PCs encounter a drow priest (MM 95) accompanied by her paramour (a drow blademaker, MM 94), their prized pet (a displacer beast packlord, MM 70), and their “hunting dogs” (two bodak skulks, MM 36). The drow have reluctantly allied with the bralani, thinking he is another drow, but his personality shifts put them ill at ease.
- ◆ A fomorian warrior accompanied by a cyclops battleweaver (MM 48) and four cyclops warriors (MM 46) search for the captives at the request of the fomorian king. Of course, there's no guarantee that they'll set the prisoners free.
- ◆ After the final encounter, require the PCs to undergo a complexity 5 skill challenge to convince the eladrin and fomorian courts to turn back from warfare. Arcana, Diplomacy, History, Insight, and Intimidate come in useful during this heated exchange.

ENCOUNTER 15-1: LURE OF THE NIGHT

Encounter Level 15 (6,200 XP)

2 cyclops storm shamans (C)
3 night hags (N)
1 eladrin prisoner (P)

SETUP

The pursuing heroes encounter fey guards left behind in a cave, along with a cunning lure that turns an easy fight into an unpredictable battle.

Place the cyclops storm shamans, the prisoner, and the night hag adjacent to the prisoner. The other two hags begin out of sight; place them in the indicated squares only when they become visible to the characters.

The characters start this encounter just off the map along the northern edge of the water.

When the PCs enter the cave, read:

A pool of brightly glowing water lies directly before you, dividing the cavern in half. Two one-eyed giant guard across the water.

When the PCs reach the near shore, read:

To your right, a pair of venerable eladrin are manacled to the wall. One is unconscious; the other weakly cries for help.

Perception Check

DC 18: *You hear feeble pleas in Elven from somewhere in the room.*

TACTICS

The cyclops storm shamans rely on the water to keep enemies away from them. They use *evil eye* before launching *tempest orbs*. If any PCs use ranged attacks from the far shore, one shaman uses *storm burst* against them. The other saves his to use against PCs who cross the water.

The night hags have disguised their identities. The one in the prisoner alcove appears to be an elderly eladrin. The other two look like aged drow and remain concealed behind rock outcroppings; they ready *wave of sleep* for when a PC puts himself into range. Then they close with claws, using *dream haunting* as soon as possible.

The night hag appearing as a prisoner begs for a PC to rescue her and her unconscious friend, but she savagely attacks anyone who comes near. (Her manacles aren't locked, and she slips out with a minor action.) If bloodied, she disappears inside the unconscious eladrin with *dream haunting*, emerging when the situation improves. (A single dose of psychic

2 Cyclops Storm Shamans (C) **Level 17 Artillery**

Large fey humanoid XP 1,600 each

Initiative +11 **Senses** Perception +17; truesight 6**HP** 128; **Bloodied** 64**AC** 29; **Fortitude** 28, **Reflex** 26, **Will** 27**Speed** 8; see also wind flight⊕ **Quarterstaff** (standard; at-will) ◆ **Thunder, Weapon**
Reach 2; +22 vs. AC; 2d4 + 4 damage plus 1d8 thunder damage.⊗ **Tempest Orb** (standard; at-will) ◆ **Lightning, Thunder**
Ranged 20; +20 vs. Reflex; 2d8 + 6 lightning and thunder damage.☞ **Evil Eye** (minor; at-will)
Ranged 20; +20 vs. Fortitude; the target gains vulnerable 5 to thunder damage and vulnerable 5 to lightning damage (save ends both).✱ **Storm Burst** (standard; encounter) ◆ **Lightning, Thunder, Zone**

Area burst 2 within 10; the power creates a zone that lasts until the end of the encounter. Enemies within the zone at the start of their turns take 2d8 lightning damage. Uncovered flames are doused and ongoing fire damage ends immediately within the zone.

Wind Flight (minor; encounter)

The cyclops storm shaman gains a fly speed of 8 (hover) until the end of its next turn. If it doesn't land before then, it crashes.

Alignment Unaligned **Languages** Elven**Str** 18 (+12) **Dex** 16 (+11) **Wis** 19 (+12)**Con** 20 (+13) **Int** 14 (+10) **Cha** 15 (+10)**Equipment** leather armor, quarterstaff**3 Night Hags (N)** **Level 14 Lurker**

Medium fey humanoid XP 1,000 each

Initiative +15 **Senses** Perception +10; darkvision**Shroud of Night** aura 5; bright light in the aura is reduced to dim light, and dim light becomes darkness.**HP** 109; **Bloodied** 54**AC** 27; **Fortitude** 28, **Reflex** 26, **Will** 26**Speed** 8⊕ **Claw** (standard; at-will)
+19 vs. AC; 1d6 + 6 damage. If the night hag has combat advantage against the target, the target is also stunned (save ends).† **Dream Haunting** (standard; at-will) ◆ **Psychic**
The night hag moves into a stunned or unconscious creature's space and makes an attack against it; +18 vs. Will; 3d6 + 4 psychic damage, and the night hag disappears into the target's mind. While in this state, the night hag is removed from play and does nothing on subsequent turns except deal 3d6 + 4 psychic damage to the target (no attack roll required). As long as the target remains stunned or unconscious, the hag can't be attacked. When the target is no longer stunned or unconscious, or when the target dies, the hag reappears adjacent to the target and is insubstantial until the start of its next turn.↔ **Wave of Sleep** (standard; recharge [2]) ◆ **Psychic, Sleep**
Close blast 5; +17 vs. Will; 1d8 + 3 psychic damage, and the target is dazed (save ends). *First Failed Saving Throw:* The target falls unconscious (save ends).**Change Shape** (minor; at-will) ◆ **Polymorph**
A night hag can alter its physical form to appear as an old crone of any Medium humanoid race (see Change Shape, MM 280).**Alignment** Evil **Languages** Common, Elven**Skills** Arcana +14, Bluff +16, Intimidate +16, Stealth +16**Str** 22 (+13) **Dex** 18 (+11) **Wis** 17 (+10)**Con** 19 (+11) **Int** 14 (+9) **Cha** 18 (+11)

damage kills the prisoner, so the night hag delays dealing that damage until the right time.)

FEATURES OF THE AREA**Illumination:** Phosphorescent algae in the pool provides bright illumination throughout the cavern. However, the hags' *shroud of night* aura reduces that illumination to dim within 5 squares of a hag.**Ceiling:** The ceiling in this area is 30 feet high.**Pool of Water:** The calm water is 2 feet deep, making it difficult terrain. Any creature that spends a healing surge while in the water gains an additional 2d8 hit points. The water loses its magic if taken outside this cavern.**Pit:** This rocky shaft in the southwest corner drops 50 feet to a natural tunnel, which leads to area 2.**Prisoner:** The eladrin has no combat skills, but if freed and revived, she can make her way back to the city without assistance.

ENCOUNTER 15-2: CHASM OF TORMENT

Encounter Level 17 (8,600 XP)

- 2 fomorian warriors (F)
- 1 cyclops impaler (C)
- 1 crushing manacles trap

SETUP

Following the trail from area 1, the PCs come on a horrific scene of death still guarded by mighty warriors.

Place the cyclops impaler and one fomorian warrior on the map, but do not place the fomorian in the chasm until the PCs notice him.

After traveling down the hole from area 1, the PCs emerge in the southwest corner of this area near the 2 squares of difficult terrain.

When the characters enter the cavern, read:

The wide tunnel you descended leads to a dark, steep-sided chasm crossed by a wooden bridge. The stench of death fills the entire chamber.

Across the chasm stands an enormous misshapen giant and a one-eyed humanoid that carries many spears.

Perception Check

DC 20: *You hear a big creature moving around beneath the bridge.*

TACTICS

The cyclops impaler first uses *evil eye*, then opens combat with impaling volleys against PCs in the front. It continues to throw spears for as long as it can. If the impaler runs low on spears, it uses them only on enemies that do not have cover, concealment, or other defensive advantages. It saves one spear to use in melee.

The fomorian warrior across the chasm readies its *evil eye* to immobilize a PC crossing the bridge. Then its comrade below attacks, gaining the benefit of *skullcracker*.

The fomorian in the chasm prefers to remain there but climbs out onto the bridge if both of the other monsters are bloodied or become engaged in melee. Because of its height, it can still use its reach and its *evil eye* from within the chasm. If it climbs out by pulling itself up onto the bridge, it must squeeze until it moves off the bridge.

2 Fomorian Warriors (F)		Level 17 Elite Soldier
Huge fey humanoid (giant)		XP 3,200 each
Initiative +12	Senses Perception +13; truesight 6	
HP 332; Bloodied 166		
AC 34; Fortitude 38, Reflex 30, Will 32		
Saving Throws +2		
Speed 8		
Action Points 1		
⊕ Mace (standard; at-will) ♦ Weapon		
Reach 3; +22 vs. AC; 1d12 + 10 damage; see also <i>skullcracker</i> .		
↘ Evil Eye (minor; at-will)		
Ranged 5; +20 vs. Will; the target is immobilized (save ends). The target is no longer immobilized if the fomorian uses its <i>evil eye</i> on another creature.		
Skullcracker		
A fomorian warrior deals 2d10 extra damage on melee attacks made against an immobilized creature.		
Alignment Evil	Languages Elven	
Skills Intimidate +17		
Str 30 (+18)	Dex 15 (+10)	Wis 10 (+8)
Con 22 (+14)	Int 11 (+8)	Cha 18 (+12)
Equipment hide armor, mace		

Cyclops Impaler (C)	Level 14 Artillery	
Large fey humanoid	XP 1,000	
Initiative +10	Senses Perception +16; truesight 6	
HP 111; Bloodied 55		
AC 28; Fortitude 28, Reflex 25, Will 26		
Speed 8		
⊕ Spear (standard; at-will) ♦ Weapon		
Reach 2; +19 vs. AC; 1d10 + 6 damage.		
↘ Spear (standard; at-will) ♦ Weapon		
Ranged 10/20; +19 vs. AC; 1d10 + 6 damage.		
↘ Impaling Volley (standard; recharge [ii]) ♦ Weapon		
The cyclops impaler makes two ranged spear attacks against different targets no more than 2 squares apart: ranged 10; +19 vs. AC; 2d6 + 6 damage, and ongoing 5 damage (save ends).		
↘ Evil Eye (minor; at-will)		
Ranged sight; the cyclops impaler gains a +2 bonus to ranged attacks made against the target. It can designate only one target with its <i>evil eye</i> at a time.		
Alignment Unaligned	Languages Elven	
Skills Athletics +18		
Str 23 (+13)	Dex 16 (+10)	Wis 19 (+11)
Con 21 (+12)	Int 10 (+7)	Cha 12 (+8)
Equipment leather armor, 12 spears (in sheaf over back)		

Crushing Manacles**Level 15 Obstacle**

Trap

XP 1,200

Bloody manacles set into the wall come to life, rattling and grasping at you.

Trap: Manacles set into the wall lash out at nearby characters, attempting to bind them to the wall.

Perception

No check is required to see the manacles.

- ◆ DC 18: The manacles drip with fresh blood.
- ◆ DC 23: The manacles quiver slightly.

Trigger

When a Small or Medium creature enters or starts its turn in one of the squares enclosed by the red dashed lines, the trap attacks that creature, attempting to bind it to the wall.

Attack**Opportunity Action Melee 1**

Target: Small or Medium creature in trapped square

Attack: +19 vs. Reflex

Hit: 2d8 + 6 damage, and the target is immobilized (save ends). Each time the target fails the saving throw to end the immobilized condition, the chains deal 5 damage.

Miss: Half damage, and the target is slowed until the end of its turn.

Countermeasures

- ◆ A character adjacent to the wall where the chains are set (or immobilized by a chain) can disable one of the four chains with a DC 18 Thievery check.
- ◆ Each chain can be destroyed separately (AC 25, other defenses 20; hit points 30), which disables it.
- ◆ If four creatures are immobilized, the trap is full and can't make more attacks. Reduce this number by one for each chain disabled.

FEATURES OF THE AREA

Illumination: Phosphorescent fungus provides dim illumination on the ledges. The chasm is completely dark.

Ceiling: The ceiling in this area is 30 feet high.

Chasm: This 20-foot-deep chasm has steep walls (Athletics DC 20 to climb). The chasm includes all the squares beneath the bridge (where the fomorian begins). It does not extend off the map, ending at the edges of the tiles on both sides.

Bridge: This wide bridge provides passage across the chasm and also makes it fairly difficult to notice the fomorian that lurks in the chasm beneath it.

Bloody Corpses: Many eladrin bodies lie broken and mangled at the bottom of the chasm, and a few more are on the northern ledge. The foul magic used in their deaths has turned the red-tinged squares into blood rock. Any creature standing in a square of blood rock scores a critical hit on a roll of 19-20.

One of the bodies (located wherever you see fit) still carries three *potions of vitality*, undiscovered by its killers.

Crushing Manacles: These cruel manacles have been imbued with a twisted intelligence of their own. See the statistics block.



ENCOUNTER 15-2: CHASM OF TORMENT

ENCOUNTER 15-3: THE HEADWATER

Encounter Level 18 (10,300 XP)

Eranyth, bralani of autumn winds (E)

1 abyssal ghoul (A)

5 abyssal ghoul hungerers (H)

2 nabassu gargoyles (N)

SETUP

The PCs find the agent responsible for the recent evildoings: Eranyth, a corrupt and insane noble of the eladrin city, accompanied by a pair of nabassu gargoyles that he has enslaved. The eladrin victims have been turned into undead by foul magic.

The PCs enter along the edge of the northern cliff. Don't place the gargoyles on the map; they begin out of sight of the PCs. The bralani begins disguised as an abyssal ghoul.

When the characters enter the cave, read:

You emerge from a tunnel at the top of a cliff overlooking a cavern, which in turn opens onto a Feywild forest. Across the way to the west, water trickles down from a pipe in the wall into a glowing pool. A stream runs from the pool out the mouth of the cavern, creating a waterfall that drops to the forest floor below.

The sight of several ghoulish creatures feeding on bloody corpses on the floor mars this otherwise tranquil scene.

Arcana Check

DC 25: *The water glows with mystic energy, a boon to the fey but anathema to all others.*

Perception Check

DC 13: *The corpses are eladrin that appear to have been brutally tortured.*

DC 20: *One of the ghoulish creatures appears to be a blood-soaked eladrin.*

5 Abyssal Ghoul Hungerers (H)		Level 18 Minion	
Medium elemental humanoid (undead)		XP 500 each	
Initiative +17	Senses Perception +14; darkvision		
HP 1; a missed attack never damages a minion; see also <i>dead blood</i> .			
AC 30; Fortitude 30, Reflex 29, Will 25			
Immune disease, poison; Resist 10 necrotic			
Speed 8, climb 4			
⊕ Claws (standard; at-will)			
+21 vs. AC; 7 damage, and the target is immobilized (save ends).			
⚡ Dead Blood (when reduced to 0 hit points) ◆ Necrotic			
Close burst 1; all enemies in the burst take 5 necrotic damage.			
Alignment Chaotic evil	Languages Abyssal		
Skills Stealth +22			
Str 26 (+17)	Dex 25 (+16)	Wis 17 (+12)	
Con 23 (+15)	Int 19 (+13)	Cha 13 (+10)	

Abyssal Ghoul (A)		Level 16 Skirmisher	
Medium elemental humanoid (undead)		XP 1,400	
Initiative +16	Senses Perception +10; darkvision		
Sepulchral Stench aura 3; enemies in the aura take a -2 penalty to all defenses.			
HP 156; Bloodied 78; see also <i>dead blood</i>			
AC 30; Fortitude 30, Reflex 29, Will 25			
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant			
Speed 8, climb 4			
⊕ Bite (standard; at-will)			
+21 vs. AC; 2d8 + 7 damage, and the target is immobilized (save ends). If the target is a living creature that is already immobilized, stunned, or unconscious, the bite deals 2d6 extra damage.			
⚡ Dead Blood (when reduced to 0 hit points) ◆ Necrotic			
Close burst 1; all enemies in the burst take 10 necrotic damage.			
Alignment Chaotic evil	Languages Abyssal		
Skills Stealth +19			
Str 24 (+15)	Dex 22 (+14)	Wis 15 (+10)	
Con 20 (+13)	Int 16 (+11)	Cha 10 (+8)	

2 Nabassu Gargoyles (N)		Level 18 Lurker	
Medium elemental humanoid (earth)		XP 2,000 each	
Initiative +20	Senses Perception +17; darkvision		
Bloodfire Gaze (Fire) aura 2; any creature taking ongoing damage that enters or starts its turn in the aura takes 5 fire damage and is weakened (the effect ends when the creature leaves the aura). This aura is not active while the gargoyle is in stone form.			
HP 136; Bloodied 68			
AC 32; Fortitude 30, Reflex 30, Will 28			
Immune petrification			
Speed 6, fly 8			
⊕ Claw (standard; at-will)			
+23 vs. AC; 2d8 + 7 damage, and ongoing 5 damage (save ends).			
⚡ Savage Bite (standard; recharge ☞ ☞) ◆ Healing			
+23 vs. AC; 2d6 + 7 damage, or 2d10 + 7 damage against a bloodied or weakened target. In addition, the gargoyle regains a number of hit points equal to the amount of damage dealt.			
Stone Form (standard; at-will)			
The gargoyle becomes a statue and gains resist 30 to all damage, regeneration 5, and tremorsense 10. It loses all other senses and can take no actions in stone form other than revert to its normal form (as a minor action).			
Alignment Evil	Languages Primordial		
Skills Stealth +21			
Str 25 (+16)	Dex 24 (+16)	Wis 17 (+12)	
Con 22 (+15)	Int 5 (+6)	Cha 20 (+14)	

PORTRAYING THE BRALANI

Long corrupt, Eranyth has recently become completely unhinged. He is convinced that if he consumes the flesh of his fellow eladrin and drinks from the Headwater pool, he can gain incredible power. So far, he has managed only to transform several former townsfolk into undead.

During combat, he alternates between ranting maniacally (promising to eat the flesh of fey enemies but disdaining that of “lesser beings”) and pleading for help to end his hunger. Vacillate between these personalities to make the PCs ill at ease about battling this poor soul.

Eranyth (E)	Level 19 Controller
Bralani of autumn winds	
Medium fey humanoid, eladrin	XP 2,400
Initiative +17 Senses Perception +13; low-light vision	
Cloak of Autumn Gusts aura 5; creatures other than eladrin (including flying creatures) treat the area within the aura as difficult terrain.	
HP 180; Bloodied 90	
AC 33; Fortitude 28, Reflex 31, Will 32	
Resist 20 radiant; Vulnerable necrotic (slowed until the end of Eranyth's next turn)	
Saving Throws +5 against charm effects	
Speed 6, fly 9 (hover); see also <i>fey step</i>	
⚔ Longsword (standard; at-will) ♦ Weapon	
+23 vs. AC; 1d8 + 8 damage.	
☞ Autumn Chill (standard; encounter)	
Ranged 5; +22 vs. Will; the target is weakened until the end of the encounter.	
⚡ Whirlwind Blast (standard; at-will)	
Close blast 5; +22 vs. Fortitude; 2d8 + 9 damage, and the target is pushed 2 squares (pushed 3 squares and knocked prone on a critical hit). Miss: Half damage, and the target is not pushed.	
Fey Step (move; encounter) ♦ Teleportation	
Eranyth can teleport 5 squares.	
Alignment Unaligned	Languages Common, Elven
Skills Arcana +14, History +14, Intimidate +22, Nature +18	
Str 15 (+11)	Dex 26 (+17) Wis 19 (+13)
Con 20 (+14)	Int 16 (+12) Cha 27 (+17)
Equipment leather armor, longsword	

TACTICS

The abyssal ghoul and the hungerers swarm PCs, staying close to enemies so that their *dead blood* can have its effect. If the PCs retreat up the cliff (or don't come down), the ghouls climb up after them.

The gargoyles attack PCs in the back of the party (such as those remaining on the entry ledge). Once they deal ongoing damage, they stay within 2 squares of that target so that their *bloodfire gaze* aura continues to damage that creature.

If bloodied, the gargoyles flee back to their starting point and assume *stone form* to regenerate until an enemy approaches (or they return to full hit points).

If given the opportunity for a bull rush, the gargoyles try to push a PC off a cliff (+16 vs. Fortitude).

Eranyth functions well in melee, but he lets the ghouls and gargoyles take the characters' first shots. He uses *autumn chill* against any PCs in melee combat. He uses *whirlwind blast* to push enemies into the pool or across the stream. If needed, he spends a minor action while in the water to recharge his *autumn chill* or *fey step* power.

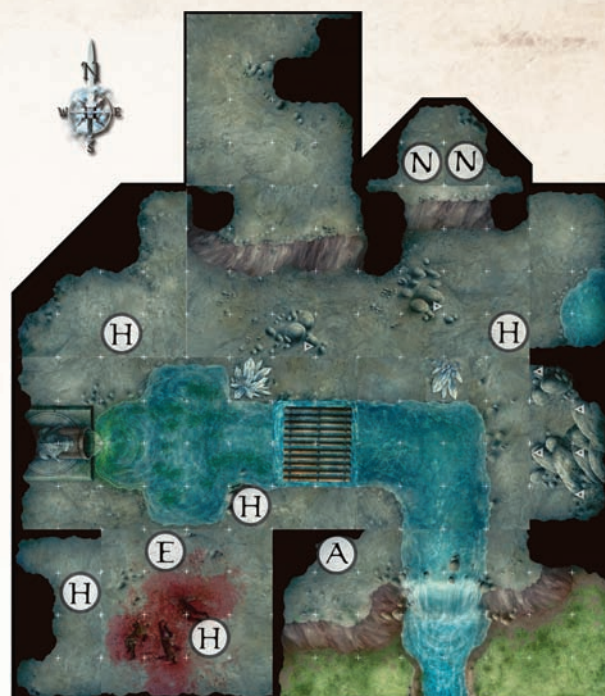
FEATURES OF THE AREA

Illumination: Bright light emanates from the pool and from sunlight slanting through the cave mouth.

Ceiling: The ceiling in the cave is 30 feet high.

Cliffs: The two cliff faces are 20 feet high and can be scaled with a DC 15 Athletics check.

Pool and Stream: The pool is 10 feet deep, requiring a DC 10 Athletics check to swim across.



The shallow water from the floating bridge to the waterfall is difficult terrain.

A nonfey creature that enters the water or starts its turn there takes 5 radiant damage. Ghouls slain in this way return to eladrin form (but remain dead).

Once per encounter, a fey creature in the water can spend a minor action to recharge any one encounter power (including utility or racial powers).

Any character knocked prone while in the water adjacent to the waterfall must succeed on a saving throw or be washed over the side (a 60-foot drop).

Floating Bridge: Stout chains secure the bridge to the bottom of the streambed.

Bloody Corpses: The bodies of three eladrin have transformed an area into blood rock; any creature standing on a red-tinged square scores a critical hit on a roll of 19-20.

Mixed in with the bodies are the possessions of these and other eladrin prisoners, including 3,000 sp, 2,700 gp, 100 pp, seven pieces of jewelry worth a total of 2,500 gp, and a level 21 magic item.

The Headwater: The Headwater controls—a set of magic crystals in each side of the pipe—resist tampering, but a DC 25 Arcana check (as a standard action) allows a character to temporarily override the controls to achieve one of the two following effects (chosen by the character). The effect lasts until the start of the activating character's next turn, or until the controls are used again.

Off: Water stops flowing from the pipe. The pool remains filled, but all squares of water beyond the bridge instantly become dry land.

Deluge: Water floods from the pipe. All squares next to the pool and stream fill with shallow water.

16: EYE OF FLAME

Days ago, a portal to the Elemental Chaos appeared near the PCs' home city. Since then, it has grown into an enormous sinkhole that periodically belches fire and brimstone. The rip in reality threatens to overwhelm settlements and a nearby river unless someone ventures through and closes it from the other side.

Anyone stepping into the sinkhole is pulled from the world, appearing in a hewn stone chamber deep underground on the Elemental Chaos. Tendrils of fire and wind swirl past the PCs, disappearing through the portal and emerging into the world behind them.



Tiles: This delve uses two sets of tiles from *DUI: Halls of the Giant Kings*.

EXPANDING THE DELVE

More rooms can be added to the giant outpost to increase the scope of this delve.

- ◆ An earth titan (MM 122) and its pet guulvorg (MM 265) chat with an azer beastlord (MM 23) while awaiting audience with the forgercaller.
- ◆ Two rockfire dreadnoughts (MM 104) guard the forgercaller's pet chimera (MM 41).
- ◆ An azer taskmaster (MM 23) leads two azer ragers (MM 22) and 10 azer warriors (MM 22) in battle drills.
- ◆ The adventure could continue into the Elemental Chaos itself. Perhaps the portal is only one-way, and the PCs must explore beyond the crumbling outpost to return home. Along the way, they might run into packs of slaads, more fire giants, or archons of various types. This can be a great launching point to take your paragon-tier campaign out into the planes as you prepare to enter the epic tier.

ENCOUNTER 16-1: ELEMENTAL LASHINGS

Encounter Level 15 (6,800 XP)

1 greater helmed horror (H)
1 bone naga (N)

SETUP

This room is where the portal to the Elemental Chaos has warped the barrier between the planes.

The PCs appear on or adjacent to the red glowing rune. The helmed horror poses as a metal statue, while the bone naga lurks unseen in the bottom of the pool.

When the characters cross into the Elemental Plane, read:

You appear in an ovenlike room, with a hot breeze blowing perpetually out of an exiting tunnel. You stand upon a glowing red rune that illuminates the room. A wide fireplace fills a corner across the room, two nearby iron statues glow red from the firelight, and a clear, shallow pool bubbles along one wall.

Perception Check

DC 18: *Bones are strewn across the bottom of the shallow pool.*

DC 23: *One of the two statues just turned its head to look at you.*

TACTICS

The helmed horror immediately attacks anyone not accompanied by an azer or a fire giant, gaining a surprise round if no one noticed it. It stays near the middle of the room to keep characters from escaping to area 2.

The bone naga slithers out of the pool on its first turn and approaches the largest collection of PCs to subject them to its *death sway* power and its *death rattle* aura.

These creatures fight to the death. The helmed horror follows those trying to escape to area 2.

Greater Helmed Horror (H) **Level 18 Elite Soldier**

Medium elemental animate (construct) XP 4,000

Initiative +16 Senses Perception +20; darkvision, truesight 10

HP 348; Bloodied 174

Regeneration 10

AC 35; Fortitude 33, Reflex 30, Will 31

Immune charm, disease, fear, poison, sleep

Saving Throws +2

Speed 8, fly 8 (clumsy)

Action Points 1

⊕ Elemental Greatsword (standard; at-will) ♦ Weapon; Cold, Fire, Lightning, or Thunder

+24 vs. AC; 1d10 + 8 damage plus 1d10 cold, fire, lightning, or thunder damage (greater helmed horror's choice).

† Blade Sweep (standard; encounter) ♦ Weapon; Cold, Fire, Lightning, or Thunder

The greater helmed horror makes an elemental greatsword attack against two different targets within reach.

↔ Elemental Burst (standard; recharge 2/3) ♦ Cold, Fire, Lightning, or Thunder

Close burst 5; +20 vs. Reflex; 2d6 + 6 cold, fire, lightning, or thunder damage (greater helmed horror's choice).

Tactical Step (free, when the greater helmed horror hits with an opportunity attack; at-will)

The greater helmed horror shifts 3 squares.

Alignment Unaligned Languages Common, Primordial

Skills Insight +20

Str 26 (+17) Dex 21 (+14) Wis 22 (+15)

Con 22 (+15) Int 12 (+10) Cha 18 (+13)

Equipment greatsword

Bone Naga (N) **Level 16 Elite Controller**

Large immortal magical beast (undead) XP 2,800

Initiative +11 Senses Perception +13; darkvision

Death Rattle (Necrotic) aura 2; enemies that start their turns in the aura are dazed.

HP 328; Bloodied 164

AC 32; Fortitude 32, Reflex 28, Will 29

Immune disease, poison; Resist 20 necrotic; Vulnerable 10 radiant

Saving Throws +2

Speed 7

Action Points 1

⊕ Bite (standard; at-will) ♦ Necrotic

Reach 2; +20 vs. AC; 2d4 + 6 damage, and ongoing 5 necrotic damage (save ends). *Aftereffect:* The target is weakened (save ends).

↔ Death Sway (standard; at-will) ♦ Necrotic

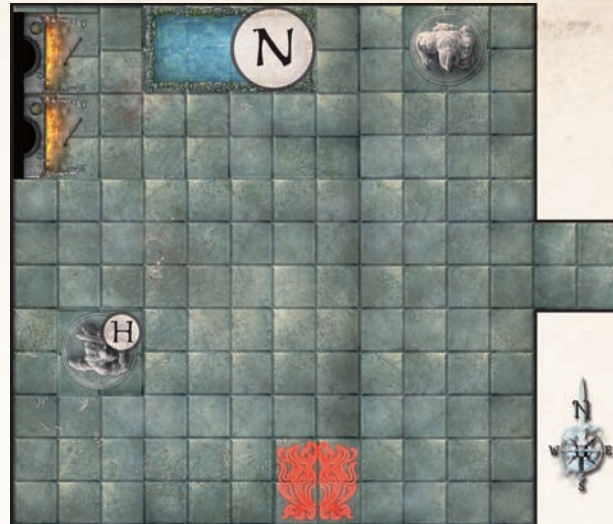
Close burst 3; blind creatures are immune; +21 vs. Will; the target is dazed (save ends). If the target is already dazed, it takes 2d6 + 6 necrotic damage instead.

Alignment Unaligned Languages Common, Draconic, Supernal

Skills Arcana +18, History +18, Insight +18, Religion +18

Str 22 (+14) Dex 16 (+11) Wis 20 (+13)

Con 28 (+17) Int 20 (+13) Cha 22 (+14)

**FEATURES OF THE AREA**

Illumination: This room is brightly illuminated by the rune, which has no other effect once the PCs have entered (until they douse the braziers in area 3).

Ceiling: The ceiling in this area is 20 feet high.

Pool: This 2-foot-deep pool is difficult terrain; it retains a comfortable 70-degree temperature despite the surroundings. Anyone standing in the pool gains resist 10 fire.

Fireplace: Any creature that begins its turn adjacent to the fireplace takes 5 fire damage. On the other hand, such a creature deals 5 extra damage with fire attacks.

ENCOUNTER 16-2: HAMMER AND ANVIL

Encounter Level 17 (8,400 XP)

- 1 fire archon ash disciple (A)
- 1 fire giant (G)
- 3 salamander archers (S)

SETUP

This room channels elemental power from the plane itself to keep the portal open. The center of the room is a wall of magma, kept upright by the energy of the Elemental Chaos.

At the start of the encounter, only one salamander can be seen by the PCs. The rest are behind the wall of magma. The ash disciple emerges from the magma during combat.

When the characters look into the area, read:

The heat increased rapidly as you descended the stairs, and now you see the source: an enormous wall of glowing magma reaching to the ceiling of the chamber ahead. Piles of cooled lava lie scattered around the room, and you can just make out enormous iron-bound doors leading out.

A single crimson serpentine creature holding a longbow stands guard near the wall of magma.

Perception Check

DC 20: You hear a large armored creature moving around on the other side of the magma.

DC 25: You hear several slithering sounds, more than the lone creature in the room would make.

PORTRAYING THE MONSTERS

Nominally in charge of the complex's defenses, the fire giant styles himself quite the battlefield commander. He frequently blusters to the salamanders "Hold the line!" or "Mind that flank!"

He also likes to goad his enemies, hoping they'll forgo defensive plans to take him on:

- ◆ "Come here little man, I've got something for you!"
- ◆ "You call that a hit? I've met gnomes tougher than you!"

The salamanders, on the other hand, are pretty cowardly. They don't really try hard to offer the giant flanking opportunities and flee melee combat whenever possible.

Fire Archon Ash Disciple (A)		Level 20 Artillery
Medium elemental humanoid (fire)		XP 2,800
Initiative +18	Senses Perception +13	
HP 150; Bloodied 75; see also <i>death embers</i>		
AC 33; Fortitude 33, Reflex 34, Will 29		
Immune disease, poison; Resist 30 fire		
Speed 8; see also <i>flame step</i>		
Ⓢ Flaming Fist (standard; at-will) ◆ Fire		
+20 vs. Reflex; 1d8 + 5 fire damage, and ongoing 5 fire damage (save ends).		
✦ Rain of Fire (standard; encounter) ◆ Fire		
Area burst 1 within 10; +23 vs. Reflex; 2d8 + 8 fire damage, and ongoing 5 fire damage (save ends). Miss: Half damage, and no ongoing damage.		
↖ Flame Wave (standard; encounter) ◆ Fire		
Close blast 5; +23 vs. Reflex; 2d8 + 8 fire damage, and the target is pushed 2 squares and takes ongoing 10 fire damage (save ends).		
↖ Cinder Burst (standard; encounter) ◆ Fire		
Close burst 5; +23 vs. Fortitude; 2d8 + 8 fire damage, and the target is blinded (save ends).		
↖ Death Embers (when reduced to 0 hit points) ◆ Fire		
As the effect of <i>cinder burst</i> . The ash disciple is consumed in the burst, leaving only its metallic robes behind.		
Flame Step (move; at-will) ◆ Teleportation		
The ash disciple can teleport to within 3 squares of any fire creature within 20 squares of it.		
Alignment Chaotic evil	Languages Primordial	
Str 20 (+15)	Dex 27 (+18)	Wis 16 (+13)
Con 24 (+17)	Int 14 (+12)	Cha 15 (+12)
Equipment scale armor (metal robes)		

Fire Giant (G)		Level 18 Soldier
Large elemental humanoid (giant)		XP 2,000
Initiative +11	Senses Perception +14	
HP 174; Bloodied 87		
AC 34; Fortitude 34, Reflex 28, Will 28		
Resist 15 fire		
Speed 7		
Ⓢ Searing Greatsword (standard; at-will) ◆ Fire, Weapon		
Reach 2; +23 vs. AC; 1d12 + 6 damage plus 2d8 fire damage, and the target is marked until the end of the fire giant's next turn.		
↖ Sweeping Sword (standard; encounter) ◆ Fire, Weapon		
Requires greatsword; close blast 2; +21 vs. AC; 1d12 + 6 damage plus 2d8 fire damage, and the target is marked until the end of the fire giant's next turn.		
↘ Iron Javelin (standard; at-will) ◆ Weapon		
Ranged 15/30; +21 vs. AC; 1d10 + 6 damage, and the target is slowed until the end of the fire giant's next turn.		
Alignment Evil	Languages Giant	
Skills Intimidate +14		
Str 23 (+15)	Dex 11 (+9)	Wis 10 (+9)
Con 22 (+15)	Int 10 (+9)	Cha 11 (+9)
Equipment plate armor, greatsword, 4 javelins		

3 Salamander Archers (S)		Level 15 Artillery
Large elemental humanoid (fire, reptile)		XP 1,200 each
Initiative +10	Senses Perception +9	
HP 114; Bloodied 57		
AC 28; Fortitude 26, Reflex 23, Will 22		
Resist 20 fire		
Speed 6		
⊕ Tail Lash (standard; at-will) ♦ Fire		
Reach 2; +18 vs. AC; 1d10 + 6 fire damage.		
⊕ Longbow (standard; at-will) ♦ Fire, Weapon		
Ranged 20/40; +20 vs. AC; 1d10 + 6 damage plus 1d6 fire damage.		
⊕ Tail Thrust (minor; at-will)		
Reach 2; +18 vs. Reflex; the target is pushed 1 square.		
⊕ Double Attack (standard; at-will) ♦ Fire, Weapon		
The salamander archer makes two ranged basic attacks against the same target or two separate targets within 5 squares of each other.		
Alignment Evil	Languages Primordial	
Str 17 (+10)	Dex 22 (+13)	Wis 15 (+9)
Con 18 (+11)	Int 11 (+7)	Cha 11 (+7)
Equipment longbow, quiver of 30 arrows		

TACTICS

The salamander archers stay on the move, using the central magma wall for cover and launching double attacks. They use *tail thrust* against an adjacent PC (pushing the character into the magma if possible) before using ranged attacks.

The fire giant uses *searing greatsword* and *sweeping sword* to mark foes near the salamanders. He can also bull rush an enemy into the magma (+15 vs. Fortitude).

The fire archon ash disciple emerges from the wall of magma after at least one of the other monsters has been defeated. It uses *flame step* to appear in an opportune location, then unleashes *cinder burst* to blind foes or *flame wave* to push them into the magma.

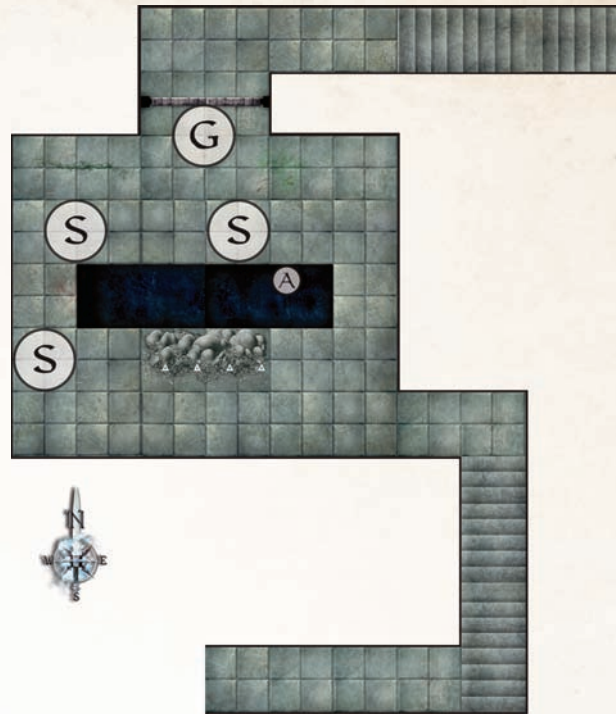
If two salamanders fall, the third flees into the magma as soon as it becomes bloodied, swimming to a safer part of the plane. The ash disciple and the fire giant fight to the death.

FEATURES OF THE AREA

Illumination: The entire room is brightly lit from wall of magma.

Ceiling: The ceiling in this area is 20 feet high.

Wall of Magma: This semisolid barrier blocks line of sight and line of effect just like a wall, but characters can enter and even move through it. Entering each square of the wall requires an entire move action; creatures can also be pushed, pulled, or slid into the wall. Any creature entering the magma takes 2d10 fire damage and ongoing 20 fire damage (save ends; can't save until it leaves the wall of magma).



ENCOUNTER 16-2: HAMMER AND ANVIL

A creature inside the wall of magma has cover, but all creatures outside the wall gain concealment from it.

Hot Rubble: The four squares marked with triangles are difficult terrain. Anyone who starts a turn in one of these squares breaks through the thin layer of cooled rock and is splashed with hot lava (5 fire damage).

The four squares of rubble adjacent to the wall of magma are piled five feet high (requiring a DC 20 Athletics check and 2 squares of movement to scale). Anyone starting his or her turn in one of these squares falls into hot lava, taking 2d10 fire damage and becoming restrained (Athletics DC 20 to climb out).

Treasure: The fire giant's belt pouch holds five diamonds worth 5,000 gp each.

ENCOUNTER 16-3: FIRE AND ASH

Encounter Level 19 (12,000 XP)

- 5 azer warriors (A)
- 3 fire giants (G)
- 1 air archon tempestblade (T)
- 1 fire giant forgecaller (F)

SETUP

The leader of this outpost, a fire giant forgecaller, rules from this chamber. Three fellow fire giants join him in a hearty meal, served by a group of azers.

An air archon sent by a powerful storm giant is here to negotiate with the forgecaller, hoping to use the newly created portal to invade the world.

When the characters open the doors, read:

Beyond the massive black doors is a feast hall occupied by a number of giants, served by fiery dwarflike creatures. Twin statues of giants flank a throne, while a pair of humble braziers illuminate the room.

Perception Check

DC 22: *A small glowing blue flask hangs from the mace-wielding giant's belt.*

Arcana Check

DC 27: *The two braziers have a magic aura about them that reminds you of the portal you came through.*

TACTICS

The fire giants spread out, marking as many PCs as they can to divide the characters' attacks between them.

The azers hang back until the PCs have moved into the room, at which point they split up and move adjacent to as many different characters as they can to expose them to their *warding flame* aura.

The air archon stays on the move, pushing foes with its longsword attack and flying to gain the benefit of *tempest dash*.

The forgecaller opens with *flame burst*, then launches *fire pillar* attacks at any PCs who hang back. He's not afraid of melee, but recognizes that he's better off with the other giants fighting in front of him.

Fire Giant Forgecaller (F)		Level 18 Artillery
Large elemental humanoid (giant)		XP 2,000
Initiative +11	Senses Perception +17	
HP 136; Bloodied 68		
AC 32; Fortitude 33, Reflex 29, Will 30		
Resist 15 fire		
Speed 8		
⊕ Smoldering Mace (standard; at-will) ♦ Fire, Weapon		
Reach 2; +21 vs. AC; 1d10 + 6 damage plus 1d10 fire damage.		
↘ Fire Pillar (standard; at-will) ♦ Fire		
Ranged 20; +21 vs. Reflex; 3d8 + 3 fire damage.		
✦ Flame Burst (standard; recharge [1]) ♦ Fire		
Area burst 2 within 10; +21 vs. Reflex; 2d8 + 3 fire damage, and ongoing 10 fire damage (save ends).		
Alignment Evil	Languages Giant	
Skills Intimidate +14		
Str 23 (+15)	Dex 15 (+11)	Wis 16 (+12)
Con 22 (+15)	Int 10 (+9)	Cha 11 (+9)
Equipment dragonhide armor, mace		

3 Fire Giants (G)		Level 18 Soldier
Large elemental humanoid (giant)		XP 2,000 each
Initiative +11	Senses Perception +14	
HP 174; Bloodied 87		
AC 34; Fortitude 34, Reflex 28, Will 28		
Resist 15 fire		
Speed 7		
⊕ Searing Greatsword (standard; at-will) ♦ Fire, Weapon		
Reach 2; +23 vs. AC; 1d12 + 6 damage plus 2d8 fire damage, and the target is marked until the end of the fire giant's next turn.		
↖ Sweeping Sword (standard; encounter) ♦ Fire, Weapon		
Requires greatsword; close blast 2; +21 vs. AC; 1d12 + 6 damage plus 2d8 fire damage, and the target is marked until the end of the fire giant's next turn.		
↘ Iron Javelin (standard; at-will) ♦ Weapon		
Ranged 15/30; +21 vs. AC; 1d10 + 6 damage, and the target is slowed until the end of the fire giant's next turn.		
Alignment Evil	Languages Giant	
Skills Intimidate +14		
Str 23 (+15)	Dex 11 (+9)	Wis 10 (+9)
Con 22 (+15)	Int 10 (+9)	Cha 11 (+9)
Equipment plate armor, greatsword, 4 javelins		

5 Azer Warriors (A)		Level 17 Minion
Medium elemental humanoid (fire)		XP 400 each
Initiative +11	Senses Perception +12	
Warding Flame (Fire) Any enemy adjacent to two or more azers at the start of its turn takes 5 fire damage.		
HP 1; a missed attack never damages a minion.		
AC 31; Fortitude 30, Reflex 26, Will 27		
Resist 20 fire		
Speed 5		
⊕ Warhammer (standard; at-will) ♦ Fire, Weapon		
+20 vs. AC; 7 fire damage, and ongoing 3 fire damage (save ends).		
Alignment Unaligned	Languages Giant	
Skills Intimidate +14		
Str 21 (+13)	Dex 17 (+11)	Wis 18 (+12)
Con 23 (+14)	Int 11 (+8)	Cha 16 (+11)
Equipment chainmail, light shield, warhammer		

Air Archon Tempestblade (T)		Level 18 Skirmisher
Medium elemental humanoid (air)		XP 2,000
Initiative +18	Senses Perception +14	
Billowing Winds (while bloodied) aura 3; while in the aura, enemies without the air keyword are deafened and take a -2 penalty to melee attack rolls and ranged attack rolls.		
HP 174; Bloodied 87		
AC 32; Fortitude 31, Reflex 32, Will 30		
Immune disease, poison; Resist 15 lightning		
Speed fly 8 (hover)		
⚔ Longsword (standard; at-will) ⚡ Lightning, Weapon +23 vs. AC; 1d8 + 3 damage plus 2d6 lightning damage, and the target is pushed 1 square.		
✚ Bonds of Wind (standard; encounter) ⚡ Lightning, Weapon Requires longsword; +23 vs. AC; 4d8 + 10 lightning damage, and the target is immobilized (save ends). <i>Hit or Miss</i> : Once per round on this creature's turn, it can use a minor action to slide the target 1 square (save ends).		
Tempest Dash If a tempestblade moves 4 squares or more from its previous location on its turn, it gains a +2 bonus to AC, and its melee attacks deal 1d8 extra lightning damage.		
Alignment Chaotic evil	Languages Primordial	
Str 18 (+13)	Dex 25 (+16)	Wis 20 (+14)
Con 22 (+15)	Int 17 (+12)	Cha 15 (+11)
Equipment plate armor, longsword		

FEATURES OF THE AREA

Illumination: Between the torches, candelabra, and fire creatures, this room is brightly lit.

Ceiling: The ceiling in this area is 20 feet high.

Chairs: A Medium or Small creature can climb onto the seat of a chair with a DC 22 Athletics check. Standing on a chair grants cover from those standing behind it.

Table: The five-foot-high table is strewn with food, drink, and tableware; treat its surface as difficult terrain. Anyone standing under the table gains cover from Large or taller creatures.

Any creature on the table (or if Large, adjacent to it) can pick up food or drink as a minor action and throw it as a standard action. This is a Dexterity vs. Reflex attack with a range of 5 squares. On a hit, the target is blinded until the end of its next turn.

Braziers: These two unassuming objects are actually the source of the magic that holds the portal open. They can be doused only with the flask hanging on the forgercaller's belt (a standard action by an adjacent character).

If one brazier is doused, the entire delve rumbles and the walls begin to crack. When the second brazier is doused, the place begins to come apart (see below).

Blue Flask: During combat, this flask can be lifted with a DC 29 Thievery check (with a result of 33 or higher, the giant doesn't notice the theft). Remember the -10 penalty for picking pockets in combat.

Clutter: The barrels, boxes, and small debris next to the statue in the southeast corner are difficult



terrain. None of the containers holds anything of interest.

Treasure: A large iron chest sits in the back of the room. It contains a single level 19 magic item and 15,000 gp.

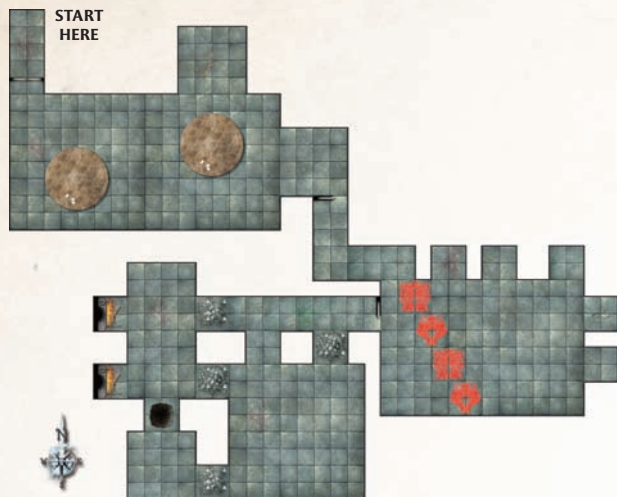
CONCLUSION

When the second brazier is doused, the entire delve starts coming apart and the Elemental Chaos pours in. At the start of each creature's turn, it takes 10 points of fire, lightning, or cold damage (determined randomly). The monsters (if still alive) fight on, but you should make it clear to the PCs that this place isn't safe any more. What's more, the portal's certainly coming down soon.

Once the braziers are doused, the portal won't exist for long. You don't have to keep a timer on this, but make sure the players know that time is short.

17: CAVERNS OF DEMISE

The *Bloody Maul of Kord* is a magic weapon protected by the priests of Kord, who occasionally allow a noteworthy hero to use it when going on a dangerous quest worthy of the storm deity's blessing. Six months ago, Atrimos of Ardor took the Bloody Maul for a quest to the Caverns of Demise, hoping to end attacks to the realm being launched from the caverns. He never returned.



Now, the clerics of Kord hire the PCs to go into the caverns to retrieve the Bloody Maul of Kord—and to find Atrimos, if possible.

In truth, the Caverns of Demise are a nexus of planar portals, an area where the fabric of reality is susceptible to incursions from other planes.

Tiles: This delve uses two sets of tiles from *DUI: Halls of the Giant Kings*.

EXPANDING THE DELVE

To turn this delve into a longer adventure, consider these additions.

- ◆ A storm giant who desires to rule the area is using the Caverns of Demise to draw creatures from the Elemental Chaos, the Feywild, and the Far Realm. He promises each force something different if they help him conquer the realm.
- ◆ Each of the rooms in the delve is the first room in a full dungeon, and the PCs must stop the leaders of the three invasion forces. They might also engage in political maneuverings, offering the forces something more enticing than what the storm giant has promised.

ENCOUNTER 17-1: TRIAL OF WATER

Encounter Level 17 (8,800 XP)

1 blackroot treant (T)
4 quickling zephyrs (Q)

SETUP

The first chamber of the Caverns of Demise is guarded by evil denizens of the Feywild.

At the start of the encounter, the treant is hidden in an alcove, and the quicklings are hidden under the platforms.

When the characters enter the chamber, read:
Shallow, murky water covers the chamber floor. Two small wooden platforms rise a foot above the surface of the bog. Two dry alcoves are on the far side of the room.

Perception Check

DC 25: *You see a ripple of movement under the platforms.*

TACTICS

As soon as a PC moves into sight, the blackroot treant strides out from its hiding place, using *entangling roots* as soon as possible. It seeks to restrain as many PCs as it can, allowing the quickling zephyrs to use combat advantage to best effect.

Unless attacked, the quicklings emerge from under the platforms only when a target grants them combat advantage. They can move across the water at normal speed thanks to their *unstoppable* ability, and they gang up on a PC whenever possible.

Blackroot Treant (T) **Level 19 Elite Soldier**
XP 4,800

Huge fey magical beast (plant, undead)

Initiative +13 **Senses** Perception +13; low-light vision

Blackroot Aura (Healing, Necrotic) aura 2; enemies in the aura at the start of their turns take 10 necrotic damage, while undead allies in the aura at the start of their turns regain 10 hit points.

HP 368; **Bloodied** 184

AC 36; **Fortitude** 34, **Reflex** 29, **Will** 32

Vulnerable fire (a blackroot treant takes ongoing 5 fire damage [save ends] when damaged by fire).

Saving Throws +2

Speed 6 (forest walk)

Action Points 1

⊕ **Slam** (standard; at-will) ♦ **Necrotic**
Reach 3; +25 vs. AC; 1d12 + 8 damage, and ongoing 5 necrotic damage (save ends).

‡ **Entangling Roots** (minor; at-will)
Reach 4; +23 vs. Reflex; the target is knocked prone and restrained (save ends). If the blackroot treant moves, slides, or is pushed more than 4 squares from the target, the target is no longer restrained.

Alignment Unaligned **Languages** Elven

Skills Nature +18, Stealth +16

Str 27 (+17) **Dex** 14 (+11) **Wis** 18 (+13)
Con 24 (+16) **Int** 16 (+12) **Cha** 22 (+15)

4 Quickling Zephyrs (Q) **Level 14 Lurker**
XP 1,000 each

Small fey humanoid

Initiative +20 **Senses** Perception +10; low-light vision

HP 82; **Bloodied** 41

AC 30; **Fortitude** 26, **Reflex** 29, **Will** 23

Speed 12, climb 6; see also *blinding speed* and *unstoppable*

⊕ **Short Sword** (standard; at-will) ♦ **Weapon**
+19 vs. AC; 1d6 + 9 damage.

Blinding Speed (move; recharge ⓂⓂⓂ) ♦ **Illusion**
The quickling zephyr moves up to 12 squares and becomes invisible until it attacks or until the end of its next turn.

Combat Advantage
If a quickling zephyr has combat advantage against its target, it deals 2d6 extra damage and dazes the target (save ends) on a successful melee attack.

Unstoppable
A quickling zephyr ignores difficult terrain and can move across any solid or liquid surface.

Alignment Evil **Languages** Elven

Skills Acrobatics +26, Bluff +13, Stealth +21

Str 12 (+8) **Dex** 28 (+16) **Wis** 17 (+10)
Con 22 (+13) **Int** 16 (+10) **Cha** 12 (+8)

Equipment short sword

ENCOUNTER 17-1: TRIAL OF WATER

FEATURES OF THE AREA

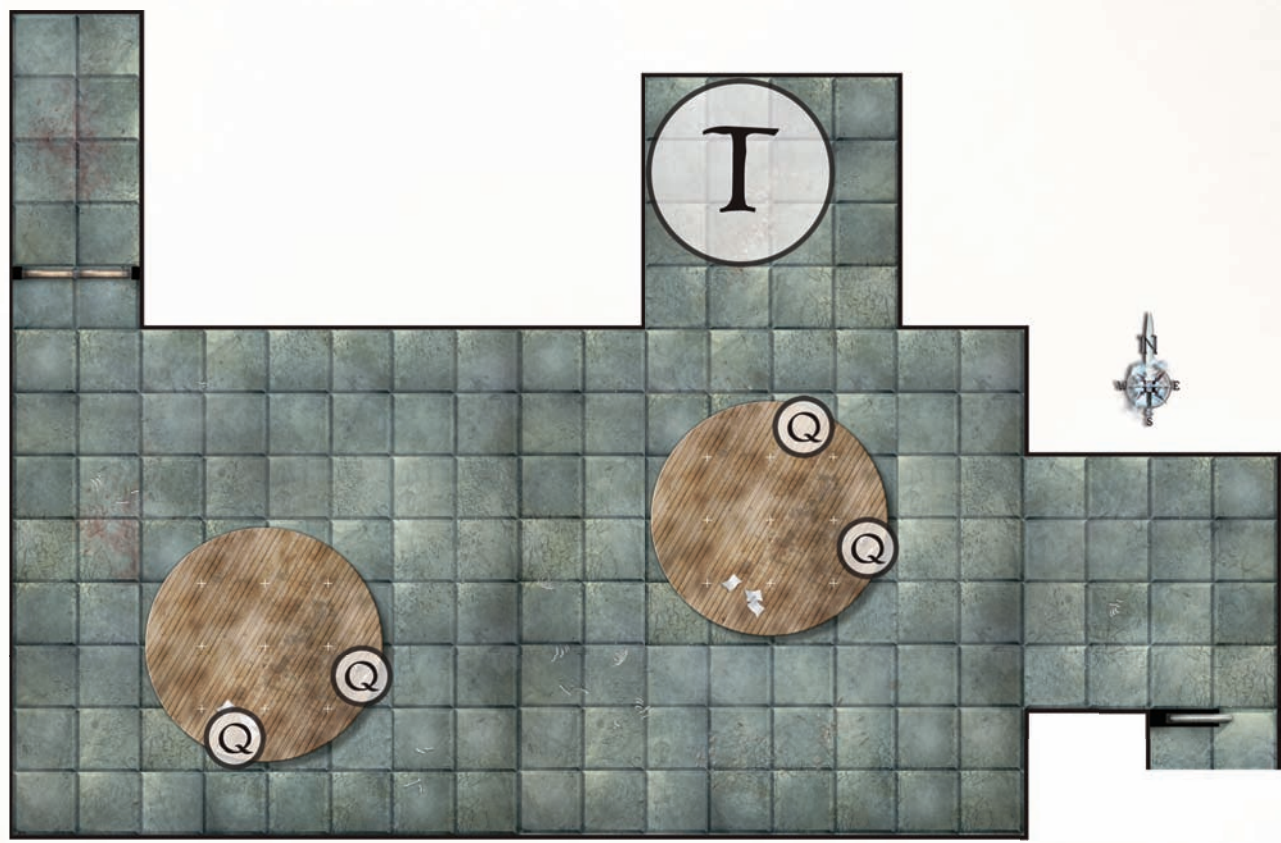
Illumination: Phosphorescent moss on the ceiling of the chamber provides dim light.

Ceiling: The ceiling in this area is 20 feet high.

Murky Water: The water that fills most of the cavern is 1 foot deep (difficult terrain).

Platforms: Moving onto a platform from the water costs 2 squares of movement or a DC 20 Athletics check (DC 10 with a running start). Huge and larger creatures can move onto the platforms normally. A Small or Tiny creature can crouch and move under the platforms normally; Medium creatures must crawl.

Secret Door: The PCs can find the hidden exit from this area only after defeating the monsters. Finding it requires a DC 25 Perception check.



ENCOUNTER 17-2: TRIAL OF FIRE

Encounter Level 18 (10,400 XP)

4 inferno bats (B)
2 solamiths (S)
1 salamander noble (N)
1 field of everflame hazard

SETUP

Here, the Elemental Chaos encroaches upon the world, rendering the chamber deadly even without its fiery guardians.

When the characters enter the chamber, read:
Several raised alcoves run along the chamber. Two ponderous demons with tortured faces showing through their stretched bellies crouch in a pair of alcoves, while a number of fiery bats flit through the air. A river of molten fire runs across the center of the chamber, beyond which stands a serpentine creature wielding a long spear.

Dungeoneering Check

DC 20: *The cliff alcoves appear unstable.*

Perception Check

DC 25: *You can barely make out a reddish haze filling the area surrounding the river of fire.*

TACTICS

The solamiths remain in the alcoves for as long as they can, pelting the PCs with *soulfire*. Any PC who strikes a solamith with a melee attack receives a *soulfire retort* in the face.

The inferno bats move around the room, attacking as many PCs as possible with *fiery swoop*. They particularly enjoy attacking PCs who seem likely to stay close to their friends, because a failed saving throw against the ongoing fire damage sets nearby allies on fire.

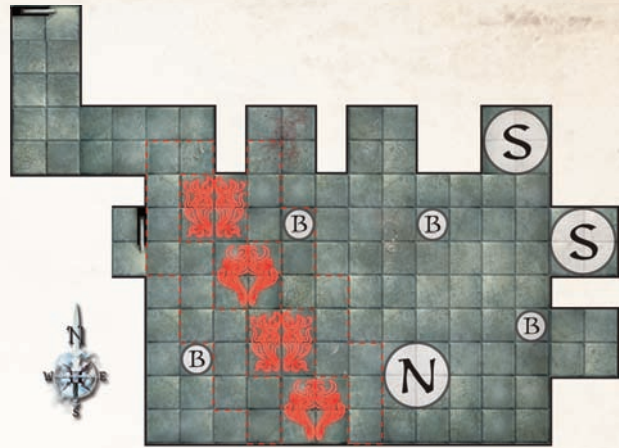
The salamander noble readies *fire cage* to use against a PC who enters the field of everflame hazard. It uses *tail crush* to keep PCs stuck in that area as well.

4 Inferno Bats (B)		Level 15 Skirmisher
Medium elemental beast (fire)		XP 1,200 each
Initiative +17	Senses Perception +13	
HP 144; Bloodied 72		
AC 29; Fortitude 25, Reflex 29, Will 23		
Resist 20 fire		
Speed 2 (clumsy), fly 8; see also <i>fiery swoop</i>		
Ⓢ Inferno Touch (standard; at-will) ♦ Fire		
+20 vs. Reflex; 2d6 + 5 fire damage, and ongoing 10 fire damage (save ends). <i>Failed Saving Throw</i> : Each ally of the target, within 2 squares of the target, takes 10 fire damage.		
Ⓡ Fiery Swoop (standard; at-will) ♦ Fire		
The inferno bat shifts up to 4 squares and can move through occupied squares as it moves. It makes a melee basic attack against any creature whose space it enters. The inferno bat cannot attack a target more than once in this fashion, and it must end its movement in an unoccupied square.		
Heatseeker (immediate reaction, when the inferno bat is damaged by an enemy's ranged attack; at-will)		
The inferno bat shifts 2 squares toward the triggering enemy.		
Alignment Unaligned	Languages –	
Str 8 (+6)	Dex 27 (+15)	Wis 12 (+8)
Con 16 (+10)	Int 2 (+3)	Cha 9 (+6)

2 Solamiths (S)		Level 15 Artillery
Large elemental humanoid (demon)		XP 1,200 each
Initiative +13	Senses Perception +8	
HP 115; Bloodied 57		
Regeneration 10 (if the solamith takes cold damage, regeneration doesn't function on its next turn)		
AC 26; Fortitude 27, Reflex 28, Will 25		
Resist 10 fire, 10 variable (2/encounter; see "Resist," <i>Monster Manual</i> , page 282)		
Speed 8		
Ⓢ Claw (standard; at-will) ♦ Fire		
Reach 2; +21 vs. AC; 1d8 + 5 damage plus 1d6 fire damage.		
✦ Soulfire (standard; at-will) ♦ Fire, Necrotic		
The solamith chooses one of the following attacks, taking damage as it hurls parts of itself at enemies. The solamith cannot reduce itself to 0 hit points or fewer in this fashion.		
♦ Area burst 1 within 20; +19 vs. Reflex; 3d6 + 6 fire and necrotic damage. The solamith takes 5 damage.		
♦ Area burst 2 within 20; +19 vs. Reflex; 4d6 + 6 fire and necrotic damage. The solamith takes 10 damage.		
♦ Area burst 3 within 20; +19 vs. Reflex; 5d6 + 6 fire and necrotic damage. The solamith takes 15 damage.		
Ⓡ Soulfire Retort (immediate reaction, when the solamith takes damage from a melee attack; recharges when first bloodied) ♦ Fire, Necrotic		
Close blast 3; +19 vs. Reflex; 3d6 + 6 fire and necrotic damage, and the target is pushed 1 square.		
Alignment Chaotic evil	Languages Abyssal	
Str 20 (+12)	Dex 23 (+13)	Wis 13 (+8)
Con 19 (+11)	Int 4 (+4)	Cha 8 (+6)

Salamander Noble (N)		Level 15 Controller	
Large elemental humanoid (fire, reptile)		XP 1,200	
Initiative +12	Senses Perception +16		
HP 152; Bloodied 76			
AC 29; Fortitude 27, Reflex 27, Will 26			
Resist 20 fire			
Speed 6			
⊕ Tail Crush (standard; at-will) ♦ Fire			
Reach 2; +16 vs. AC; 1d10 + 6 fire damage, and the target is grabbed (until escape). The grabbed target takes 1d10 + 6 fire damage at the start of its turn while grabbed. The salamander noble cannot make melee basic attacks while grabbing a creature with its tail.			
⊕ Longspear (standard; at-will) ♦ Fire, Weapon			
Reach 3; +18 vs. AC; 1d12 + 5 damage, and ongoing 5 fire damage (save ends).			
⤴ Fire Cage (standard; recharge ⓂⓂⓂⓂ) ♦ Fire			
Ranged 10; +18 vs. Reflex; the target takes ongoing 10 fire damage and is immobilized (save ends both) as a cage of searing flame springs up around it. The cage does not block line of sight.			
Threatening Reach			
The salamander noble can make opportunity attacks against all enemies within its reach (2 squares).			
Alignment Evil	Languages Primordial		
Skills Insight +16, Intimidate +15			
Str 20 (+12)	Dex 20 (+12)	Wis 18 (+11)	
Con 24 (+14)	Int 14 (+9)	Cha 16 (+10)	
Equipment longspear			

Field of Everflame		Level 18 Blaster	
Hazard		XP 2,000	
<i>As you move forward, the shimmering haze of heat around you erupts into a field of blazing fire.</i>			
Hazard: When a gate or portal to a fiery region of the Elemental Chaos remains open for several centuries, a small area around it can become imbued with the magic of everflame. While the place appears normal to all but the most knowledgeable observer, it's a place dangerous to creatures not accustomed to the flaming heart of the Elemental Chaos.			
Perception			
♦ DC 25: The faintest shimmer in the air marks the area as a hazard of some sort.			
Additional Skill: Arcana			
♦ DC 25: The character recognizes the area as a field of everflame.			
Trigger			
When a living creature enters or begins its turn within the area, the hazard is triggered and attacks, bursting into visible flame around the creature. (The rest of the area remains difficult to see.)			
Attack			
Opportunity Action		Melee	
Target: Living creature within the field			
Attack: +21 vs. Fortitude			
Hit: 2d10 + 5 fire damage and ongoing 10 fire (save ends).			
Miss: Half damage.			



ENCOUNTER 17-2: TRIAL OF FIRE

FEATURES OF THE AREA

Illumination: The river of liquid fire brightly illuminates the entire chamber.

Ceiling: The ceiling in this chamber is 30 feet high.

Raised Alcoves: The cliffs on which the solamiths stand are 4 squares high. Climbing the wall requires a DC 25 Athletics check. An alcove can be collapsed by dealing 25 damage to any square of wall beneath it (each square has AC 5, Fortitude 10, and Reflex 5). The entire alcove (2×2) drops to the level of the floor, and any creatures in the alcove take 4d10 damage from the fall and are knocked prone.

Liquid Fire: The red rune tiles indicate the squares filled by a 2-square-wide, 2-square-deep river of liquid fire, which is similar to lava but has the consistency of water. Any creature entering the liquid fire takes 1d10 + 7 fire damage. A creature forced into the liquid fire can make a saving throw to avoid plunging in (see *Catching Yourself*, PH 284).

Field of Everflame: All ground-level squares adjacent to the liquid fire (but not the river itself) are part of a field of everflame (see the statistics block). The affected area is enclosed by dashed lines.

Secret Door: The PCs can find the hidden exit from this area only after defeating the monsters. Finding it requires a DC 25 Perception check.

Treasure: In a leather sack on the southeastern ledge are four rubies (worth 5,000 gp each) and two *potions of vitality*.

TIPS AND REMINDERS

This room has many ways to deal ongoing fire damage. Consider giving each player a token that indicates whether his or her PC has ongoing fire damage; the token also serves as a handy reminder to roll a save at the end of his or her turn.

ENCOUNTER 17-3: TRIAL OF EYES

Encounter Level 21 (16,800 XP)

- 1 beholder eye tyrant (B)
- 1 rakshasa assassin (R)
- 2 Far Realm insanity portal traps

SETUP

In this room, the Far Realm intrudes on the world, twisting it in strange ways. Atrimos of Ardor and his band of adventurers succumbed to the power of the beholder in this final chamber. The eye tyrant expects more intruders to follow, so it has set up a ruse, with its rakshasa servant disguised as Atrimos.

When the characters enter the hallway, read:

Two side tunnels lead off this hallway. In the distance, a seething orange glow fills an alcove. A faint purple light seems to suffuse the very air.

Arcana or Dungeoneering Check

DC 22: *The orange-glowing alcove is a portal leading here from the Far Realm.*

DC 27: *The purple energy is a hungry essence of the Far Realm, waiting to feast on—or be channeled by—injured combatants.*

Perception Check

DC 22: *A wave of energy seems ready to burst forth from the orange-glowing alcove.*

When the PCs look into the main room, read:

In this bare chamber floats a terrible creature with eyestalks sprouting from its spherical body. Before the creature, a bloody man in dented armor cowers on bended knee. He fits the description of Atrimos of Ardor.

Insight Check

DC 27: *The form of Atrimos wavers slightly, as if he is awash in some sort of illusion.*

TACTICS

The rakshasa maintains its pose and disguise as long as it can, standing and attacking anyone who moves adjacent to it. The rakshasa uses *phantom distraction* against foes in the path of a Far Realm insanity portal but takes care to stay out of those areas (it's just as vulnerable to the portals as the PCs are). It prefers to attack PCs who grant combat advantage to it, such as those rendered unconscious by the beholder's *sleep ray*, restrained by its *hold ray*, or dazed by its *death ray*.

The beholder stays at a distance, flying around to stay away from attacks. It uses its *sleep ray*, *telekinesis ray*, *hold ray*, and *petrifying ray* against foes in the path of the insanity portals. It knows all the weird effects of this area and uses them to its best advantage.

Beholder Eye Tyrant (B)		Level 19 Solo Artillery
Large aberrant magical beast		XP 12,000
Initiative +16	Senses Perception +17; all-around vision, darkvision	
Eyes of the Beholder aura 5; at the start of each enemy's turn, if that foe is within the aura and in the eye tyrant's line of sight, the eye tyrant uses one random <i>eye ray</i> power against that creature.		
HP 900; Bloodied 450		
AC 33; Fortitude 30, Reflex 32, Will 34		
Saving Throws +5		
Speed fly 4 (hover)		
Action Points 2		
⊕ Bite (standard; at-will)		
+24 vs. AC; 2d6 + 1 damage.		
↗ Central Eye (minor; at-will)		
Ranged 20; +25 vs. Will; the target is dazed until the end of the beholder's next turn.		
↗ Eye Rays (standard; at-will) ◆ see text		
The eye tyrant can use up to two different <i>eye ray</i> powers (chosen from the list below). Each power must target a different creature. Using <i>eye rays</i> does not provoke opportunity attacks.		
1— Searing Ray (Radiant) : Ranged 10; +22 vs. Reflex; 2d8 + 9 radiant damage.		
2— Withering Ray (Necrotic) : Ranged 10; +22 vs. Fortitude; 1d8 + 9 damage, and ongoing 10 necrotic damage (save ends).		
3— Sleep Ray (Sleep) : Ranged 10; +22 vs. Will; the target falls unconscious (save ends).		
4— Telekinesis Ray : Ranged 10; +22 vs. Fortitude; the target slides 4 squares.		
5— Hold Ray : Ranged 10; +22 vs. Reflex; the target is restrained (save ends).		
6— Confusion Ray (Charm) : Ranged 10; +22 vs. Will; the target charges its nearest ally and makes a melee basic attack against it.		
7— Fear Ray (Fear, Psychic) : Ranged 10; +22 vs. Will; 1d8 + 9 psychic damage, and the target moves its speed away from the beholder by the safest route possible.		
8— Petrifying Ray : Ranged 10; +22 vs. Fortitude; the target is slowed (save ends). <i>First Failed Saving Throw</i> : The target is immobilized instead of slowed (save ends). <i>Second Failed Saving Throw</i> : The target is petrified (no save).		
9— Death Ray (Necrotic) : Ranged 10; +22 vs. Fortitude; 1d8 + 9 necrotic damage, and if the target is bloodied it is dazed (save ends). <i>First Failed Saving Throw</i> : The target is dazed and weakened (save ends). <i>Second Failed Saving Throw</i> : The target dies.		
10— Disintegrate Ray : Ranged 10; +22 vs. Fortitude; 2d10 + 9 damage, and ongoing 2d20 damage (save ends). <i>Aftereffect</i> : Ongoing 2d6 damage (save ends).		
↗ Eye Ray Frenzy (standard, usable only while bloodied; recharge 1) ◆ see text		
As <i>eye rays</i> above, except the eye tyrant makes four <i>eye ray</i> attacks.		
Alignment Evil	Languages Deep Speech	
Str 12 (+10)	Dex 24 (+16)	Wis 17 (+12)
Con 20 (+14)	Int 22 (+15)	Cha 28 (+18)

Rakshasa Assassin (R)		Level 17 Skirmisher
Medium natural humanoid		XP 1,600
Initiative +16 Senses Perception +16; low-light vision		
HP 160; Bloodied 80		
AC 31; Fortitude 29, Reflex 31, Will 29		
Speed 6; see also <i>shadow form</i>		
⊕ Short Sword (standard; at-will) ♦ Weapon		
+22 vs. AC; 1d6 + 6 damage.		
† Double Attack (standard; at-will) ♦ Weapon		
The rakshasa assassin makes two melee basic attacks.		
↖ Phantom Distraction (minor; recharge 2/3) ♦ Illusion		
Close burst 1; +20 vs. Will; the target is dazed until the end of the rakshasa assassin's next turn.		
Combat Advantage		
A rakshasa assassin deals 2d6 extra damage on melee and ranged attacks against any target it has combat advantage against.		
Deceptive Veil (minor; at-will) ♦ Illusion		
The rakshasa assassin can disguise itself to appear as any Medium humanoid. A successful Insight check (opposed by the rakshasa's Bluff check) pierces the disguise.		
Shadow Form		
If a rakshasa assassin moves at least 2 squares, it gains phasing until the end of its turn.		
Alignment Evil	Languages Common	
Skills Acrobatics +18, Athletics +16, Bluff +17, Stealth +18		
Str 18 (+12)	Dex 22 (+14)	Wis 16 (+11)
Con 16 (+11)	Int 12 (+9)	Cha 18 (+12)
Equipment chainmail, 2 short swords		

FEATURES OF THE AREA

Illumination: Although the room has no normal light sources, the constant war between the energy of the two planes fills the chamber with dim purple light.

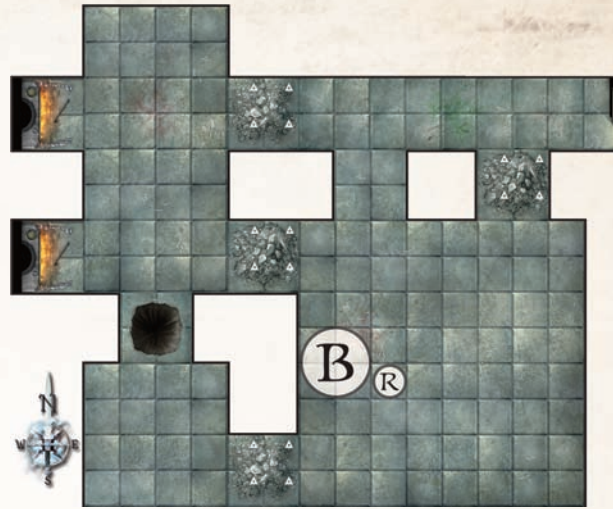
Ceiling: The ceiling in this area is 20 feet high.

Purple Glow: The clash between the reality of this world and the Far Realm creates a faint purple glow. The first time each creature in the chamber becomes bloodied during the encounter, it must roll a saving throw. Success means it can spend a healing surge as a free action; failure means it is dazed until the end of its next turn.

Pit: This gap appears easy to jump across; however, the reality-warping energy of the room means that each square of pit counts as 2 squares for the purpose of jumping, flying, or teleporting across it. Thus, an unwary character aiming to land just on the far side of the pit is in for a rude surprise—and a 30-foot fall. At the bottom of the pit are the bodies of Atrimos and his fellow adventurers, along with the treasure.

Rubble: Several of the connecting corridors contain rubble, making them difficult terrain.

Treasure: At the bottom of the pit is the beholder's treasure (330 pp and a level 20 magic item) and the *Bloody Maul of Kord*.



ENCOUNTER 17-3: TRIAL OF EYES

2 Far Realm Insanity Portals Level 16 Blaster

Trap XP 1,600 each

A glowing orange portal seethes with anger, then releases its energy in a wave of mind-numbing pain.

Trap: Each round, the insanity generator exudes its malevolent forces.

Perception

♦ DC 25: A wave of energy seethes in the orange portal at the back of the alcove. It appears ready to lash out.

Additional Skill: Arcana or Dungeoneering

♦ DC 25: The character recognizes the portal as leading here from the Far Realm.

Initiative +8

Trigger

When a creature that is not aberrant comes within 10 squares of the insanity portal, the trap activates and rolls initiative.

On its turn, a wave of orange energy washes forward from the portal, attacking all creatures in a 2-square-wide path between the portal and the far wall.

Attack

Standard Action Close burst special (see trigger)

Target: Each nonaberrant creature in burst

Attack: +20 vs. Will

Hit: 2d10 + 5 psychic damage, and the target is slowed and takes a -2 penalty to all saving throws (save ends both).

Miss: The target is slowed until the end of its next turn.

Bloody Maul of Kord Level 20

This mighty warhammer metes out horrible pain to those it strikes.

Lvl 20 +4 125,000 gp

Weapon: Hammer

Enhancement: Attack rolls and damage rolls

Critical: +4d12 damage

Power (At-Will): Immediate Interrupt. Use this power when you are reduced to 0 hit points or fewer. You can make a melee basic attack.

Power (Daily): Minor Action. Until the end of your next turn, when wielding the *Bloody Maul* against any creature not adjacent to an ally, you gain a +2 power bonus to attack rolls and deal 2d10 extra damage.

Power (Daily ♦ Healing): Minor Action. Until the end of your next turn while wielding the *Bloody Maul*, each time you hit with a melee attack, you can spend a healing surge to regain hit points as a free action.

18: SUMMER'S END

Jelendra, a tulani of summer, has gathered a small following of dark fey creatures to help her get revenge against the Highridge Arcane eladrin elders. When they had the nerve to question her interest (they called it “obsession”) in the destructive power of the Wild Hunt, Jelendra flew into a rage and stormed out of the Highridge Arcane. Now, she controls a fane to an ancient spirit of the Wild Hunt.

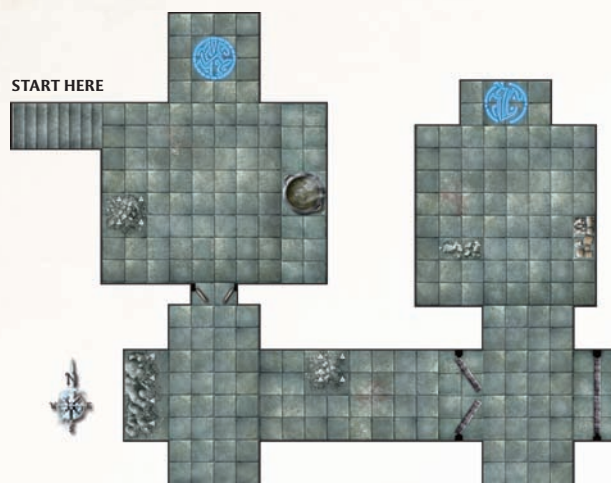
Not knowing what became of her, the elders ask the adventurers to find Jelendra. “Let her know that she is missed, and we want her to return home,” one elder says.

Tiles: This delve uses tiles from *DT7: Fane of the Forgotten Gods*.

EXPANDING THE DELVE

To turn this delve into a full-blown adventure, consider these arcs:

- ◆ Have the PCs begin at Highridge Arcane, where the elders paint the tale of Jelendra as a frightened youngster who has inexplicably left home. With a DC 25 Streetwise check, the PCs learn from a young eladrin that Jelendra wasn't as innocent as the elders claim. With a DC 27 Streetwise check, the youngster tells them that Jelendra was fascinated with the Wild Hunt. If the PCs fail the Streetwise check, they think they are setting off on a rescue mission.
- ◆ Run the PCs through a skill challenge in the forest where they must locate Jelendra. First, they must find the path through what looks like a boulder (Arcana). On the other side, they must find the hag (Perception) and convince it to tell them what it knows of Jelendra (Diplomacy or Intimidate).



If they fail, the hag sends them toward what looks like a path into the forest but is actually a small cliff. After tumbling down it, the PCs each expend a healing surge and fall prone into the hands of a group of quickling zephyrs (MM 215) rounded out with a cyclops hewer (MM 47). If they are successful, the hag directs them to the proper path. If the PCs are quiet, they can surprise the quickling zephyrs and cyclops hewer guarding the entrance to Jelendra's fane.

- ◆ Jelendra successfully releases the ancient spirit of the Wild Hunt before the PCs reach her, and it descends on the the Highridge Arcane. If you use this option, the Wild Hunt spirit has the abilities and statistics of an elder green dragon.
- ◆ The PCs become the quarry of the Wild Hunt, finding themselves chased by several eladrin knights (MM 102) and four wild hunt hounds.

ENCOUNTER 18-1: THE ANGRY TREES

Encounter Level 18 (10,400 XP)

2 treants (T)
4 windrage harpies (H)

SETUP

The adventurers follow rumors and eyewitness sightings until they come to a narrow opening in a fey mound.

When the adventurers descend the stairs, read: *The narrow tunnel widens into a staircase of stone that descends into a large, mist-filled chamber. While the floor of the chamber is made of worked stone, the walls and ceiling appear to be hard-packed dirt. Across the chamber, the mist shrouds two large trees.*

Perception Check

DC 24: *Even though no wind blows, the tree branches occasionally move.*

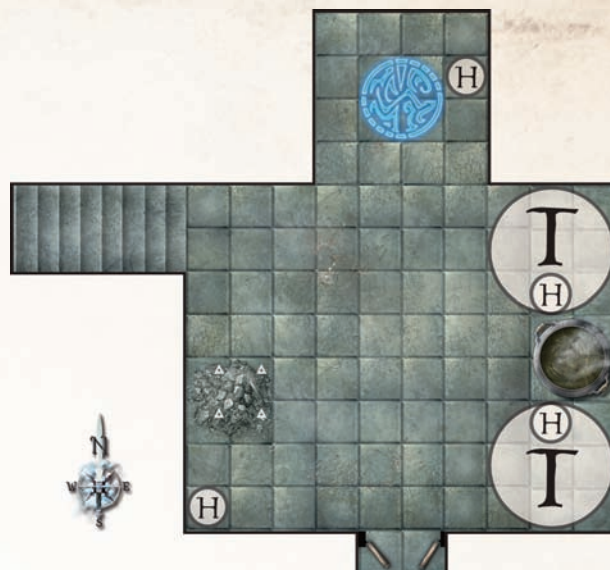
TACTICS

The treants are loyal to Jelendra and seek to prevent any intruders from moving deeper into the fane. They attempt to use their superior reach, attacking foes from up to 3 squares away. They use their *earthshaking stomps* on different rounds to deal damage to targets and knock them prone.

Two of the harpies start out hidden among the branches of the treants, while the other two hide in distant corners of the room. On their first turns in the encounter, the harpies all begin to sing, unleashing a constant torrent of air that swirls throughout the chamber.

2 Treants (T)		Level 16 Elite Controller
Huge fey magical beast (plant)		XP 2,800 each
Initiative +9	Senses Perception +15; low-light vision	
Grasping Roots aura 3; nonflying enemies treat the area within the aura as difficult terrain.		
HP 316; Bloodied 158		
AC 32; Fortitude 32, Reflex 27, Will 32		
Vulnerable fire (a treant takes ongoing 5 fire damage [save ends] when damaged by fire).		
Saving Throws +2		
Speed 8 (forest walk)		
Action Points 1		
⊕ Slam (standard; at-will)		
Reach 3; +21 vs. AC; 1d10 + 7 damage.		
✦ Awaken Forest (standard; sustain minor; encounter) ◆ Zone		
Area burst 3 within 10; trees come alive and attack the treant's enemies within the zone; +21 vs. AC; 1d10 + 7 damage. The treant makes new attack rolls when it sustains the zone.		
↶ Earthshaking Stomp (standard; encounter)		
Close burst 2; +19 vs. Fortitude; 2d6 + 7 damage, and the target is knocked prone if it's Medium or smaller. <i>Miss:</i> Half damage, and the target is not knocked prone.		
Alignment Unaligned	Languages Elven	
Skills Nature +20, Stealth +14		
Str 24 (+15)	Dex 12 (+9)	Wis 24 (+15)
Con 22 (+14)	Int 14 (+10)	Cha 12 (+9)

4 Windrage Harpies (H)		Level 15 Artillery
Medium fey humanoid		XP 1,200 each
Initiative +12	Senses Perception +14	
Windrage Song (Acid) aura 10; an enemy that starts its turn in the aura takes 10 acid damage (deafened creatures take 5 acid damage).		
HP 118; Bloodied 59		
AC 27; Fortitude 27, Reflex 26, Will 27		
Resist 10 acid		
Speed 6, fly 8 (clumsy)		
⊕ Claw (standard; at-will) ◆ Acid		
+22 vs. AC; 2d8 + 6 acid damage.		
↶ Acid Gale (standard; recharge ☼☼☼) ◆ Acid		
Close blast 3; +20 vs. Reflex; 2d8 + 6 acid damage, and the target is blinded (save ends).		
Alignment Evil	Languages Common, Elven	
Str 16 (+10)	Dex 20 (+12)	Wis 15 (+9)
Con 22 (+13)	Int 13 (+8)	Cha 22 (+13)



ENCOUNTER 18-1: THE ANGRY TREES

FEATURES OF THE AREA

Illumination: Dim light shines from luminescent mold growing on the walls and ceiling.

Ceiling: The ceiling in this area is 30 feet high.

Cauldron of Mist: Mist spills from the vessel to fill the room. Fey creatures in the mist receive +2 bonuses to all attacks. If the cauldron is destroyed (hit points 80; AC 4; Fortitude 12, Reflex 4), the mist dissipates at the end of the destroyer's next turn.

Glowing Runes: With a DC 20 Arcana check, PCs learn that the runes on the floor of the northern alcove indicate that an arcane ritual has been initiated.

Rubble: A pile of broken rock on the side of the chamber opposite the cauldron is difficult terrain and is tall enough to provide cover.

ENCOUNTER 18-2: RUINED CORRIDOR

Encounter Level 18 (10,200 XP)

4 cyclops warriors (W)
2 cyclops reavers (R)
1 cyclops earthquake shaman (S)

SETUP

The battle in the first chamber alerts the cyclopes in the corridor to the presence of intruders. The cyclopes are ready for a battle when the adventurers move through the open doors from the north.

When an adventurer looks out of the chamber, read:

A wide corridor stretches before you. On the west side, collapsed pillars cover the floor of a large alcove. On the east side, the corridor continues. Standing in the corridor, battleaxes held high, are four one-eyed giants. The one closest to you yells out as it spots you.

If any of the adventurers understand Elven, read:

The one-eyed giant yells out as it spots you, "For Jelendra! For the Wild Hunt!"

TACTICS

The cyclops warriors serve as the first line of defense. They try to use their superior reach to best advantage, but otherwise they shift backward each round to draw the PCs into the corridor. Their goal is to draw the PCs deep enough in so that the earthquake shaman can use its ranged powers against them.

The cyclops reavers move forward to attack the adventurers from the side corridor. They fight to shore up any breaks in the line caused by the PCs defeating the warriors. They consider it their job to keep the earthquake shaman out of close-quarters combat.

The earthquake shaman keeps the other cyclopes between himself and the adventurers. He uses his *fury quake* attacks, saving *quake blast* for when the adventurers get too close. He turns to his *earthshaker staff* as a last resort when a PC moves into melee range.

4 Cyclops Warriors

Large fey humanoid

Level 16 Minion

XP 350 each

Initiative +11 Senses Perception +18; truesight 6

HP 1; a missed attack never damages a minion.

AC 32; Fortitude 31, Reflex 27, Will 29

Speed 6

⊕ **Battleaxe** (standard; at-will) ♦ **Weapon**

Reach 2; +22 vs. AC; 8 damage.

⊖ **Evil Eye** (immediate reaction, when a melee attack misses the cyclops warrior; at-will)

The cyclops warrior makes a melee basic attack against the attacker.

Alignment Unaligned

Languages Elven

Str 25 (+15)

Dex 16 (+11)

Wis 20 (+13)

Con 22 (+14)

Int 10 (+8)

Cha 13 (+9)

Equipment hide armor, heavy shield, battleaxe

2 Cyclops Reavers

Large fey humanoid

Level 18 Soldier

XP 2,000 each

Initiative +14 Senses Perception +19; truesight 6

HP 174; Bloodied 87

AC 34; Fortitude 32, Reflex 27, Will 30

Speed 8

⊕ **Battleaxe** (standard; at-will) ♦ **Weapon**

Reach 2; +25 vs. AC; 1d12 + 11 damage.

↘ **Evil Eye** (minor; at-will)

Ranged 20; the cyclops reaver can designate only one target with its *evil eye* at a time and gains the following effects:

- ♦ If the designated target misses one of the cyclops reaver's allies with a melee attack, the cyclops reaver can make a melee basic attack against that enemy as an immediate reaction.
- ♦ If the designated target moves out of the cyclops reaver's reach, the cyclops reaver can shift 1 square toward the target as an immediate reaction.

Alignment Unaligned

Languages Elven

Str 26 (+17)

Dex 16 (+12)

Wis 21 (+14)

Con 22 (+15)

Int 10 (+9)

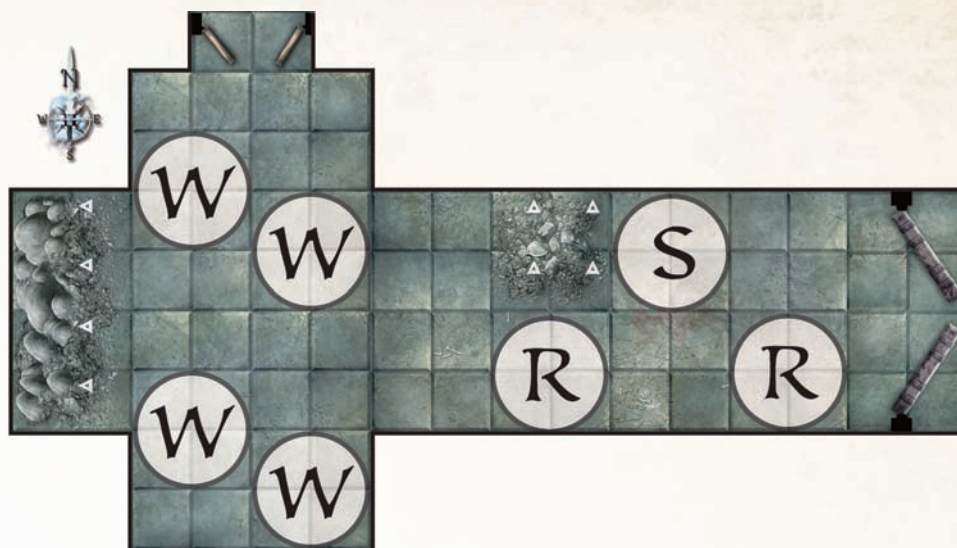
Cha 13 (+10)

Equipment chainmail, light shield, battleaxe

PORTRAYING THE SHAMAN

The earthquake shaman is a powerful cyclops that follows Jelendra because it hopes to see her unleash an ancient spirit of the Wild Hunt upon the eladrin of the Highridge Arcane. Unlike the other cyclopes in its band, the shaman doesn't blindly follow the eladrin of summer. In many ways, it has played upon her obsession to further its own plans. It is devoted to the destructive power of the Wild Hunt.

The shaman disdains the adventurers. As long as the other cyclopes are in place, it insults the adventurers, especially any elves or eladrin in the party, while pounding them with the unrelenting force of a massive earthquake.



Cyclops Earthquake Shaman (S) Level 19 Elite Artillery

Large fey humanoid XP 4,800

Initiative +13 Senses Perception +21; truesight 6

HP 284; Bloodied 142

AC 33; Fortitude 33, Reflex 31, Will 34

Saving Throws +2

Speed 8

Action Points 1

⊕ **Earthshaker Staff** (standard; at-will) ♦ Force, Weapon

Reach 2; +24 vs. AC; 2d4 + 8 force damage, and the target is dazed until the end of the shaman's next turn.

⊗ **Fury Quake** (standard; at-will) ♦ Force

Ranged 20; +22 vs. Reflex; 2d8 + 8 force damage.

➤ **Evil Eye** (minor; at-will)

Ranged 20; +22 vs. Fortitude; the shaman can designate only one target with its evil eye at a time. The target takes -2 to defenses, and takes 1d6 extra damage when hit by the shaman's allies (save ends).

⚡ **Quake Blast** (standard; encounter) ♦ Force

Close blast 5; +22 vs. Reflex; 2d8 + 8 force damage, and the target is knocked prone.

Alignment Unaligned Languages Common, Elven

Str 18 (+13) Dex 18 (+13) Wis 25 (+16)

Con 22 (+15) Int 15 (+11) Cha 15 (+11)

Equipment leather armor, +4 earthshaker staff

Earthshaker Staff Level 14+

Level 14+

This staff, topped with a shard of darkest obsidian, appears solid and unbending, like the ground itself.

Lvl 14 +3 21,000 gp Lvl 24 +5 525,000 gp

Lvl 19 +4 105,000 gp Lvl 29 +6 2,625,000 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 force damage per plus

Power (Daily): Free Action. Use this power when using a power with the force keyword. That power gains a push 1 effect. If the affected power already has a push effect, increase the distance pushed by 1 square.

FEATURES OF THE AREA

Illumination: Dim light glows from fungi covering the walls and ceiling of the area.

Ceiling: The ceiling in this area is 30 feet high.

Difficult Terrain: The alcove to the west contains the shattered remains of collapsed pillars, while a portion of the eastern corridor is full of rubble.

Box: If the PCs search the alcove to the west and make a DC 25 Perception check, they discover a small wooden box buried in the rubble. The box has the symbol of the Wild Hunt inscribed on its lid. It takes a DC 20 Thievery check to unlock the box. Inside the box, the PCs find a *periap of wisdom* +4 (PH 251).

Doors: A pair of large metal doors separates the corridor from whatever lies to the east. The doors hang slightly open throughout the battle in this area.

Treasure: The shaman has a gem worth 5,000 gp, two *potions of vitality*, and an *earthshaker staff* (see the statistics block).

ENCOUNTER 18-3: LODGE OF THE HUNT

Encounter Level 21 (16,400 XP)

Jelendra, tulani of summer (J)
 2 death hags (D)
 3 wild hunt hounds (H)

SETUP

Jelendra waits in the hunting lodge, working to complete the ritual that will release a spirit of the Wild Hunt and provide her with the power she hopes will grant her revenge against the Highridge Arcane.

The wild hunt hounds sit quietly in the open archway, watching as the adventurers approach. As soon as one of the PCs moves closer to the lodge chamber or makes a hostile action, the hounds leap into action.

When the adventurers walk through the doors, read:

A massive entry hall appears deserted. Heavy metal doors across from you are shut tight, while bright, warm light spills from the arched opening to the north.

When the adventurers look into the northern chamber, read:

Three massive hounds sit in the open archway, bathed in warm light. Beyond the archway, the heads of various animals from a variety of worlds are mounted on the walls. A little distance into the room, three female eladrins look up as you approach.

2 Death Hags (D)	Level 18 Soldier
Medium fey humanoid	XP 2,000 each
Initiative +15 Senses Perception +12; low-light vision	
HP 171; Bloodied 85; see also <i>life drain</i>	
AC 34; Fortitude 34, Reflex 31, Will 32	
Resist 10 necrotic	
Speed 6	
⊕ Claw (standard; at-will) ◆ Necrotic	
+24 vs. AC; 1d8 + 7 necrotic damage, and the target is marked and cannot spend healing surges or regain hit points until the end of the death hag's next turn.	
↖ Life Drain (standard; recharge ☹ ☹ ☹) ◆ Healing, Necrotic	
Close blast 3; +22 vs. Fortitude; 1d8 + 4 necrotic damage, and the death hag regains 5 hit points for each creature damaged by this attack.	
Change Shape (minor; at-will) ◆ Polymorph	
A death hag can alter its physical form to appear as female of any Medium humanoid race (see Change Shape, MM 280).	
Alignment Evil Languages Common, Elven	
Skills Bluff +19, Insight +17, Intimidate +19, Nature +17	
Str 25 (+16) Dex 18 (+13) Wis 17 (+12)	
Con 19 (+13) Int 16 (+12) Cha 20 (+14)	

TACTICS

The wild hunt hounds never attack from the same location twice if they can help it. They constantly move around the intruders, using *mobile melee attack* to get good positions and gain combat advantage. The hounds are loyal to Jelendra, and they fight to the death to protect her from the adventurers.

Jelendra, the tulani of summer, is furious that the adventurers have interrupted her work. Her first action after the PCs arrive is to use a minor action to return her carefully crafted ritual scroll back to the pouch she wears on her belt. Then she moves to take a position in the glowing runes in the northern alcove so that she can use the power they bestow on her against the intruders (see the entry below for details).

Jelendra attacks from range, only moving in to employ melee attacks when the PCs get too close or her protectors have fallen. Enraged by the intrusion and driven mad by her obsession, the tulani of summer fights to the death.

The death hags, meanwhile, start the encounter in the form of female eladrins that look strikingly similar to Jelendra (using their *change shape* ability). They pretend to be timid and afraid as the battle begins, waiting until a PC gets close or they can move into a good position before slipping back into their natural shapes and using their *life drain* attacks. Once the power recharges, a death hag saves it for when it needs to regain hit points.

3 Wild Hunt Hounds (H)	Level 21 Skirmisher
Medium fey magical beast	XP 3,200 each
Initiative +21 Senses Perception +23; low-light vision	
Menacing Growl (Fear) aura 10; enemies within the aura take a -2 penalty to all defenses.	
HP 205; Bloodied 102	
AC 35 (37 against opportunity attacks); Fortitude 34, Reflex 33, Will 32	
Speed 10, fly 10 (clumsy); see also <i>mobile melee attack</i>	
⊕ Bite (standard; at-will)	
+26 vs. AC; 1d8 + 10 damage (1d8 + 20 against an immobilized enemy), and the target cannot teleport and is slowed (save ends both). If the target is already slowed, it is immobilized instead.	
⊕ Mobile Melee Attack (standard; at-will)	
The wild hunt hound can move up to 5 squares and make one bite attack at any point during that movement. The hound doesn't provoke opportunity attacks when moving away from the target of its attack.	
Combat Advantage	
A wild hunt hound deals 1d8 extra damage on melee attacks against any target it has combat advantage against.	
Alignment Unaligned Languages –	
Skills Endurance +24, Stealth +24	
Str 30 (+20) Dex 28 (+19) Wis 27 (+18)	
Con 29 (+19) Int 6 (+8) Cha 9 (+9)	

Jelendra, Tulani of Summer (J) Level 20 Skirmisher

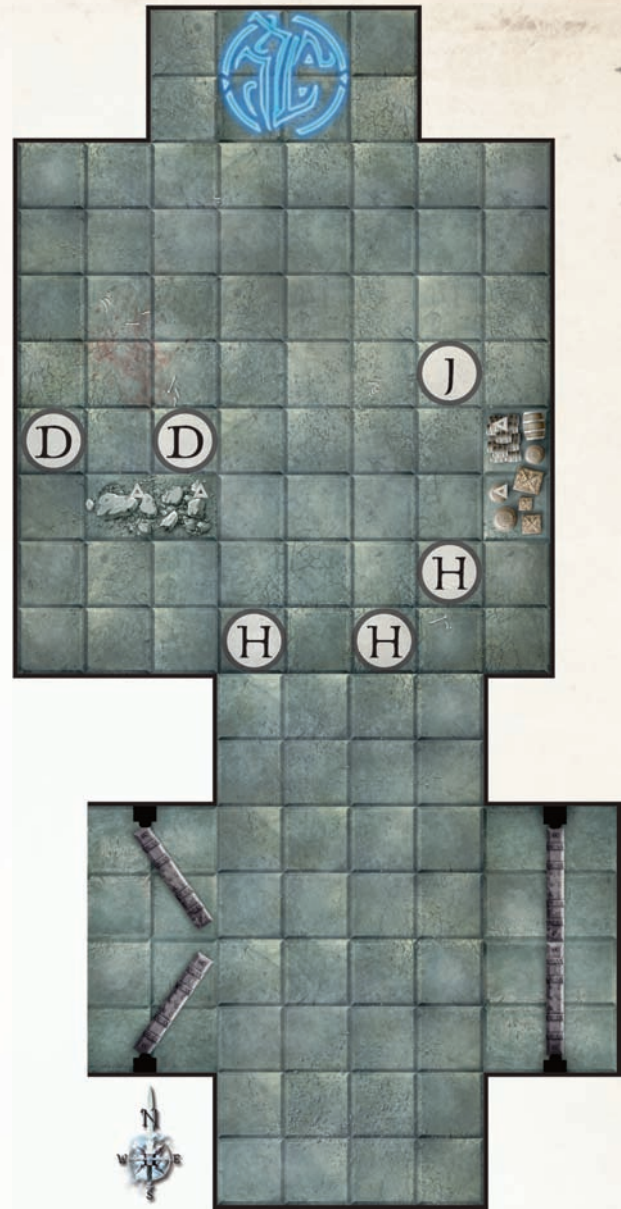
Medium fey humanoid (eladrin) XP 2,800

Initiative +19 **Senses** Perception +14; low-light vision**HP** 186; **Bloodied** 93**AC** 34; **Fortitude** 29, **Reflex** 32, **Will** 33**Resist** 20 radiant, 10 fire; **Vulnerable** necrotic (slowed until the end of Jelendra's next turn)**Saving Throws** +5 against charm effects**Speed** 6, fly 9 (hover); see also *fey step*⊕ **Longsword** (standard; at-will) ♦ **Fire, Weapon**
+25 vs. AC; 1d8 + 8 damage plus 1d8 fire damage.† **Summer Breeze Strike** (standard; at-will) ♦ **Fire, Weapon**
Requires longsword; Jelendra can shift 2 squares before the attack; +25 vs. AC; 1d8 + 8 damage plus 1d8 fire damage.↘ **Arrow of the Wild Hunt** (standard; at-will)
Ranged 20; +23 vs. Reflex; 3d8 + 7 damage, and the target is slowed (save ends). Jelendra can use this power only if she stands in the glowing circle (see "Features of the Area"). If the runes in area 1 have been disrupted, this power deals reduced damage of 2d8 + 7.⚡ **Scorching Blast** (standard; recharge ⓂⓂ)
Close blast 5; +23 vs. Fortitude; 2d8 + 9 damage, and the target is pushed 2 squares and weakened (save ends).☁ **Fey Step** (move; encounter) ♦ **Teleportation**

Jelendra can teleport up to 5 squares.

Alignment Evil **Languages** Common, Elven**Skills** Arcana +20, History +20, Intimidate +23, Nature +19**Str** 16 (+13) **Dex** 25 (+17) **Wis** 18 (+14)**Con** 18 (+14) **Int** 16 (+13) **Cha** 27 (+18)**Equipment** chainmail, +4 *longsword of summer*

FEATURES OF THE AREA

Illumination: Chandeliers provide bright light.**Ceiling:** The ceiling in this area is 30 feet high.**Glowing Runes:** These runes are part of an arcane ritual. When Jelendra steps into the glowing circle, she gains the *arrow of the Wild Hunt* power (see her statistics block).**Difficult Terrain:** There is rubble in the western portion of the northern chamber, and there are crates and boxes to the east.**Treasure:** The crates and boxes contain food, ale, and the materials Jelendra needs to complete the ritual to release the spirit of the Wild Hunt. Jelendra carries the following valuables: 290 pp, the ritual of release (the details of which are left to the Dungeon Master), and a *longsword of summer* +4 (described below).

ENCOUNTER 18-3: LODGE OF THE HUNT

Longsword of Summer

Level 15+

This longsword is engraved with Rellanic runes and glows like the summer sun.

Lvl 15 +3 25,000 gp Lvl 25 +5 625,000 gp

Lvl 20 +4 125,000 gp Lvl 30 +6 3,125,000 gp

Weapon: Heavy Blade**Enhancement:** Attack rolls and damage rolls**Critical:** +1d8 damage per plus**Property:** The weapon deals 1d8 extra fire damage when it hits.**Power (Daily):** Free Action. Use this power to make you and this weapon glow with the bright light of the summer sun at high noon. This increases your defenses by +4 until the end of your next turn.

19: TEMPLE OF THE FOUR WINDS

Every priest in the city dreamed last night of a forgotten temple carved into the side of a nearby mountain. In the dream, a storm raged deep within the temple, and the dreamers knew instinctively that evil forces sought to unleash that storm upon the surrounding lands.

Long ago, powerful cultists bound a blue dragon in their temple. They trapped it with the intent of having it protect their inner sanctum, even past their own deaths. Today, that dragon still waits to be unleashed—and the servants of Tiamat are on their way to do just that, unless the PCs can stop them!

Tiles: This delve uses tiles from two sets of *DT6: Dire Tombs*.

EXPANDING THE DELVE

There are many ways to turn this delve into a full-sized adventure or campaign arc:



- ◆ A second team loyal to Tiamat arrives on the scene after the battle in area 1 or area 2. Two rakshasa assassins (MM 217) and a pair of black-spawn gloomwebs (MM 88) are led by an angel of vengeance (MM 17).
- ◆ Remnants of the original cult still exist among local yuan-ti. A trio of malison disciples of Zehir (MM 270), led by a medusa shroud of Zehir (MM 187), arrives just after the battle with the dragon has concluded.
- ◆ The well in area 2 leads to a complex of natural caverns filled with murky streams befouled by death and inhabited by rot harbingers (MM 223) led by a soulspike devourer (MM 68). Sealed doors conceal dry tunnels and rooms guarded by four greater helmed horrors (MM 155) drawn to sounds of battle.
- ◆ One of the underground streams leads far beneath the earth to a subterranean lake inhabited by an aboleth overseer (MM 8), many nabassu gargoyle servants (MM 115), and dozens of aboleth servitors (MM 9) that attack in waves.
- ◆ If the dragon escapes, he plagues the surrounding lands for weeks before settling down in a lair somewhere in the mountains. Once settled, he draws new worshipers, including a yuan-ti anathema (MM 271) and several abominations and disciples of Zehir (MM 270).

ENCOUNTER 19-1: THE COMPETITION

Encounter Level 19 (11,200 XP)

3 dragonborn hunters (D)
1 battle guardian (G)

SETUP

The followers of Tiamat have arrived to free the blue dragon. Three dragonborn hunters and a battle guardian have just finished excavating the stairs to area 2 when the PCs arrive.

The dragonborn that begins adjacent to the battle guardian wears the control amulet for the guardian.

When the characters first see inside, read:

A pair of everburning cauldrons flanking a staircase illuminates this crumbling temple. Three dragonborn stand around the room. They show signs of recent exertion. A large humanoid construct stands between you and the far stairwell.

TACTICS

The dragonborn hunters stay mobile, seeking flanking situations or using *hunter's stride* to isolate a foe. When bloodied, they become true engines of destruction, delivering up to four katar attacks per round with *twin katar flurry*.

The amulet-wearing dragonborn commands the battle guardian to destroy the PCs but not to chase them out of the room. The guardian uses its slam attack to pin foes in place so that the dragonborn hunters can more easily flank a target.

The guardian also has a standing command to destroy the control amulet if the hunter commanding it is slain. Tiamat's followers don't want it falling into enemy hands.

Battle Guardian (G) Level 17 Controller

Large natural animate (construct) XP 1,600

Initiative +8 **Senses** Perception +15; darkvision**HP** 163; **Bloodied** 81**AC** 32; **Fortitude** 32, **Reflex** 26, **Will** 29**Immune** charm, disease, fear, poison, sleep**Speed** 8⊕ **Slam** (standard; at-will)

Reach 2; +19 vs. AC; 3d6 + 7 damage, and the target is immobilized (save ends).

⊥ **Block Charge** (immediate interrupt, when an enemy ends the movement portion of a charge within 8 squares of the battle guardian; at-will)

The battle guardian charges the enemy and makes a slam attack. The target is knocked prone on a hit.

Cover Retreat

An ally adjacent to a battle guardian does not provoke opportunity attacks when moving, as long as that ally remains adjacent.

Alignment Unaligned **Languages** –**Str** 24 (+14) **Dex** 11 (+8) **Wis** 14 (+10)**Con** 19 (+12) **Int** 7 (+6) **Cha** 11 (+8)**3 Dragonborn Hunters (D) Level 17 Elite Skirmisher**

Medium natural humanoid XP 3,200 each

Initiative +17 **Senses** Perception +16**HP** 322; **Bloodied** 161; see also dragonborn fury**AC** 33; **Fortitude** 31, **Reflex** 32, **Will** 28**Saving Throws** +2**Speed** 7**Action Points** 1⊕ **Katar** (standard; at-will) ♦ **Weapon**

+22 vs. AC (+23 while bloodied); 2d6 + 6 damage (crit 1d6 + 18).

⊥ **Twin Katar Flurry** (standard; at-will) ♦ **Weapon**

The dragonborn hunter makes two katar attacks and can shift 1 square before or after each attack. If bloodied, the dragonborn hunter can make four katar attacks instead of two (no more than two per target).

↔ **Dragon Breath** (minor; encounter) ♦ **Lightning**

Close blast 3; targets all creatures; +20 vs. Reflex (+21 while bloodied); 2d6 + 3 lightning damage.

↔ **Bloodied Breath** (free when first bloodied; encounter) ♦ **Lightning**The dragonborn's *dragon breath* recharges automatically, and the dragonborn uses it immediately as a free action.**Combat Advantage**

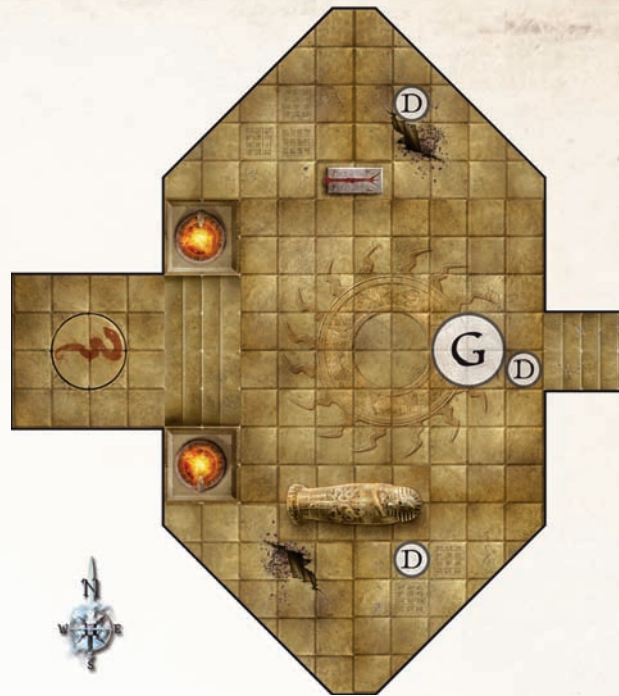
A dragonborn hunter deals 2d6 extra damage on melee and ranged attacks against any target that it has combat advantage against.

Dragonborn Fury (only while bloodied)

A dragonborn hunter gains a +1 racial bonus to attack rolls.

Hunter's Stride (move; recharges after the dragonborn hunter attacks two or more different enemies in one turn with *twin katar flurry*)

The dragonborn hunter shifts 2 squares. If adjacent to only one foe after this movement, the dragonborn hunter gains combat advantage against that foe until the start of its next turn.

Alignment Unaligned **Languages** Common, Draconic**Skills** History +10, Intimidate +11, Stealth +20**Str** 21 (+13) **Dex** 24 (+15) **Wis** 16 (+11)**Con** 17 (+11) **Int** 10 (+8) **Cha** 12 (+9)**Equipment** leather armor, 2 katars

FEATURES OF THE AREA

Illumination: Two everburning cauldrons flood the room with bright light. The fire cannot be removed.**Ceiling:** The ceiling in this area is 15 feet high.**Altar:** The altar is 3 feet high.**Sarcophagus:** The sarcophagus is 5 feet high, and its uneven surface is considered difficult ground. Moving the stone lid requires a DC 27 Strength check, but inside are only old wrappings and bones.**Crevice:** The crevices in the floor are only 2 feet deep but full of unstable debris. Any Medium or smaller character entering the square must attempt a DC 22 Acrobatics check. Failure means the character falls prone; failure by 5 or more means the character is immobilized, partially pinned by shifting rubble. A DC 22 Athletics check (as a move action) allows the PC to end the immobilization and shift 1 square.**Treasure:** Each dragonborn hunter carries a pouch with 15 pp. The dragonborn wearing the amulet also carries a note with four words in Draconic: Belakh, Turbokh, Amlan, and Uverzh. A DC 22 History check reveals that dragons once used these archaic names for the four winds. (The note is a key to the sequence for the Four Winds trap in area 3.)

TIPS AND REMINDERS

Every time a PC charges, check to see if he or she ends the movement within 8 squares of the battle guardian (highly likely, given the size of the room). If so, the guardian uses block charge to interrupt the attack of that charge, potentially knocking the attacking PC prone.

ENCOUNTER 19-2: ETERNAL GUARDIANS

Encounter Level 20 (14,000 XP)

1 death knight (D)
3 slaughter wights (W)
3 sword wraiths

SETUP

The stairs lead down to a four-way intersection. The door ahead can only be unlocked with a key that is split in two and hidden in the side sacrificial chambers, where victims have been made into faithful guardians.

Don't place any monster miniatures until the PCs notice them.

When the characters come down the stairs from area 1, read:

You see a four-way intersection at the bottom of the stairs, illuminated by two everburning torches set into the walls. Archways on the left and right open into side chambers. A pair of double doors blocks the way ahead.

Perception Check

DC 14: *You hear, from the right-hand room, the distinctive sound of a sword leaving its sheath.*

DC 22: *You hear the scratch of claws on stone from both sides.*

Religion Check (when an altar is viewed)

DC 22 (left side): *The sacrificial altar in this chamber still resonates with evil power, which the undead seem to fear.*

DC 22 (right side): *Read aloud the left side, and add: These two sacrificial slabs still bear victims destined for eternal service. Freeing them might bring a reward.*

TACTICS

The death knight uses *containing strike* to lock down a foe, marking the enemy with *combat challenge*. It uses *unholy flames* as soon as it can catch allies and enemies alike in the burst. (The death knight's *marshal undead* aura has no effect in this encounter, since all other undead are level 17 or higher.) It uses *second wind* when bloodied.

The slaughter wights converge, preferring to attack divine-powered characters such as clerics or paladins.

Any wight that becomes bloodied works to stay within 5 squares of another undead to share the benefit of *death wail*.

The sword wraiths begin the encounter at the bottom of the well. On their first turn, they fly up, using phasing to come out in a dark part of the room so they can take note of the characters' positions. On their next turn, they phase through walls or the floor as they move in to attack (almost certainly gaining combat advantage). If the PCs stay in the intersection, the wraiths can easily move in behind them.

Death Knight (D)	Level 17 Elite Soldier
Medium natural humanoid (undead)	XP 3,200
Initiative +11	Senses Perception +8; darkvision
Marshal Undead aura 10; lower-level undead allies in the aura gain a +2 bonus to their attack rolls.	
HP 264; Bloodied 132; see also <i>second wind</i>	
AC 35; Fortitude 32, Reflex 26, Will 27	
Immune disease, poison; Resist 10 necrotic; Vulnerable 10 radiant	
Saving Throws +2	
Speed 5	
Action Points 1	
⊕ Soulsword (standard; at-will) ♦ Necrotic, Weapon	
+23 vs. AC; 1d8 + 12 damage plus 5 necrotic damage (plus 2d6 extra necrotic damage on a critical hit).	
‡ Containing Strike (standard; at-will) ♦ Necrotic, Weapon	
Requires soulsword; +23 vs. AC; 1d8 + 12 plus 5 necrotic damage, and the death knight can make a melee basic attack as an immediate interrupt against the target if the target shifts on its next turn.	
‡ Warrior's Challenge (standard; encounter) ♦ Necrotic, Weapon	
Requires soulsword; +23 vs. AC; 3d8 + 12 plus 5 necrotic damage, and the target is pushed 2 squares. All enemies within 2 squares of the target are marked until the end of the death knight's next turn.	
⚡ Unholy Flames (standard; recharge ☞☞) ♦ Fire, Necrotic	
Close burst 2; +19 vs. Reflex; 6d8 + 12 fire and necrotic damage to living creatures. Undead creatures within the burst (including the death knight) deal 2d6 extra fire damage on melee attacks until the end of the death knight's next turn.	
Combat Challenge	
Every time the death knight attacks an enemy, whether that attack hits or misses, the death knight can mark that target. The mark lasts until the end of the death knight's next turn. In addition, whenever an adjacent enemy shifts, the death knight makes a melee basic attack against that enemy (as an immediate interrupt).	
Second Wind (standard; encounter) ♦ Healing	
The death knight spends a healing surge and regains 66 hit points. The death knight gains a +2 bonus to all defenses until the start of its next turn.	
Alignment Evil	Languages Common
Str 20 (+13)	Dex 12 (+9) Wis 11 (+8)
Con 18 (+12)	Int 13 (+9) Cha 14 (+10)
Equipment plate armor, light shield, soulsword (longsword)	

TIPS AND REMINDERS

Both the sword wraiths and the slaughter wights have an effect that triggers when they are reduced to 0 hit points.

3 Slaughter Wights (W)		Level 18 Brute
Medium natural humanoid (undead)		XP 2,000 each
Initiative +14 Senses Perception +13; darkvision		
HP 182; Bloodied 91; see also <i>death wail</i>		
AC 30; Fortitude 30, Reflex 27, Will 26		
Immune disease, poison; Resist 20 necrotic; Vulnerable 10 radiant		
Speed 7		
⊕ Claw (standard; at-will) ♦ Healing, Necrotic		
+21 vs. AC; 3d6 + 8 necrotic damage, the target loses a healing surge and is weakened (save ends), and the slaughter wight regains 15 hit points.		
⚡ Death Wail (when reduced to 0 hit points) ♦ Necrotic		
Close burst 5; targets enemies; +21 vs. Fortitude; 2d6 + 4 necrotic damage. Undead allies in the burst can make a basic attack as a free action.		
Alignment Chaotic evil		Languages Common
Str 26 (+17)	Dex 20 (+14)	Wis 9 (+8)
Con 22 (+15)	Int 12 (+10)	Cha 18 (+13)

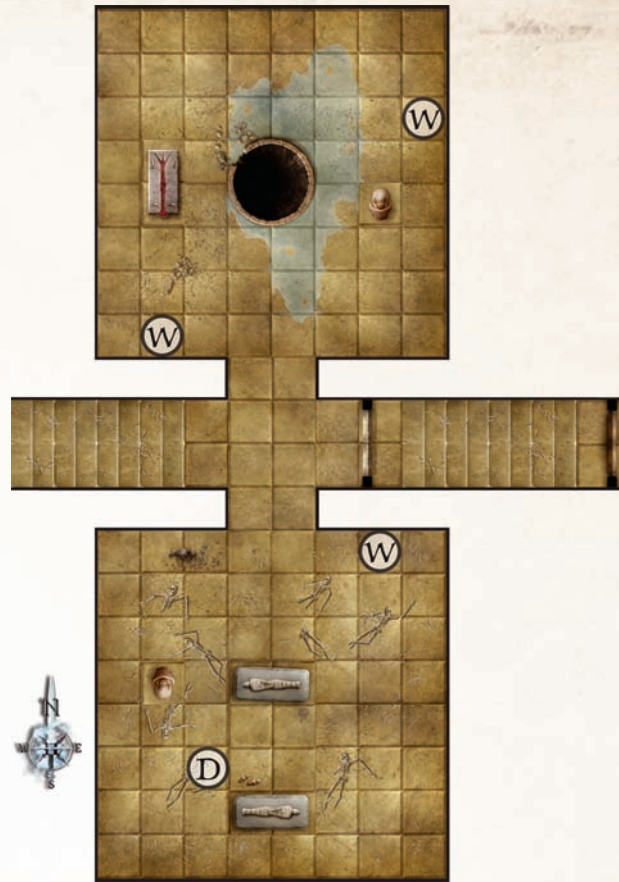
3 Sword Wraiths		Level 17 Lurker
Medium shadow humanoid (undead)		XP 1,600 each
Initiative +19 Senses Perception +14; darkvision		
HP 90; Bloodied 45; see also <i>death strike</i>		
Regeneration 10 (if the sword wraith takes radiant damage, regeneration is negated until the end of the sword wraith's next turn)		
AC 30; Fortitude 29, Reflex 30, Will 32		
Immune disease, poison; Resist 20 necrotic, insubstantial; Vulnerable 10 radiant (see also <i>regeneration</i> above)		
Speed fly 8 (hover); phasing; see also <i>shadow glide</i>		
⊕ Shadow Sword (standard; at-will) ♦ Necrotic		
+20 vs. Reflex; 2d8 + 7 necrotic damage, and the target is weakened (save ends).		
† Death Strike (when reduced to 0 hit points) ♦ Necrotic		
The sword wraith shifts 4 squares and makes a melee basic attack, dealing 2d8 extra necrotic damage on a hit.		
Combat Advantage ♦ Necrotic		
A sword wraith deals 2d6 extra necrotic damage against any target it has combat advantage against.		
Shadow Glide (move; encounter)		
The sword wraith shifts 6 squares.		
Spawn Wraith		
Any humanoid killed by a sword wraith rises as a free-willed sword wraith at the start of its creator's next turn, appearing in the space where it died (or in the nearest unoccupied space). Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.		
Alignment Chaotic evil		Languages Common
Skills Stealth +20		
Str 14 (+10)	Dex 24 (+15)	Wis 12 (+9)
Con 18 (+12)	Int 11 (+8)	Cha 24 (+15)

FEATURES OF THE AREA

Illumination: Two everburning torches at the intersection provide bright illumination within 5 squares. The rest of the area is dark, as is the well.

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

Altars: These three stone blocks are 3 feet high. Two still hold mummified corpses (additional guardians whose preparations were not completed). These



corpses are brittle and crumble easily (a minor action or automatically if any creature stands on the altar). This releases a tiny fraction of trapped soul and grants the character a +2 bonus on attack rolls until the end of his or her next turn.

Any PC standing on or adjacent to an altar gains a +1 bonus on his or her defenses against the attacks of the undead here (they still loathe the altars' power).

Broken Urns: These squares are difficult ground, filled with pottery shards.

Well: The well drops 10 squares into a large underwater cavern filled with bones.

Standing Sarcophagi: These provide cover. An adjacent character can push the sarcophagus over in its square as a standard action (DC 14 Strength check).

Each sarcophagus bears flawless rubies for eyes (4 gems total, each worth 5,000 gp). Inside the sarcophagus in the left-hand room is a small box holding 500 ancient gold pieces and half of a silver key. Inside the right-hand sarcophagus is a level 22 magic item and the other half of the key.

Double Doors: These doors can be opened with a key assembled from the two halves in the side chambers or with a DC 29 Thievery check.

ENCOUNTER 19-3: THE FOUR WINDS

Encounter Level 22 (20,050 XP)

Exarzellian, elder blue dragon (E)
1 four winds trap (B, T, A, U)

SETUP

The PCs encounter the unwilling eternal guardian of the temple, an elder blue dragon suspended far above the ground in a magical tornado.

The dragon begins 20 squares up. Until freed, he cannot be seen within the swirling cloud and is impervious to attack; so don't place his miniature yet.

When the characters look into the room, read:

Beyond the doors is a large chamber containing four massive pillars. A few moldering skeletons are impaled on spikes jutting from the pillars. Thick cobwebs cover a section of the floor, and many torches illuminate most of the room. Only a section in the center remains in the dark.

High above you, the columns disappear in a swirling maelstrom that obscures the ceiling of the chamber (if indeed there is one).

Perception Check

DC 16: *The skeletons seem to have been impaled on the spikes with great force.*

DC 24: *On each pillar, concealed among the spikes, is a metal lever that points up and toward the center of the room.*

DC 29: *Between the spikes on each pillar are thousands of tiny holes.*

TACTICS

Once freed, Exarzellian opens with his *breath weapon*, then flies down halfway to the floor and spends an action point, announcing his fury with authority by unleashing *frightful presence*.

He unleashes *thunderclap* on his next turn, again spending an action point to attack stunned targets either with his *gore* or his *breath weapon* (if it has recharged).

Exarzellian's size makes him immune to the trap's effect. However, his size also prevents him from easily moving into some areas of the room. (Of course, he can still reach those areas with his claws and *gore* attacks.)

Enraged by his long imprisonment, the dragon fights without worry for his own safety. However, if reduced below 200 hit points, his survival instinct kicks in, and the dragon makes a parting attack before flying up toward freedom. (If the trap has been deactivated, it throws down a lever first, reactivating the trap.)

Exarzellian (E)		Level 20 Solo Artillery
Elder blue dragon		
Huge natural magical beast (dragon)		XP 14,000
Initiative +13	Senses Perception +18; darkvision	
HP 960; Bloodied 480; see also <i>bloodied breath</i>		
AC 36; Fortitude 39, Reflex 34, Will 34		
Resist 25 lightning		
Saving Throws +5		
Speed 10, fly 12 (hover), overland flight 15		
Action Points 2		
⊕ Gore (standard; at-will) ◆ Lightning		
Reach 3; +25 vs. AC; 2d6 + 8 plus 2d6 lightning damage, and the target is pushed 2 squares and knocked prone.		
⊕ Claw (standard; at-will)		
Reach 3; +23 vs. AC; 1d8 + 8 damage.		
↓ Draconic Fury (standard; at-will)		
The dragon makes a <i>gore</i> attack and two <i>claw</i> attacks.		
↘ Breath Weapon (standard; recharge ☞☞☞) ◆ Lightning		
The dragon targets up to three creatures with its lightning breath; the first target must be within 20 squares of the dragon, the second target within 10 squares of the first, and the third target within 10 squares of the second; +25 vs. Reflex; 3d12 + 17 lightning damage. Miss: Half damage. This attack does not provoke opportunity attacks.		
↘ Bloodied Breath (free, when first bloodied; encounter) ◆ Lightning		
The dragon's breath weapon recharges automatically, and the dragon uses it immediately.		
↙ Frightful Presence (standard; encounter) ◆ Fear		
Close burst 10; targets enemies; +25 vs. Will; the target is stunned until the end of the blue dragon's next turn. <i>Aftereffect:</i> The target takes a -2 penalty to attack rolls (save ends).		
↙ Thunderclap (standard; at-will) ◆ Thunder		
Close burst 3; +25 vs. Fortitude; 1d10 + 7 thunder damage, and the target is stunned until the end of the blue dragon's next turn. <i>Critical Hit:</i> As above, except that the target is stunned (save ends).		
✦ Lightning Burst (standard; at-will) ◆ Lightning		
Area burst 3 within 20; +25 vs. Reflex; 3d6 + 7 lightning damage. Miss: Half damage.		
Alignment Evil	Languages Common, Draconic	
Skills Athletics +28, Insight +18, Nature +18		
Str 27 (+18)	Dex 16 (+13)	Wis 17 (+13)
Con 24 (+17)	Int 15 (+12)	Cha 16 (+13)

FEATURES OF THE AREA

Illumination: Everburning torches line the walls on three sides of this chamber, providing bright light throughout most of the area. Note that a burst of wind extinguishes any uncovered nonmagical light source in that area.

Ceiling: The walls of this area are 100 feet high and open to the sky.

Webs: These have no effect and are swept away when the trap activates.

Pillars: These 100-foot-tall pillars are indestructible. The first 2 vertical squares of all four pillars are lined with sharp, hooked spikes (see the Four Winds Trap statistics block, below). Each pillar bears a word in Draconic, corresponding to the letter marked on the map: (B)elakh, (T)urbokh, (A)mlan, and (U)verzh. A DC 24 History check reveals that these are archaic names once used by dragons for the four winds.

Levers: Each column has one lever, which begins in the up position. Moving a lever up or down is a minor action, but once a lever is moved up, no other lever can be moved until after the start of the activating PC's next turn. When any lever is moved down, all four levers move down simultaneously, freeing the dragon and triggering the Four Winds Trap. Moving a lever back up in the right sequence sends its wind back to the top of the room (effectively disabling that pillar), and it also creates a magical effect:

Belakh: If moved up first, all creatures within 5 squares of that pillar gain resist 10 to lightning until the end of the lever-pulling character's next turn.

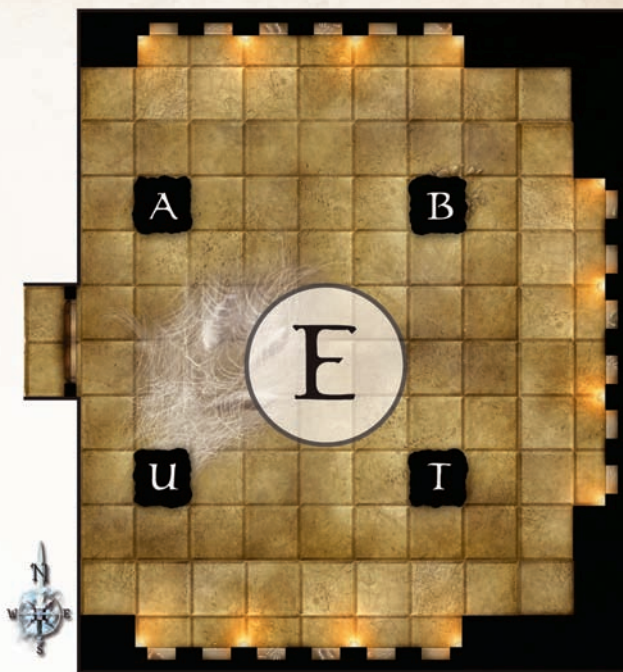
Turbokh: If moved up second (after Belakh), each nondragon within 5 squares of that pillar may expend a healing surge as a free action.

Amlan: If moved up third (after Belakh and Turbokh, in that order), each creature within 5 squares of the pillar regains the use of an encounter power of his choice.

Uverzh: If moved up fourth (after Belakh, Turbokh, and Amlan, in that order), the trap is fully deactivated, and the room is once again "enclosed," preventing the dragon from escaping.

A DC 29 Thievery check also disables a pillar, but doesn't activate the magical effect.

Treasure: The dragon wears an enormous gold neck-chain set with diamonds (worth 15,000 gp). Set in the back of each of the 18 alcoves is a sapphire, each worth 350 gp.



ENCOUNTER 19-3: THE FOUR WINDS

Four Winds Trap Level 24 Blaster Trap XP 6,050

Howling winds issue from the pillars, pushing you toward the spike-covered columns.

Trap: Randomly select a pillar each round from those still active. That pillar issues a tornado-like force.

Perception

◆ DC 29: The character notices tiny holes covering the bottom 2 squares of all the pillars.

Trigger

The trap attacks when any lever is moved to the down position. This change in position simultaneously pushes all other levers down.

Attack

Standard Action **Close burst 4**

Target: Each Large or smaller creature within the burst.

Attack: +28 vs. Reflex

Hit: The target slides 5 squares toward the nearest other pillar. If the target ends adjacent to a pillar, the spikes deal 2d6 + 5 damage, and the target takes ongoing 10 damage and is immobilized (save ends both).

Miss: Target slides 1 square toward the nearest other pillar. If the target ends adjacent to a pillar, the spikes deal 1d6 + 5 damage.

Effect: Nonmagical light sources in the burst are extinguished.

Countermeasures

◆ Moving the levers up in the correct sequence (Belakh, Turbokh, Amlan, Uverzh) sends that pillar's wind back to the top of the chamber, effectively disabling that pillar. When all four levers have been moved up in the right order, the entire trap is deactivated.

◆ A DC 29 Thievery check disables the pillar, sending the wind back to the top.

20: COLD HANDS OF CHAOS

At the behest of Orcus, Demon Prince of Undeath, a mighty deathpriest hierophant has begun assembling a powerful strike force. He intends to launch the first of many assaults on the world, readying it for his master's arrival.

With the help of potent allies and grand rituals, the PCs have discovered a route to the Abyssal headquarters of this hierophant. This delve begins as the PCs teleport from the world to the first of a complex of interconnected chambers deep in the Abyss, linked only by portals.

Tiles: The delve uses tiles from *DT7: Fane of the Forgotten Gods*.

EXPANDING THE DELVE

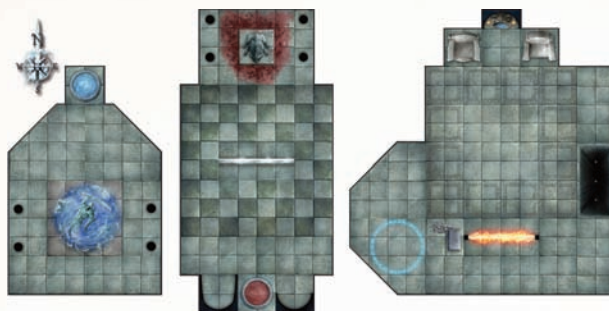
Instead of simply beginning the action in area 1, open with a preliminary assault on a prominent city by a pair of death giants (MM 120) led by an aspect of Orcus (MM 208), controlled at a distance by the hierophant. This encounter is level 21 (XP 20,400), so you may want to provide the PCs some aid in the form of city guards or prominent citizens.

Following this assault, a complexity 5 skill challenge using Arcana, Religion, History, and Streetwise can put the PCs on the trail of the deathpriest. Failure means another attack, after which the challenge can be completed at complexity 3.

You can easily add more links to the chain of areas connected by portals.

- ◆ Four rot harbingers guard a rot slinger (both MM 223) and the horrific devices that power the soul cloud in area 1.

- ◆ Two fire archon blazesteels and two fire archon ash disciples (both MM 19) guard a dormant aspect of Orcus, awakened the first time a character becomes bloodied.
- ◆ The “realm” occupied by the abyssal ghouls that appear in area 3 is actually a cavern complex occupied by dozens of abyssal ghouls (MM 119) and an atropal (MM 11).



When adding areas, consider connecting each section to more than one other area. Such connections create an adventure less like a linear series of rooms and more like a traditional dungeon (with the portals serving as interconnecting corridors).

If you expand the delve in this way, consider having the hierophant flee from one area to the next, making him a constant target of pursuit for the characters. It makes his final defeat all the sweeter.

ENCOUNTER 20-1: DEATH'S DOORSTEP

Encounter Level 20 (14,800 XP)

1 deathpriest hierophant
3 rot harbingers (R)

SETUP

The PCs arrive in a chamber holding a font of soul energy. This source powers the undead through the complex, and serves as a gateway to and from the world.

Roll 1d12 and consult the map to determine each PC's starting position. Reroll if two PCs would appear in the same square.

The deathpriest arrives on square 9 by way of the icy pool in the second round, so leave his figure off the board.

When the characters appear in the area, read:

The chill of death washes over your soul, and you step out of a swirling blue-black cloud that howls in agony. In the illumination provided by the mist, you see three rotting mockeries of angels standing in front of an icy pool.

TACTICS

The rot harbingers move forward to mark PCs with their *rotting claws*. They attack targets that have been dazed or stunned by the hierophant whenever possible.

The deathpriest hierophant emerges from the icy pool in round 2. He uses *word of Orcus* right away to stun as many PCs as possible (even if the rot harbingers aren't damaged yet). He uses the teleportation power of the pillars to gain enough distance from foes to use *vision of death*.

All creatures fight to the death.

Deathpriest Hierophant Level 21 Elite Controller

Medium natural humanoid, human XP 6,400

Initiative +11 Senses Perception +14

Aura of Decay (Necrotic) aura 5; living enemies in the aura take a -2 penalty to all defenses.

HP 382; Bloodied 191

AC 35; Fortitude 35, Reflex 32, Will 37

Resist 10 necrotic

Saving Throws +2

Speed 5

Action Points 1

⊕ **Mace** (standard; at-will) ◆ **Necrotic, Weapon**

+24 vs. AC; 1d8 + 5 damage, and ongoing 10 necrotic damage (save ends).

↘ **Vision of Death** (standard; recharge ⓂⓂⓂ) ◆ **Psychic**

Ranged 10; +24 vs. Will; 2d6 + 7 psychic damage, and the target is dazed (save ends).

↙ **Word of Orcus** (standard; recharge Ⓜ) ◆ **Healing, Necrotic**

Close burst 5; targets enemies; +24 vs. Fortitude; 2d6 + 7 necrotic damage, and the target is stunned (save ends). Undead in the burst regain 15 hit points.

Alignment Chaotic evil Languages Abyssal, Common

Skills Religion +17

Str 20 (+15) Dex 13 (+11) Wis 18 (+14)

Con 15 (+12) Int 14 (+12) Cha 24 (+17)

Equipment plate armor, mace, censer

3 Rot Harbingers (R) Level 20 Soldier

Medium elemental humanoid (undead) XP 2,800 each

Initiative +18 Senses Perception +15

HP 193; Bloodied 96

AC 34; Fortitude 32, Reflex 32, Will 31

Immune disease, poison; Resist 10 necrotic

Speed 6, fly 8 (clumsy)

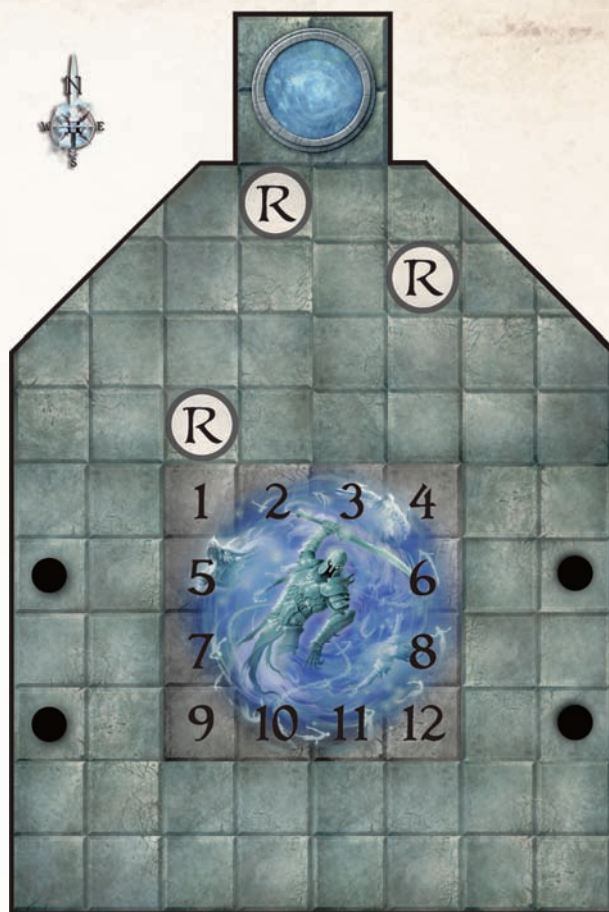
⊕ **Rotting Claw** (standard; at-will) ◆ **Necrotic**

+25 vs. AC; 2d10 + 6 damage, and the target is marked until the end of the rot harbinger's next turn and takes ongoing 10 necrotic damage (save ends).

Alignment Chaotic evil Languages Abyssal

Str 22 (+16) Dex 22 (+16) Wis 20 (+15)

Con 25 (+17) Int 17 (+13) Cha 17 (+13)



ENCOUNTER 20-1: DEATH'S DOORSTEP

FEATURES OF THE AREA

Illumination: The cloud of souls brightly illuminates the room.

Ceiling: The ceiling in this area is 25 feet high.

Cloud of Souls: This area provides sustenance for the undead in the room, but coming too close can injure them. Any undead who enters or starts its turn in one of the 16 squares of this tile takes 5 damage and a -2 penalty to all defenses until it leaves.

Pillars: These pillars are carved from pure soul energy. Any living creature adjacent to a pillar can teleport to any square adjacent to a different pillar by spending a move action and a healing surge. This knowledge is imparted to any creature that begins its turn adjacent to a pillar.

Icy Pool: This pool has a thin crust of ice over it. A DC 27 Arcana check reveals this to be a portal to another part of the Abyss. Any creature entering the pool is immediately transported to area 2.

ENCOUNTER 20-2: ICY TOMB OF SPLENDOR

Encounter Level 21 (18,300 XP)

2 hezrous (H)
3 ice archon rimehammers (R)
1 ice archon frostshaper (F)

SETUP

The deathpriest has recruited powerful archon allies to his cause, knowing that demons and undead occasionally have their limitations.

Roll 1d8 and consult the map to determine each PC's starting position. Reroll if two PCs would appear in the same square.

The ice archons start the fight frozen inside the walls, so don't place their miniatures right away. On their first turn, they step out into the indicated squares (or the nearest unoccupied square) as a move action.

When the characters arrive from area 1, read:

As you step into the frigid pool, you find yourself pushing out of a mirrorlike wall of ice into a chamber that smells like a rotting icebox. Frozen walls box you in, while cold, alien blue light filters down through an icy ceiling overhead.

A large idol of a loathsome toadlike demon crouches between rows of pillars. Layers of blood appear to be permanently frozen into the ground.

Across from the idol is a boiling pool of blood, flanked by two stone alcoves. Each alcove holds another big demon statue, coated in a thin layer of ice.

Perception Check

DC 22: *The statues in the alcoves just opened their eyes and looked at you. (Only PCs on the hezrou side of the ice wall can attempt this check.)*

DC 27: *You see shapes moving in the walls.*

TIPS AND REMINDERS

All the monsters here have auras, so positioning is very important.

The rimehammers' aura is simplest: adjacent squares are difficult terrain to enemies. The most common effect is to limit shifting around these archons.

The aura of the hezrous applies a -2 attack penalty to enemies within 2 squares; when bloodied, these enemies are also weakened.

The frostshaper's aura extends 5 squares around it. If this monster is centered, its aura should cover most of the room. The rimehammers' auras are moot while in that area.

3 Ice Archon Rimehammers (R)		Level 19 Soldier
Medium elemental humanoid (cold)		XP 2,400 each
Initiative +15	Senses Perception +12	
Icy Ground (Cold) aura 1; enemies treat the area within the aura as difficult terrain.		
HP 185; Bloodied 92		
AC 35; Fortitude 35, Reflex 32, Will 31		
Immune disease, poison; Resist 30 cold		
Speed 6 (ice walk)		
Ⓜ Maul (standard; at-will) ♦ Cold, Weapon		
+25 vs. AC; 2d6 + 7 damage plus 1d6 cold damage, and the target is slowed (save ends). Against a slowed target, the rimehammer deals 2d6 extra cold damage.		
Alignment Chaotic evil	Languages Primordial	
Str 24 (+16)	Dex 18 (+13)	Wis 16 (+12)
Con 25 (+16)	Int 14 (+11)	Cha 15 (+11)
Equipment plate armor, maul		

Ice Archon Frostshaper (F) Level 20 Controller (Leader)		
Medium elemental humanoid (cold)		
XP 2,800		
Initiative +14	Senses Perception +14	
Icy Aura (Cold) aura 5 (not active while bloodied); cold creatures in the aura gain regeneration 10. Enemies treat the area within the aura as difficult terrain.		
HP 190; Bloodied 95		
AC 34; Fortitude 32, Reflex 28, Will 32		
Immune disease, poison; Resist 30 cold		
Speed 6 (ice walk)		
Ⓜ Ice Blade (standard; at-will) ♦ Cold, Weapon		
+23 vs. AC; 2d6 + 8 cold damage.		
↘ Ice Javelin (standard; at-will) ♦ Cold, Weapon		
Ranged 5; +23 vs. AC; 2d6 + 8 cold damage, plus the target is slowed until the end of the frostshaper's next turn.		
✦ Icy Burst (standard; recharges when the frostshaper hits with a melee attack) ♦ Cold		
Area burst 1 within 5; +23 vs. AC; 3d8 + 8 cold damage, plus the target is slowed (save ends). Miss: Half damage, and the target is not slowed.		
Alignment Chaotic evil	Languages Primordial	
Skills Intimidate +23		
Str 26 (+18)	Dex 19 (+14)	Wis 18 (+14)
Con 22 (+16)	Int 14 (+12)	Cha 27 (+18)

TACTICS

As deadly as the rimehammers and hezrous can be, the frostshaper is the key to this encounter. Its icy aura dramatically restricts the characters' movement while simultaneously healing the rimehammers.

The hezrous leap into combat immediately (gaining combat advantage on their first turn if the PCs didn't notice they weren't statues). They have resist 20 cold active when the encounter begins. They change this only after the frostshaper is defeated (or if the PCs show a significant preference for another type of damage).

2 Hezrous (H)		Level 22 Brute
Large elemental humanoid (demon)		XP 4,150 each
Initiative +16	Senses Perception +16; darkvision	
Noxious Stench (Poison) aura 2; enemies in the aura take a -2 penalty to attack rolls. While the hezrou is bloodied, enemies within its aura are also weakened.		
HP 255; Bloodied 127		
AC 34; Fortitude 36, Reflex 32, Will 32		
Resist 20 variable (2/encounter; see "Resist," <i>Monster Manual</i> , page 282)		
Speed 6; see also <i>demonic step</i> below		
⊕ Slam (standard; at-will)		
Reach 2; +25 vs. AC; 2d10 + 9 damage.		
⊕ Bite (standard; at-will)		
Reach 2; +25 vs. AC; 2d8 + 9 damage.		
⊕ Combination Attack (standard; at-will)		
The hezrou makes one slam attack and one bite attack.		
Demonic Step		
The hezrou ignores difficult terrain, seeming to phase through it.		
Alignment	Chaotic evil	Languages Abyssal
Skills	Stealth +21	
Str 28 (+20)	Dex 20 (+16)	Wis 20 (+16)
Con 25 (+18)	Int 8 (+10)	Cha 16 (+14)

The frostshaper hurls an *ice javelin* and then takes up a position near the middle of the room to maximize its *icy aura* and gain healing from the wall of ice. It uses *icy burst* to slow PCs—thus making the rimehammers' attacks more lethal—then attacks with its *ice blade* to recharge that power.

The rimehammers smash PCs with their mauls while staying within 5 squares of the frostshaper if possible to gain regeneration from its *icy aura*.

FEATURES OF THE AREA

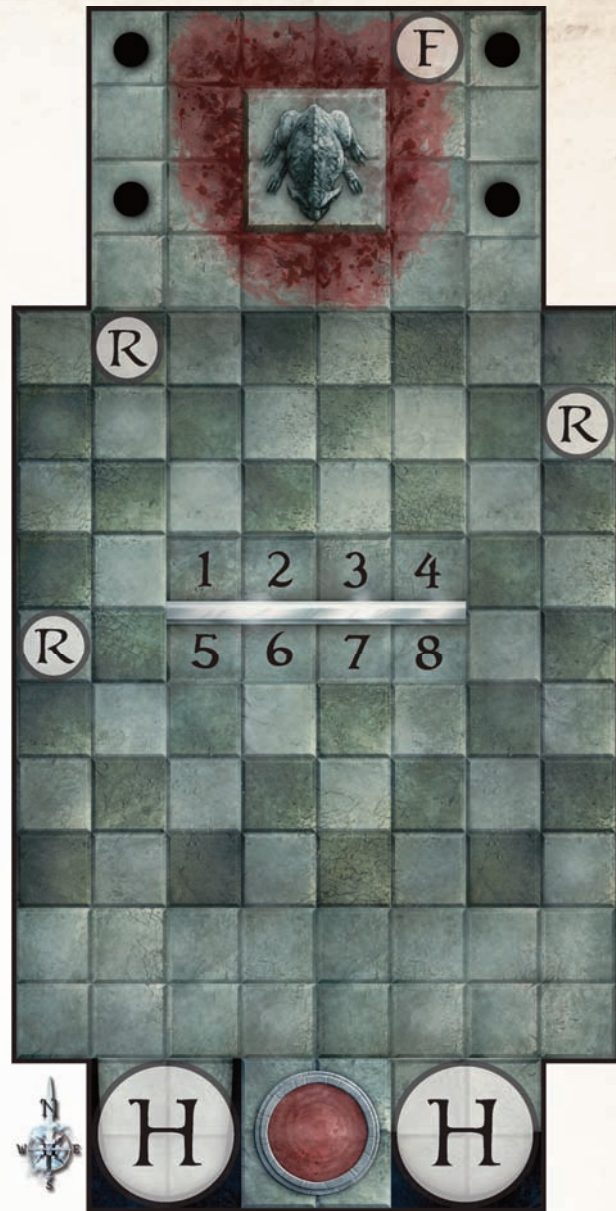
Illumination: The entire room is brightly lit.

Ceiling: The ceiling in this area is 25 feet high.

Wall of Ice: The PCs step out of this translucent wall when they enter the room. It blocks movement and line of sight (but not the icy auras of the archons). Any creature with the cold subtype that ends its turn in a numbered square regains 5 hit points; any creature without that subtype that ends its turn in a numbered square takes 5 cold damage.

Blood Rock: The squares of blood around the idol function as blood rock. Creatures standing in this area score a critical hit on a roll of 19-20.

Pool of Blood: Any creature adjacent to this pool gains resist 10 cold from the supernatural heat emanating from it. A DC 22 Arcana check reveals this to be a portal to another part of the Abyss; anyone entering this pool is transported to area 3.



ENCOUNTER 20-2: ICY TOMB OF SPLENDOR

PORTRAYING THE MONSTERS

Playing up the sensory effects of the auras dramatically heightens the intensity of the encounter. The following descriptions are recommended.

As the hammer-wielding archon approaches, ice briefly forms on the floor around it, turning to powdery snow as it moves past.

As you stand near the archon, ice crystallizes on your armor and you hear your frozen clothes cracking around your body.

Waves of ice wash out from the javelin-throwing archon as if it were surrounded by a frozen sea.

As you land a bloodying blow on the archon, the sea of ice around it crumbles and fades into mist.

As your eyes water from the stench of death wafting from the toadlike demons, the tears of agony freeze and fall from your face.

ENCOUNTER 20-3: BLADEMASTER'S SANCTUM

Encounter Level 23 (26,800 XP or more)

1 marilith (M)
1 blood fiend (B)
2 goristros (G)

SETUP

The hierophant's consort, a marilith, rules in his absence, commanding the loyalty of demons, abyssal ghouls, and a prized abomination left over from the ancient cosmic war between gods and primordials.

Roll 1d8 and consult the map to determine each PC's starting position. Reroll if two PCs would appear in the same square.

Only one goristro begins in the room; the second is summoned later by the marilith. The blood fiend begins in its lair at the bottom of the pit. The abyssal ghouls begin in their separate realm, drawn only by bloodied PCs.

When the characters appear in this area, read:

You step out of a wall of flickering flame into a room carved out of a nightmare.

An enormous, brutish demon stands in the center of a ring inlaid with runes painful to look at. It pokes idly at a crumbling tomb before its attention is drawn to your presence. A yawning pit along the opposite side of the room seems to draw the light into its black depths.

Two thrones crafted from countless skulls flank an idol of a ram-headed demon. Red liquid drips from its mouth into a basin, in which a six-armed serpentine woman washes her blades.

TACTICS

The goristro moves into the main portion of the room and pounds on the characters with *double attack*.

The marilith moves up and uses *weapon dance*, shifting around to attack multiple PCs. She doesn't hesitate to flee tight spots by teleporting back to a throne (see "Features of the Area").

When within 2 squares of the idol, the marilith can use a standard action to summon another goristro, which appears in the magic circle (pushing any creatures in the circle out of it). She can perform this summoning only once during the encounter, and doing so instantly destroys the goristro already here.

The blood fiend flies out of its darkened shaft on its first turn, gaining combat advantage if it succeeds on a Stealth check (+19 vs. passive Perception). It uses *bloodthirsty bite* if it succeeds, otherwise simply uses its claws. It delivers a *terror gaze* every round.

Marilith (M)	Level 24 Elite Skirmisher
Large elemental humanoid (demon)	XP 12,100
Initiative +22	Senses Perception +21; darkvision
HP 440; Bloodied 220	
AC 38 (42 when using <i>shroud of steel</i>); Fortitude 36, Reflex 35, Will 33	
Resist 20 variable (3/encounter; see "Resist," <i>Monster Manual</i> , page 282)	
Saving Throws +2	
Speed 8	
Action Points 1	
Ⓢ Scimitar (standard; at-will) ♦ Weapon	
Reach 2; +29 vs. AC; 2d10 + 9 damage (crit 6d10 + 29).	
‡ Hacking Blades (free, when an adjacent enemy misses the marilith with a melee attack; at-will) ♦ Weapon	
The marilith makes a scimitar attack against the enemy.	
‡ Shroud of Steel (standard; at-will) ♦ Weapon	
The marilith makes two scimitar attacks and uses its other scimitars to parry incoming attacks, gaining a +4 bonus (+1 per scimitar) to AC until the start of its next turn.	
‡ Weapon Dance (standard; recharges when first bloodied) ♦ Weapon	
The marilith makes six scimitar attacks. Each time it hits, the marilith shifts 1 square.	
Alignment Chaotic evil	Languages Abyssal
Skills Bluff +23, Insight +21, Intimidate +23, Stealth +25	
Str 28 (+21)	Dex 26 (+20) Wis 19 (+16)
Con 20 (+17)	Int 14 (+14) Cha 22 (+18)
Equipment 6 scimitars	

Blood Fiend (B)	Level 23 Soldier
Medium elemental humanoid	XP 5,100
Initiative +21	Senses Perception +23; darkvision
HP 220; Bloodied 110	
AC 41; Fortitude 36, Reflex 34, Will 32	
Immune fear	
Speed 8, fly 10	
Ⓢ Claws (standard; at-will)	
+28 vs. AC; 2d8 + 10 damage.	
‡ Bloodthirsty Bite (standard; at-will) ♦ Healing	
Requires combat advantage against the target; +28 vs. AC; 1d8 + 10 damage, and the target is grabbed and takes ongoing 10 damage. Also, the blood fiend regains 10 hit points.	
↖ Terror Gaze (minor; at-will) ♦ Fear	
Close blast 3; +24 vs. Will; the target is immobilized (save ends).	
Combat Advantage	
A blood fiend has combat advantage against any living, bloodied enemy.	
Alignment Chaotic evil	Languages Primordial
Skills Intimidate +24	
Str 30 (+21)	Dex 26 (+19) Wis 24 (+18)
Con 28 (+20)	Int 22 (+17) Cha 27 (+19)

2 Goristros (G) **Level 19 Elite Brute**
 Huge elemental humanoid (demon) XP 4,800 each

Initiative +10 **Senses** Perception +17; darkvision
HP 450; **Bloodied** 225; see also *raging frenzy*
AC 31; **Fortitude** 34, **Reflex** 27, **Will** 29
Resist 20 variable (2/encounter; see “Resist,” *Monster Manual*, page 282)
Saving Throws +2
Speed 8
Action Points 1

⊕ **Slam** (standard; at-will)
 Reach 3; +22 vs. AC; 2d10 + 8 damage.

⊕ **Double Attack** (standard; at-will)
 The goristro makes two slam attacks.

⊕ **Goristro Stomp** (immediate reaction, when a nonadjacent enemy moves adjacent to the goristro; recharge ⓂⓂⓂⓂⓂ)
 The goristro makes an attack against the enemy: +22 vs. AC; 4d8 + 8 damage, and the target is knocked prone.

⊕ **Goring Charge** (standard; at-will)
 The goristro makes a charge attack: +23 vs. AC; 3d10 + 8 damage, and the target is pushed 2 squares and knocked prone.

⊕ **Raging Frenzy** (immediate reaction, when attacked by an adjacent enemy while bloodied; at-will)
 The goristro makes a frenzied gore attack against the enemy: +22 vs. AC; 2d8 + 8 damage.

Alignment Chaotic evil **Languages** Abyssal
Str 27 (+17) **Dex** 12 (+10) **Wis** 17 (+12)
Con 25 (+16) **Int** 6 (+7) **Cha** 12 (+10)

Abyssal Ghoul Hungerers **Level 18 Minion**
 Medium elemental humanoid (undead) XP 500 each

Initiative +17 **Senses** Perception +14; darkvision
HP 1; a missed attack never damages a minion; see also *dead blood*.
AC 30; **Fortitude** 30, **Reflex** 29, **Will** 25
Immune disease, poison; **Resist** 10 necrotic
Speed 8, climb 4

⊕ **Claws** (standard; at-will)
 +21 vs. AC; 7 damage, and the target is immobilized (save ends).

⚡ **Dead Blood** (when reduced to 0 hit points) ⚡ **Necrotic**
 Close burst 1; all enemies in the burst take 5 necrotic damage.

Alignment Chaotic evil **Languages** Abyssal
Skills Stealth +22
Str 26 (+17) **Dex** 25 (+16) **Wis** 17 (+12)
Con 23 (+15) **Int** 19 (+13) **Cha** 13 (+10)

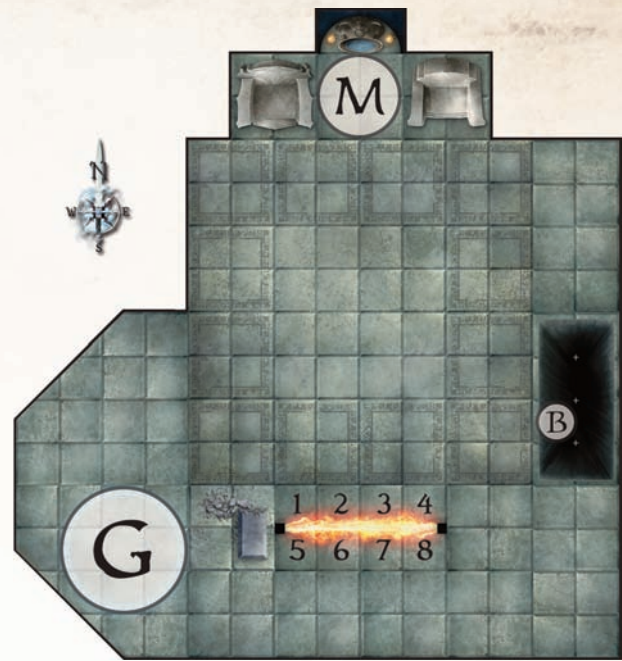
FEATURES OF THE AREA

Illumination: This room is brightly lit by the wall of fire, except for the pit (which cannot be illuminated by any means).

Ceiling: The ceiling in this area is 25 feet high.

Thrones: The marilith can teleport onto either throne as a move action.

Wall of Fire: The PCs step out of this wall when they enter the room. The wall doesn't block movement or line of sight, but any creature moving through it takes 2d10 fire damage and ongoing 10 fire damage (save ends).



ENCOUNTER 20-3: BLADEMASTER'S SANCTUM

Pit: This unnaturally dark shaft drops 30 feet to a floor littered with skeletal remains. Among the ruined possessions of the victims are two *potions of vitality*. No form of light can illuminate the pit.

Magic Circle: This ring allows creatures to be summoned from other parts of the Abyss, though only the marilith knows how to operate that function. It can also be configured to send the PCs home. This requires a standard action and a DC 29 Arcana check; up to four PCs can assist.

Idol of Orcus: The idol behind the thrones depicts the Demon Prince of Undeath. Any non-demon that moves within 2 squares receives a telepathic message: “Those who drink of my blood have no fear from my children.”

A PC who drinks from the basin loses a healing surge, but gains resist 10 to all damage from elementals and undead until the end of the encounter.

Submerged in the basin are 2 ad and a level 23 magic item.

Crumbled Tomb: This sarcophagus is a one-way portal leading from a realm filled with abyssal ghoul hungerers (MM 119). The first time each PC becomes bloodied in this room, five hungerers swarm out of the tomb on the next initiative count.

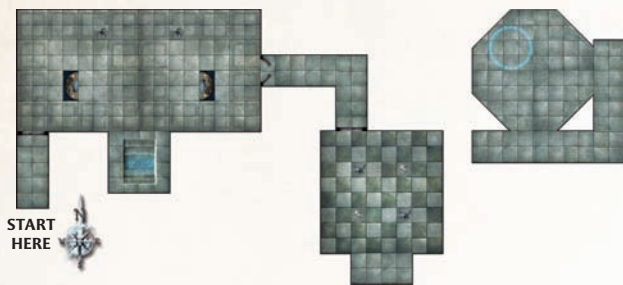
The tomb can be destroyed (AC 30; Fortitude 25, Reflex 25; hit points 100) or it can be deactivated (standard action by adjacent character; DC 29 Arcana or Religion check; failed check brings 5 more hungerers on the next initiative count).

The abyssal ghouls are not included in the total XP reward given at the start of the encounter.

21: BAHAMUT'S SHAME

As the story goes, worshipers of Bahamut and worshipers of Gruumsh spent years warring. As the dead piled up, a Bahamut faithful crafted a weapon of devastating power. Most of the inventor's peers balked at its use, but some felt it was justified. Those few who used the weapon were twisted into mad, dark beings by its corrupting power. The rest of Bahamut's flock locked them and the weapon away in a dungeon prison.

The dungeon and its terrible secret were long forgotten—until a group of rakshasas happened across the ancient tale. Now they seek the weapon for their own designs.



Tiles: This delve uses two sets of tiles from *DT7: Fane of the Forgotten Gods*.

EXPANDING THE DELVE

To turn this delve into a full-blown adventure, consider these arcs:

- ◆ Have the PCs travel an especially difficult forested route to find the entrance to the dungeon prison. On the way, they are set upon by a thunderhawk (MM 221) and its storm giant (MM 124). The ensuing noise happens to attract a purple worm (MM 214) looking for a snack.
- ◆ When the PCs finally find the entrance, they are surrounded by half a dozen wailing ghosts and a tormenting ghost (MM 117), likely the twisted spirits of some of the weapon's users.
- ◆ The ghosts are haunting the antechamber to the ancient workroom of the weapon's original creator. You could fill that room with terrible and exotic traps, animate objects, and confounding puzzles. There could also be other weapons in various stages of completion.

ENCOUNTER 21-1: THE UNHIDDEN PASSAGE

Encounter Level 21 (16,000 XP)

5 minotaur maulers (M)
3 cambion hellfire magi (C)

SETUP

Clear signs of an excavation lead the PCs to a raw-looking passage. The rakshasas set guards here to keep an escape path clear, should it be needed.

When the characters enter the chamber, read:
The recently excavated tunnel connects to a much older passage sloping downward. It ends at smashed-in double doors. Through the doors, five bull-headed humanoids with greataxes face you.

Perception Check

DC 27: Cloaked figures stoop behind some of the statues.

Religion Check

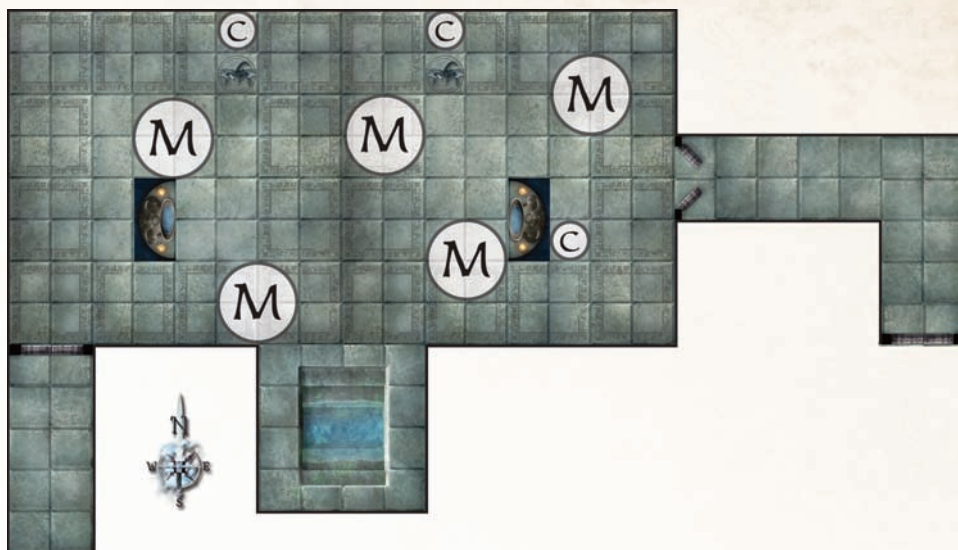
DC 27: *Worshipers of Bahamut often constructed halls such as this to either honor the dead or guard against an evil power.*

TACTICS

The cambion magi hide behind the statues of Bahamut, hoping to catch the PCs by surprise.

One of the minotaurs wears a warning horn on his belt. On his turn, he pulls the horn as a minor action and then blows it as a standard action. If he does not get the opportunity to do so, the other minotaurs attempt to reach the horn to blow it.

While the minotaurs fight to the death, the cambions are not as dedicated. They each surrender if more than half of their force is dead and they are bloodied. In this case, they tell the PCs everything they know about the expedition.



FEATURES OF THE AREA

Illumination: Torches and lanterns light the room brightly.

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

Statues: These provide cover and act as blocking terrain.

Pool: The pool, once used by worshipers to cleanse themselves, is set into the floor. Moving through the pool counts as difficult terrain. Worshipers of Bahamut gain resist 5 to all damage when standing in the pool.

5 Minotaur Maulers (M)		Level 18 Brute
Large natural humanoid		XP 2,000 each
Initiative +10	Senses Perception +20	
HP 210; Bloodied 105; see also <i>ferocity</i>		
AC 30; Fortitude 34, Reflex 28, Will 31		
Speed 8		
⊕ Greataxe (standard; at-will) ♦ Weapon		
Reach 2; +21 vs. AC; 2d8 + 8 damage (crit 4d8 + 24), and the target is pushed 1 square.		
⊥ Goring Charge (standard; at-will)		
The minotaur mauler makes a charge attack; +22 vs. AC; 2d6 + 8 damage, and the target is knocked prone.		
⊥ Thrashing Horns (standard, usable only when charging; at-will)		
+21 vs. AC; 2d6 + 8 damage, and the target slides 2 squares.		
Ferocity (when reduced to 0 hit points)		
The minotaur mauler makes a melee basic attack.		
Alignment Chaotic evil	Languages Common	
Skills Dungeoneering +18, Intimidate +15, Nature +15		
Str 24 (+16)	Dex 12 (+10)	Wis 19 (+13)
Con 20 (+14)	Int 5 (+6)	Cha 12 (+10)
Equipment greataxe		

3 Cambion Hellfire Magi (C)	Level 18 Artillery	
Medium immortal humanoid (devil)	XP 2,000 each	
Initiative +14	Senses Perception +13; darkvision	
HP 130; Bloodied 65		
AC 30 (34 against ranged attacks); Fortitude 27, Reflex 30 (34 against ranged attacks), Will 32		
Resist 15 fire		
Speed 6, fly 8 (clumsy)		
⊕ Quarterstaff (standard; at-will) ♦ Weapon		
+20 vs. AC; 1d8 + 2 damage.		
⚡ Hellfire Ray (standard; at-will) ♦ Fire		
Ranged 20; +22 vs. Reflex; 2d8 + 8 fire damage, and the target is knocked prone.		
⚡ Soulscorch (standard; recharge ☞ ☞) ♦ Fire		
Area burst 1 within 10; +22 vs. Reflex; 1d10 + 8 fire damage, and ongoing 5 fire damage (save ends).		
Soul Mantle		
A mantle of soul energy protects the hellfire magus, giving it a +4 bonus to AC and Reflex defense against ranged attacks (already included in its statistics).		
Alignment Evil	Languages Common, Supernal	
Skills Arcana +20, Bluff +22, Diplomacy +22		
Str 14 (+11)	Dex 20 (+14)	Wis 19 (+13)
Con 16 (+12)	Int 22 (+15)	Cha 27 (+17)
Equipment robes, quarterstaff		

ENCOUNTER 21-2: THE INVISIBLE DOORWAY

Encounter Level 22 (21,300 XP)

1 astral stalker (A)
2 rakshasa destroyers (D)
1 rakshasa noble (N)

SETUP

This chamber hides the true passage into the final resting place of the cursed worshipers of Bahamut and the weapon. Two rakshasa destroyers and their astral stalker ally are searching for the passage when the PCs arrive.

If the minotaurs in area 1 did not blow the warning horn, the rakshasas are occupied with their search, giving the PCs a chance to surprise them. If the warning horn was sounded, the rakshasas and their ally have set up a ruse. In either case, the astral stalker begins the encounter invisible.

If the characters enter unexpectedly, read:

Two forms crouch near the door you just entered through, studying some writing on the walls.

If the characters are anticipated, read:

A grotesque creature with rotting flesh stands at the far end of the room, staring with lifeless eyes in your direction. Two human bodies lie near the door. "You shall die like the rest," the creature says.

Insight Check

DC 24: *The two humans lying on the floor are not as they appear.*

TACTICS

If the PCs fall for the ruse, the two rakshasa destroyers wait for the PCs to move past them, and then attack them from the rear. The astral stalker remains invisible until it can get into a good position to attack a softer target.

FEATURES OF THE AREA

Illumination: Torches and lanterns brightly illuminate the room.

Ceiling: The ceiling in this area is 10 feet high.

Statues: Four statues of Bahamut adorn the room. They act as blocking terrain and provide cover.

Bahamut's Sanctum: In the 4 squares between the four statues, a field of energy exists. Creatures who do not worship Bahamut treat this area as difficult terrain. Worshipers of Bahamut within this area gain a +1 bonus to all defenses. Creatures who use

divine powers and are dedicated to Bahamut gain a +2 bonus to all defenses.

Treasure: The rakshasa noble carries a gem worth 750 pp.

FINDING THE PATH

Once the PCs have defeated the rakshasas and the astral stalker, there is apparently no place for them to go except back the way they came. However, the PCs can engage in a skill challenge to open the portal to the prison.

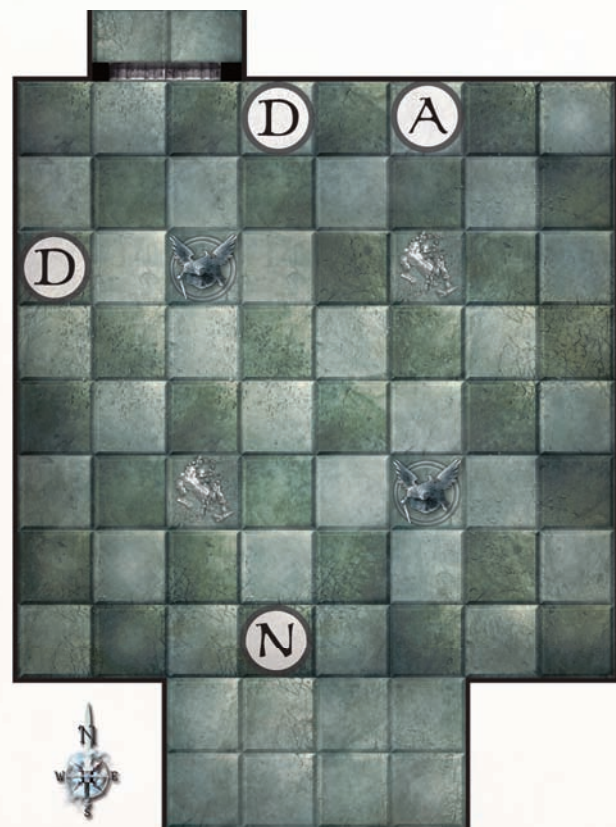
The writing on the walls of the room, in Draconic, says that those who wish to pass to the final destination must stand in judgment before Bahamut four times. The only place to do this is in the center of the room, between the four statues of Bahamut.

Level: 25 (XP 4,200).

Complexity: 3 (8 successes before 3 failures).

Primary Skills: Arcana, Bluff, Endurance, History, Religion, Thievery.

Religion (DC 26): The character speaks a prayer to Bahamut that gets the deity's attention. This application of the skill can be used to gain 1 success in this challenge. If a PC succeeds on this check, any character can attempt the followup Religion check described below.



2 Rakshasa Destroyers (D)		Level 21 Soldier
Medium natural humanoid		XP 3,200 each
Initiative +16	Senses Perception +20; low-light vision	
Aura of Doom aura 2; each enemy within the aura regains half the normal amount of hit points when it spends a healing surge.		
HP 196; Bloodied 98		
AC 37; Fortitude 37, Reflex 34, Will 35		
Speed 6		
⊕ Longsword (standard; at-will) ♦ Weapon		
The rakshasa destroyer makes two attack rolls and keeps the better result; +26 vs. AC; 1d8 + 6 damage, and the target is marked until the end of the rakshasa's next turn.		
⊕ Claw (standard; at-will)		
+26 vs. AC; 1d8 + 6 damage.		
⊕ Triple Attack (standard; at-will) ♦ Weapon		
The rakshasa destroyer makes three melee basic attacks. If two or more attacks hit the same target, that target is dazed (save ends).		
Deceptive Veil (minor; at-will) ♦ Illusion		
The rakshasa destroyer can disguise itself to appear as any Medium humanoid. A successful Insight check (opposed by the rakshasa's Bluff check) pierces the disguise.		
Knight's Move (move; recharge ☹ ☹)		
The rakshasa destroyer can fly up to 6 squares. It must land at the end of this move or else it crashes.		
Alignment Evil	Languages Common	
Skills Athletics +22, Bluff +19, Insight +20, Intimidate +19		
Str 25 (+17)	Dex 19 (+14)	Wis 21 (+15)
Con 20 (+15)	Int 15 (+12)	Cha 18 (+14)
Equipment scale armor, heavy shield, longsword		

Religion, followup check (DC 26): The character's prayer is even more fervent and impressive than the previous prayer. This application of the skill can be used to gain 1 success in this challenge.

Arcana (DC 31): The character has special knowledge of dark energy and its dangers. A successful check earns 2 successes in this challenge, but only one such check can count toward completion.

History (DC 26): The character knows about past events where uncontrolled magic has been used to devastating effect. A successful check earns 2 successes in this challenge, but only one such check can count toward completion.

Endurance (DC 26): If any character attempts an Endurance check, a wave of energy fills the area between the statues. Every other character must also now attempt an Endurance check. If more than half of the PCs succeed on their checks, they hold firm in the face of pain and gain 2 successes. Any individual PC who fails his or her check loses a healing surge. No character can attempt more than one Endurance check during this skill challenge.

Bluff (DC 31): A Bluff check can be used in place of any of the other checks in this skill challenge.

Success: If the PCs earn 8 successes, they are teleported in a flash of light into the final chamber.

Failure: If the PCs get 3 failures, they are still teleported into the final room, but each loses a healing surge and starts the encounter dazed (save ends). A character who fails the first saving throw is stunned (save ends).

Rakshasa Noble (N)		Level 19 Controller
Medium natural humanoid		XP 2,400
Initiative +14	Senses Perception +19; low-light vision	
HP 178; Bloodied 89		
AC 33; Fortitude 31, Reflex 33, Will 34; see also <i>phantom image</i>		
Speed 7		
⊕ Claw (standard; at-will)		
+22 vs. AC; 1d6 + 3 damage, and the target is blinded until the end of the rakshasa noble's next turn.		
⤵ Mind Twist (standard; at-will) ♦ Psychic		
Ranged 20; +22 vs. Will; 3d6 + 7 psychic damage, and the target is dazed (save ends).		
⤵ Phantom Lure (standard; at-will) ♦ Charm		
Ranged 10; +22 vs. Will; the target slides 5 squares.		
⤵ Frightful Phantom (standard; recharge ☹ ☹) ♦ Fear		
Ranged 5; +22 vs. Will; 4d8 + 7 psychic damage, the target is pushed 5 squares, and the target is stunned (save ends).		
Deceptive Veil (minor; at-will) ♦ Illusion		
The rakshasa noble can disguise itself to appear as any Medium humanoid. A successful Insight check (opposed by the rakshasa's Bluff check) pierces the disguise.		
Phantom Image (minor; recharge ☹ ☹) ♦ Illusion		
Until the end of the rakshasa noble's next turn, any creature that attacks the rakshasa's AC or Reflex defense must roll twice and use the lower attack roll result. If either result is a critical hit, use that result instead.		
Alignment Evil	Languages Common	
Skills Arcana +20, Athletics +17, Bluff +21, Diplomacy +21, History +20, Insight +19, Intimidate +21		
Str 16 (+12)	Dex 20 (+14)	Wis 20 (+14)
Con 18 (+13)	Int 22 (+15)	Cha 24 (+16)

Astral Stalker (A)		Level 22 Elite Lurker
Medium immortal humanoid		XP 8,300
Initiative +23	Senses Perception +18; blindsight 10	
HP 314; Bloodied 157		
AC 38; Fortitude 32, Reflex 38, Will 32		
Saving Throws +2		
Speed 10, climb 6		
Action Points 1		
⊕ Claw (standard; at-will)		
+27 vs. AC; 2d6 + 8 damage, and the astral stalker can choose to designate the target as its quarry (see <i>stalker's quarry</i>).		
⊕ Throat Dart (standard; at-will) ♦ Poison		
Ranged 5/10; +29 vs. AC; 1d10 + 8 damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).		
First Failed Saving Throw: The target is immobilized instead of slowed (save ends). Second Failed Saving Throw: The target is stunned instead of immobilized (save ends).		
⊕ Quick Claws (standard; at-will)		
Against a slowed or an immobilized target, the astral stalker makes two claw attacks.		
Combat Advantage		
An astral stalker's melee attacks deal 2d6 extra damage against any target it has combat advantage against.		
Invisibility (standard; at-will) ♦ Illusion		
The astral stalker turns invisible until it attacks.		
Stalker's Quarry (minor; at-will)		
The astral stalker knows the exact location of a creature it has designated as its quarry. The astral stalker can have only one quarry at a time, but the power works across any distance and even crosses planar boundaries.		
Alignment Evil	Languages Supernal	
Skills Stealth +24		
Str 22 (+17)	Dex 26 (+19)	Wis 15 (+13)
Con 19 (+15)	Int 8 (+10)	Cha 10 (+11)

ENCOUNTER 21-3: THE UNHOLY WEAPON

Encounter Level 24 (30,600 XP)

- 1 abhorrent reaper (R)
- 1 marut concordant (M)
- 1 Eye of Eradication trap (E)

SETUP

The followers of Bahamut who were cursed for creating a weapon of such terrible destruction were imprisoned here with the dread creation under the dire guardianship of a marut concordant. In the last follower's dying breath, he prayed to Vecna to protect the horrific secret with which they died, and that deity sent a powerful servant to watch over the weapon.

The PCs teleport into the octagonal chamber, appearing in squares within the protective circle. The marut is in the corridor to the east, and the spirit controlling the foul weapon, the Eye of Eradication, is in the corridor to the south.

When the characters teleport in, read:

You appear in an octagonal room, standing inside a magic circle strewn with bones. A large ebony-skinned construct solemnly guards one exit, while a great scythe-wielding undead creature stands at the other wearing a tarnished dragon's head emblem around its neck. "The Eye belongs now to Vecna, Lord of Secrets," the reaper whispers as a glowing purple eye hovers at its shoulder.

When a character moves out of the circle, read:

The undead creature to the south braces as if readying for an attack. The tarnished symbol around its neck suddenly begins to glow brightly, and in the same instant the purple eye intensifies in color and begins to vibrate as it hovers, as if it is eager to move.

Religion Check

DC 24: The icon around the reaper's neck is a warped, twisted version of the symbol of Bahamut.

DC 29: The floating purple eye is a dangerous magical creation controlled by the tarnished symbol worn by the reaper.

Arcana Check

DC 24: The only way to destroy the terrible Eye is to destroy the unholy symbol that controls it.

Marut Concordant (M)		Level 22 Elite Controller
Large immortal humanoid		XP 8,300
Initiative +12	Senses Perception +23; truesight 10	
HP 418; Bloodied 209		
Regeneration 20		
AC 38; Fortitude 39, Reflex 33, Will 36		
Immune sleep; Resist 10 thunder		
Saving Throws +2		
Speed 8, fly 4 (hover), teleport 4		
Action Points 1		
Ⓛ Slam (standard; at-will) ♦ Thunder		
Reach 2; +26 vs. AC; 2d6 + 10 damage plus 1d6 thunder damage.		
↘ Dictum (minor; at-will) ♦ Thunder		
Ranged 10; +24 vs. Fortitude; the target is immobilized (save ends).		
✱ Fortune's Chains (standard; recharge ☞☞☞) ♦ Psychic		
Area burst 5 within 20; enemies in the area are struck by arcs of coruscating psychic energy; +22 vs. Will; 3d6 + 6 psychic damage, and the target is dazed (save ends).		
⚡ Thunderous Edict (standard; recharge ☞☞☞) ♦ Thunder		
Close burst 10; targets enemies; +24 vs. Fortitude; 3d6 + 8 thunder damage, and the target is pushed 4 squares. Miss: Half damage, and the target is not pushed.		
Alignment Unaligned	Languages Supernal	
Skills Endurance +23, Intimidate +24		
Str 30 (+21)	Dex 13 (+12)	Wis 25 (+18)
Con 25 (+18)	Int 22 (+17)	Cha 26 (+19)

Eye of Eradication (E)		Level 24 Elite Lurker
Trap		XP 12,100
<i>An enormous, glowing purple eye hovers a few feet above the ground. It constantly looks about, as if searching for a victim.</i>		
Trap: An incorporeal purple eye fills one square and follows its controller, damaging those whose space it enters (or who move into its space).		
Perception		
No check is required to see the eye.		
Additional Skill: Religion		
♦ DC 29: The character recognizes the Eye as a dangerous magical creation, and identifies the object that serves as its control mechanism.		
Initiative +17		
Trigger		
When the creature holding the controlling device rolls initiative, roll initiative for the Eye.		
On the Eye's turn, it moves to any square adjacent to its controller (regardless of distance).		
When a creature enters the Eye's square or the Eye ends its move in a creature's square, the Eye attacks.		
Attack		
Opportunity Action	Melee 0	
Target: One creature		
Attack: +27 vs. Fortitude		
Hit: 6d6 + 5 damage and ongoing 15 fire damage (save ends). A creature reduced to 0 hit points or fewer by the Eye's attack is killed and reduced to fine gray dust.		
Countermeasures		
♦ Destroying the device (AC 40, Fortitude 36, Reflex 38, hit points 100) that controls the Eye neutralizes the terrible weapon. While worn, the control device is immune to damage.		

Abhorrent Reaper (R) Level 23 Elite Soldier (Leader)	
Large shadow humanoid (undead)	XP 10,200
Initiative +18	Senses Perception +14; darkvision
Aura of Ruin aura 5; any ally within the aura deals 1d6 extra necrotic damage with melee attacks.	
HP 424; Bloodied 212	
Regeneration 15 (if an abhorrent reaper takes radiant damage, regeneration doesn't function until the end of its next turn)	
AC 40; Fortitude 37, Reflex 34, Will 36	
Immune disease, fear, poison; Resist 10 necrotic; see also <i>umbral phantasm</i> ; Vulnerable 10 radiant	
Saving Throws +2	
Speed 8, fly 12 (hover)	
Action Points 1	
⊕ Abhorrent Sickle (standard; at-will) ♦ Necrotic, Weapon Reach 2; +30 vs. AC; 3d6 + 8 necrotic damage.	
⊥ Hateful Charge (standard; usable only when charging; at-will) ♦ Necrotic, Weapon Requires sickle; +30 vs. AC; 3d6 + 8 necrotic damage, and the target is knocked prone and is immobilized until the end of the abhorrent reaper's next turn.	
↙ Hate's Cleave (standard; at-will) ♦ Necrotic, Weapon Requires sickle; close burst 2; +28 vs. AC; 6d6 + 8 necrotic damage.	
Bloodthirst When an abhorrent reaper bloodies an enemy, one of the abhorrent reaper's allies can make a melee basic attack against the bloodied creature as a free action.	
Umbral Phantasm (immediate interrupt, when the abhorrent reaper would take damage; recharge ☒ ☒) The abhorrent reaper becomes insubstantial until it attacks or until the end of its next turn.	
Alignment Evil	Languages Common
Skills Intimidate +23	
Str 27 (+19)	Dex 21 (+16) Wis 16 (+14)
Con 20 (+16)	Int 18 (+15) Cha 24 (+18)
Equipment robes, sickle	

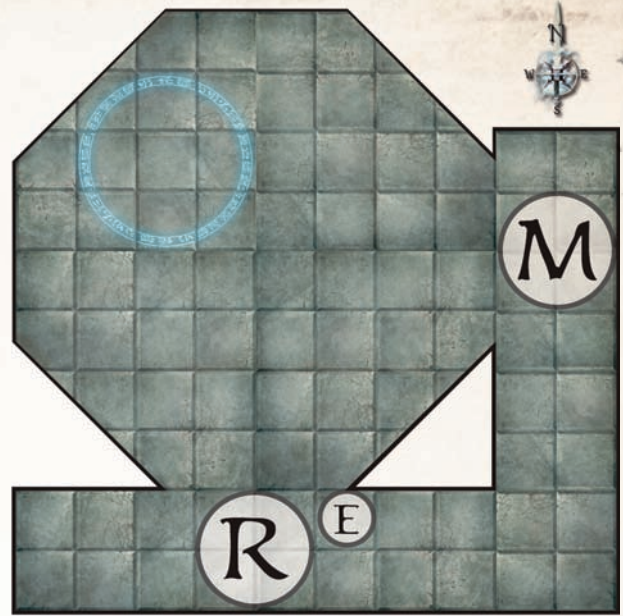
TACTICS

The marut concordant attacks the PCs with *fortune's chains*, dazing as many enemies as possible before the abhorrent reaper enters with *hateful charge*. During combat, the marut keeps PCs near the reaper with *dictum* and *thunderous edict* to maximize the effect of the reaper's *hate's cleave* power.

The Eye of Eradication follows the abhorrent reaper, ending its turn in the square of a foe adjacent to the reaper if possible. It has no ability to differentiate between foes, but the reaper can direct it as desired.

The Eye of Eradication can't be damaged. Destroying the holy symbol worn by the abhorrent reaper (the "control device" referred to in the Eye of Eradication statistics block) also destroys the Eye. It's easiest to wait until the reaper is defeated before accomplishing this, though a nimble-fingered PC can lift the symbol from the reaper during combat by succeeding on a DC 31 Thievery check.

The PCs are trapped here. The only escape is by teleportation or by destroying the Eye. Doing this turns the protective circle into a one-way teleportation circle leading back to area 2.



ENCOUNTER 21-3: THE UNHOLY WEAPON

FEATURES OF THE AREA

Illumination: The Eye of Eradication dimly illuminates all areas within 10 squares of it. Both monsters can see perfectly well in this light.

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

Protective Circle: A circle near one edge of the chamber protects any creatures within it from the Eye of Eradication. The Eye of Eradication cannot enter the circle or affect any creature inside it.

Treasure: A platinum wall frieze set with diamonds and depicting Bahamut triumphant over enemies is set into each end of the L-shaped corridor (each frieze is worth 30,000 gp). Scattered among the remains of the dead followers within the protective circle are 1,500 pp and a level 24 magic item.

DEAD BUT NOT GONE

If any character is unlucky enough to be reduced to 0 hit points or fewer by the Eye of Eradication, the rest of the PCs might be understandably shocked to see their comrade not only killed but turned into a pile of dust.

Is that character gone forever? Not necessarily.

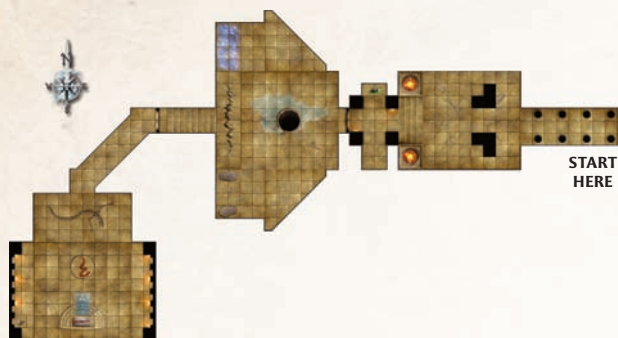
He or she can still be brought back to life by a Raise Dead ritual, as long as someone else in the party thinks to collect at least a pinch of the dust that used to be the character's body. The ritual requires only "a part of the corpse," and a small amount of these remains qualifies under that loosely worded stricture.

If the players don't realize this fact on their own, you can allow someone to attempt an Arcana check (against an easy DC) to come to the proper conclusion. Or, as a last resort, you can give a hint that's impossible to ignore or misunderstand. The effect of the Eye of Eradication is meant to be flavorful and surprising, but the trap is not designed to be an outright character killer.

22: SMOLDERING FLAMES OF WAR

The PCs have traveled to the Nine Hells to confront an outpost of devils responsible for slave raids on their homeland. In this realm of burning ash and fire-streaked skies, the infernal legions prepare constantly for war.

Tiles: This delve uses tiles from *DT6: Dire Tombs*.



EXPANDING THE DELVE

To turn this delve into a longer adventure, consider these additions.

- ◆ Begin the adventure with an attack on the PCs' home city by three war devils leading 20 legion devil legionnaires. Dozens of prisoners are dragged back to the Nine Hells.
- ◆ The PCs must complete a complexity 4 skill challenge to track the devils to a particular region of the Hells. Use *Arcana*, *History*, *Religion*, and *Streetwise* for this challenge. A defeat means the characters end up in the wrong part of the Hells and must fight their way out against a squad of four storm devils (page 127 of *Manual of the Planes*) led by an aspect of Dispater (page 129 of *Manual of the Planes*).
- ◆ The outside of the devils' outpost is guarded by an elder red dragon (MM 82) in service to Asmodeus.

ENCOUNTER 22-1: HALL OF SENTINELS

Encounter Level 21 (XP 17,900 or more)

6+ legion devil legionnaires (L)
1+ war devils (W)

SETUP

The PCs have traveled to the Nine Hells and located the entrance to the subterranean outpost where their foes dwell.

When the encounter begins, only the war devil at the top of the steps is visible to the PCs.

When the characters enter the room, read:

Moving past a hallway filled with pillars carved in the likeness of warriors in infernal armor, you come to a large room where skeletons litter the floor. A hellish red light from two large braziers floods the high-ceilinged room. A set of stairs ascends at the far end of the room. At the top of the stairs, a winged brute hefts a trident and grins at you. Beyond it, you glimpse a pair of closed doors.

Arcana Check

DC 22: *You sense something unusual about the two braziers.*

Perception Check

DC 22: *You hear movement from behind the two large pillars near the entrance of the room.*

TACTICS

The war devil marks a melee-oriented PC with *besieged foe*, then readies to charge with its trident when that character approaches closer than 5 squares. The war devil wants the PCs to flood into the room, allowing the legion devils to swarm and flank.

The legion devils wait for PCs to move past before attacking. They stay in one or two packs to benefit from *squad defense*.

All monsters fight to the death, knowing that their fall simply brings more reinforcements.

1+ War Devils (W)		Level 22 Brute (Leader)	
Large immortal humanoid (devil)		XP 4,150 each	
Initiative +17	Senses Perception +15; darkvision		
HP 255; Bloodied 127			
AC 35; Fortitude 34, Reflex 32, Will 30			
Resist 30 fire			
Speed 8, fly 8 (clumsy)			
⊕ Claw (standard; at-will)			
+26 vs. AC; 1d6 + 8 damage.			
⊕ Trident (standard; recharge ⓂⓂⓂ) ♦ Weapon			
Reach 2; +26 vs. AC; 4d4 + 8 damage and ongoing 5 damage (save ends), and the target slides into any square adjacent to the war devil and is knocked prone.			
➤ Besieged Foe (minor; at-will)			
Ranged sight; automatic hit; the target is marked, and allies of the war devil gain a +2 bonus to attack rolls made against the target until the encounter ends or the war devil marks a new target.			
➤ Devilish Transposition (move; at-will) ♦ Teleportation			
Ranged 20; the war devil and an allied devil within range swap positions.			
➤ Fiendish Tactics (minor; recharge ⓂⓂ)			
Ranged 10; affects up to 2 allied devils of the war devil's level or lower; each target can take a move action or make a basic attack.			
Alignment Evil	Languages Supernal		
Skills Intimidate +20			
Str 27 (+19)	Dex 23 (+17)	Wis 19 (+15)	
Con 25 (+18)	Int 15 (+13)	Cha 18 (+15)	
Equipment trident			

FEATURES OF THE AREA

Illumination: The braziers give off an eerie red light that brightly illuminates the room.

Ceiling: The ceiling in this area is 20 feet high.

Pillars: All the pillars in this area fully occupy the squares they are located in. A pillar provides cover.

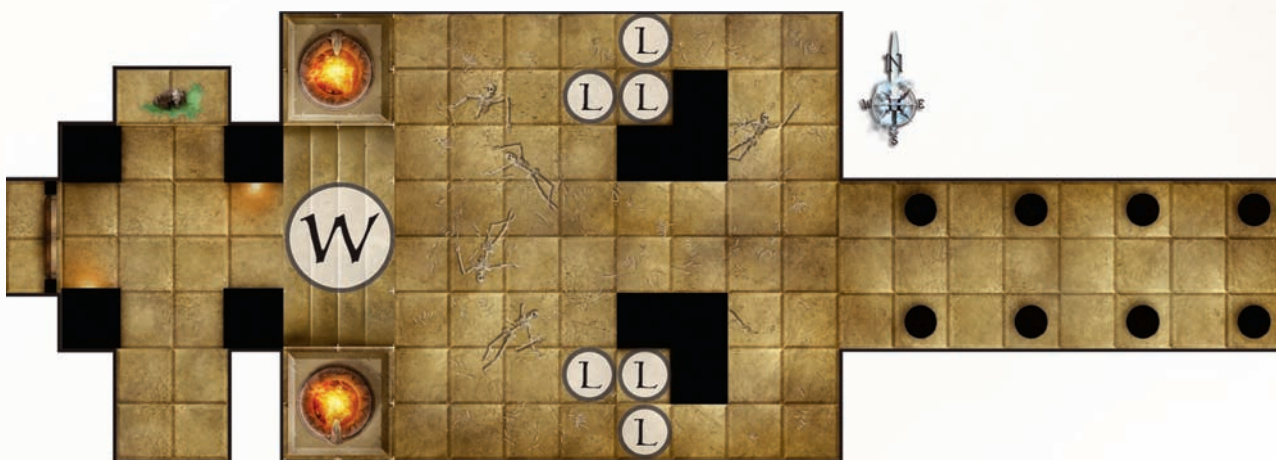
6+ Legion Devil Legionnaires (L)		Level 21 Minion	
Medium immortal humanoid (devil)		XP 800 each	
Initiative +11	Senses Perception +11; darkvision		
HP 1; a missed attack never damages a minion.			
AC 37; Fortitude 33, Reflex 32, Will 32; see also <i>squad defense</i>			
Resist 15 fire			
Speed 7, teleport 3			
⊕ Longsword (standard; at-will) ♦ Weapon			
+26 vs. AC; 8 damage.			
Squad Defense			
The legion devil legionnaire gains a +2 bonus to its defenses when adjacent to at least one other legion devil.			
Alignment Evil	Languages Supernal		
Str 14 (+12)	Dex 12 (+11)	Wis 12 (+11)	
Con 14 (+12)	Int 10 (+10)	Cha 12 (+11)	
Equipment plate armor, heavy shield, longsword			

Braziers: The two braziers are affixed to 5-foot-high stone pedestals.

Each time a legion devil legionnaire is slain, one new legion devil legionnaire appears in each brazier, and the war devil can spend a healing surge as a free action (it has three surges total; each restores 63 hit points).

Each time a war devil is slain, a new war devil appears in the nearest brazier, and that brazier is extinguished. When both braziers go out, the room becomes dark, and no more reinforcements can arrive.

An adjacent character can extinguish a brazier with a DC 27 Arcana or Thievery check (a standard action).



ENCOUNTER 22-2: THE WELL OF TIME

Encounter Level 23 (23,700 XP)

3 ice devils (D)
2 cambion soul conflagrants (C)
1 entropic collapse hazard

SETUP

This chamber contains a rift in time and space that plays with perceptions and emotions and reacts poorly to the presence of magic.

When the characters open the doors, read:

In the center of this irregularly shaped room sits an ancient, gem-studded well. Strange glyphs mark the floor around the well. Dimly glowing mist fills one corner of the room, and a pile of bones lies in another.

Across a narrow crevice, a staircase leads up and out of the room. Several devils bar your passage.

Arcana Check

DC 24: *The misty cloud looks relaxing.*

DC 32: *Faintly luminescent dust surrounds the well—a sign of entropic collapse.*

Perception Check

DC 36: *A faintly luminescent dust swirls around the gem-covered well in the center of the room.*

TACTICS

The ice devils open with *freezing breath* and *icy long-spear* to hinder the PCs' ability to spread out into the room.

The two cambions stay away from the PCs, using the crevasse and the glyphs as protection while they launch *hellfire rays* and *soulscorch* attacks. They use *purge the soul* against any enemy who troubles them.

Any characters affected by the entropic collapse hazard are prime targets for the ice devils' *chilling command* (which immobilizes them within the area) and the cambions' *hellfire ray* (since a prone and dazed opponent has difficulty escaping).

The ice devils fight to the death, but if one cambion is slain and the other is bloodied, the remaining cambion flees to area 3.

3 Ice Devils (D)		Level 20 Soldier
Large immortal humanoid (devil)		XP 2,800 each
Initiative +18	Senses Perception +13; darkvision	
Cold Aura (Cold) aura 5; enemies in the aura take a -2 penalty to all attack rolls.		
HP 195; Bloodied 97		
AC 36; Fortitude 33, Reflex 31, Will 29		
Immune cold; Resist 20 fire		
Speed 8		
⚡ Icy Longspear (standard; at-will) ⚡ Cold, Weapon		
Reach 3; +27 vs. AC; 1d12 + 7 cold damage, and the target is slowed (save ends).		
⚡ Claw (standard; at-will)		
Reach 2; +25 vs. AC; 1d6 + 7 damage.		
⚡ Freezing Breath (standard; recharge ⚡) ⚡ Cold		
Close blast 5; +23 vs. Fortitude; 2d6 + 7 cold damage, and the target is slowed (save ends).		
⚡ Chilling Command (minor; recharge ⚡) ⚡ Cold		
Close burst 5; +23 vs. Will; the target takes ongoing 5 cold damage and is immobilized (save ends both).		
Alignment Evil	Languages Supernal	
Skills Endurance +23		
Str 25 (+17)	Dex 22 (+16)	Wis 17 (+13)
Con 27 (+18)	Int 15 (+12)	Cha 19 (+14)
Equipment longspear		

Entropic Collapse Hazard	Level 23 Warbler
	XP 5,100
<i>The chamber swirls with dust, as though no one has disturbed the place in a long, long time.</i>	
Hazard: When a creature casts a spell or carries a magic item into an ancient, dusty room, it triggers a temporary unweaving of the strands of time. Although reality reasserts itself a few moments later, the damage to the psyches of those who have glimpsed beyond time takes longer to heal. The dust typically covers 10 contiguous squares in a room.	
Perception	
⚡ DC 36: The character notices that the swirling dust appears to glow with a faint luminescence.	
Additional Skill: Arcana	
⚡ DC 32: The character notices and identifies the telltale dust glow that often presages entropic collapses.	
Trigger	
When a character carrying a magic item enters a square that contains the dust, or when a character in a square that contains the dust casts a spell, the hazard attacks.	
Attack	
Opportunity Action Close burst 5	
Targets: All creatures in burst	
Attack: +29 vs. Will	
Hit: 5d6 + 8 psychic damage and dazed (save ends).	
Miss: Half damage and dazed (save ends).	
Special: Immortals, animates, and undead are immune to the effects of an entropic collapse.	

2 Cambion Soul Conflagrants (C)		Level 23 Artillery
Medium immortal humanoid (devil)		XP 5,100 each
Initiative +16	Senses Perception +15; darkvision	
HP 166; Bloodied 83		
AC 35 (38 against ranged attacks); Fortitude 34, Reflex 34 (38 against ranged attacks), Will 36		
Resist 15 fire		
Speed 6, fly 8 (clumsy)		
⊕ Staff (standard; at-will) ♦ Weapon		
+28 vs. AC; 2d8 + 6 damage.		
⤵ Hellfire Ray (standard; at-will) ♦ Fire		
Ranged 20; +28 vs. Reflex; 3d6 + 8 fire damage, and the target is knocked prone.		
⤵ Purge the Soul (standard; recharge when any enemy within sight is reduced to 0 hit points or fewer) ♦ Necrotic		
Ranged 10; +28 vs. Reflex; 4d6 + 8 necrotic damage, and the target is weakened (save ends).		
✱ Soulscorch (standard; recharge ☼ ☼) ♦ Fire		
Area burst 1 within 10; +28 vs. Reflex; 2d6 + 8 fire damage, and ongoing 10 fire damage (save ends).		
Soul Mantle		
A mantle of soul energy protects the cambion soul conflagrant, giving it a +4 bonus to AC and Reflex defense against ranged attacks (already included in its statistics).		
Alignment Evil	Languages Common, Supernal	
Skills Arcana +22, Bluff +24, Diplomacy +24		
Str 14 (+13)	Dex 20 (+16)	Wis 19 (+15)
Con 22 (+17)	Int 22 (+17)	Cha 27 (+19)
Equipment robes, quarterstaff		

FEATURES OF THE AREA

Illumination: The entire room is dimly lit by the mist in the corner. The devils can see normally.

Ceiling: The ceiling in this area is 20 feet high.

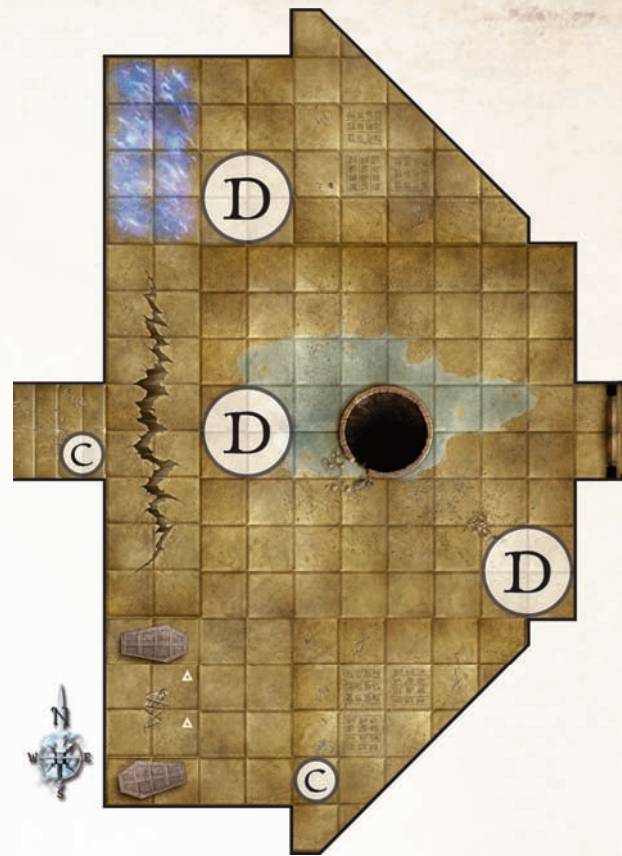
Well of Time: The ancient well of time squats in the center of the room. Green dust has settled around the well, discoloring the stone. These green squares denote the area of an entropic collapse (see the statistics block).

Any creature entering the well of time disappears from play (remove that creature's miniature from the map). On a save, the creature appears standing in the pile of bones but is dazed (save ends).

Twelve blood-red rubies (worth 5,000 gp each) are set into the rim around the well of time.

Glyphs: Praises to the infernal lord Asmodeus are inscribed upon the floor in Supernal. The words are so potent that any mortal entering a square marked with the glyphs becomes immobilized until the end of his next turn as he attempts to understand them. These squares are in the northeast and southeast sections of the area.

Pile of Bones: This area in the southwest corner is difficult terrain. Buried among the bones is a *potion of recovery*.



Coffins: The two coffins in the southwest section of this area provide cover and can be climbed with a DC 15 Athletics check. They contain nothing more than bones and tattered clothing.

Mist of Bliss: This wispy cloud of dreams was belched forth by the well of time. It has a relaxing effect on mortals; any mortal in the mist takes a -2 penalty to attack rolls but gains a +2 bonus to saving throws.

Crevasse: This 50-foot-deep crevasse appears narrow, but the well of time warps space in this chamber. The crevasse is actually 20 feet wide. Any creature attempting to jump or teleport across might fall short of the target, and a flying creature with insufficient movement to cross in a single move automatically falls. Just before an attempt to cross, allow the creature a DC 29 Perception check to recognize the nature of the spatial disturbance. Movement around the edge of the crevasse is unaffected.

The crevasse also affects the ranged and area powers of the cambion on the west side of this area, effectively reducing their range by 4 squares as long as the creature remains on the far side of the crevasse.

ENCOUNTER 22-3: GALLERY OF SOULS

Encounter Level 25 (35,000 XP)

10 legion devil legionnaires (L)
1 dragonborn champion (D)
1 pit fiend (P)

SETUP

In this chamber, the PCs must contend with legion devils and a rampaging dragonborn led by a pit fiend.

The dragonborn champion begins the encounter out of sight of the PCs. Don't place the skull tile in the far corner unless the PCs see it.

When the PCs can see into the room, read:

A large, headless serpentine skeleton lies before you; beyond it, a glowing red symbol is inscribed in the floor. Farther into the room is a dais on which sits a metal table stained with blood. Alcoves line the walls; a red vase sits in each.

A mighty winged devil stands between the symbol and the table, flames licking from its mace. Many smaller armored devils stand around the room, ready for battle.

Perception Check

DC 26: *An alcove in the far corner holds a skull instead of a vase.*

DC 31: *The sound of a sword being drawn warns you of a hidden foe.*

Religion Check

DC 17: *The symbol in the circle is that of Asmodeus, father of all devils.*

DC 26: *You sense a malign presence in the serpentine skeleton and also in an alcove in the southwest corner.*

TACTICS

The legion devils attack in groups to gain the advantage of *squad defense*.

The dragonborn champion stays near the twitching skeleton so that it can benefit from *no remorse*. The dragonborn refrains from entering the skeleton's area (preferring to fly over it if needed).

The pit fiend wants the PCs to come to it so that they must deal with the twitching skeleton and the symbol as they approach. Once combat begins, the pit fiend takes up a central position to expose the PCs to its auras. It uses *irresistible command* each round to detonate one of the legion devils; when all ten are gone, it uses *infernal summons* to bring eight more.

If a cambion from area 2 fled here, it lurks behind the table, launching *hellfire rays* and *soulscorch* attacks. (If it had a short rest, it has regained 64 hit points and its *purge the soul* power).

All creatures here fight to the death.

10 Legion Devil Legionnaires (L)		Level 21 Minion
Medium immortal humanoid (devil)		XP 800 each
Initiative +11	Senses Perception +11; darkvision	
HP 1; a missed attack never damages a minion.		
AC 37; Fortitude 33, Reflex 32, Will 32; see also <i>squad defense</i>		
Resist 15 fire		
Speed 7, teleport 3		
Ⓢ Longsword (standard; at-will) ♦ Weapon		
+26 vs. AC; 8 damage.		
Squad Defense		
A legion devil legionnaire gains a +2 bonus to its defenses when adjacent to at least one other legion devil.		
Alignment Evil	Languages Supernal	
Str 14 (+12)	Dex 12 (+11)	Wis 12 (+11)
Con 14 (+12)	Int 10 (+10)	Cha 12 (+11)
Equipment plate armor, heavy shield, longsword		

Dragonborn Champion (D)	Level 26 Soldier	
Medium natural humanoid	XP 9,000	
Initiative +20	Senses Perception +16	
HP 239; Bloodied 119; see also <i>dragonblood fury</i> and <i>furious blade</i>		
AC 42; Fortitude 42, Reflex 40, Will 41		
Resist 30 acid, 30 cold, 30 fire, 30 lightning, 30 poison		
Speed 5, fly 8 (clumsy)		
Ⓢ Bastard Sword (standard; at-will) ♦ Weapon		
+31 vs. AC (+32 while bloodied); 2d10 + 9 damage, and the dragonborn champion makes a secondary attack against the same target. <i>Secondary Attack</i> : +29 vs. Fortitude (+30 while bloodied); the target is stunned until the end of the dragonborn champion's next turn and knocked prone.		
⚡ Furious Blade (free, when first bloodied; encounter) ♦ Weapon		
Requires bastard sword; close burst 1; targets enemies; +32 vs. AC (includes the bonus for <i>dragonborn fury</i>); 2d10 + 9 damage.		
⚡ Dragon Breath (minor; encounter) ♦ Lightning		
Close blast 3; +27 vs. Reflex (+28 while bloodied); 2d6 + 6 lightning damage.		
Dragonborn Fury (only while bloodied)		
A dragonborn gains a +1 racial bonus to attack rolls.		
No Remorse		
A dragonborn champion deals 2d10 extra damage on melee attacks against a prone target.		
Shake It Off (free; recharge Ⓜ Ⓜ Ⓜ Ⓜ Ⓜ Ⓜ)		
The dragonborn champion automatically succeeds on a saving throw against one effect that a save can end.		
Alignment Evil	Languages Common, Draconic	
Skills Athletics +23, History +22, Intimidate +26		
Str 29 (+22)	Dex 20 (+18)	Wis 17 (+16)
Con 23 (+19)	Int 15 (+15)	Cha 22 (+19)
Equipment plate armor, heavy shield, bastard sword		

FEATURES OF THE AREA

Illumination: The magic circle glows with a hellish red light that brightly illuminates the room.

Ceiling: The ceiling in this area is 20 feet high.

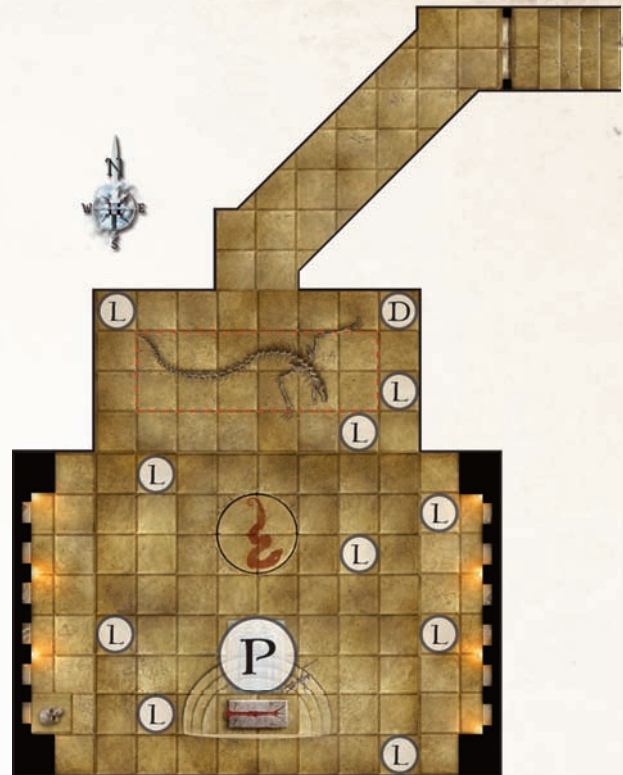
Twitching Skeleton: The snake skeleton is a magic construct that covers the area outlined in red. If any nondevil enters this area, the skeleton twitches wildly, turning the area into difficult terrain until no

Pit Fiend (P)		Level 26 Elite Soldier (Leader)	
Large immortal humanoid (devil)		XP 18,000	
Initiative +22	Senses Perception +23; darkvision		
Aura of Fear (Fear) aura 5; enemies in the aura take a -2 penalty to attack rolls.			
Aura of Fire (Fire) aura 5; enemies that enter or start their turns in the aura take 15 fire damage.			
HP 486; Bloodied 243			
AC 44; Fortitude 42, Reflex 38, Will 40			
Resist 30 fire, 15 poison			
Saving Throws +2			
Speed 12, fly 12 (clumsy), teleport 10			
Action Points 1			
⊕ Flametouched Mace (standard; at-will) ♦ Fire, Weapon			
Reach 2; +33 vs. AC; 2d10 + 11 fire damage, and ongoing 5 fire damage (save ends).			
⊕ Tail Sting (standard; at-will) ♦ Poison			
Reach 2; +33 vs. AC; 1d6 + 11 damage, and the pit fiend makes a secondary attack against the same target. <i>Secondary Attack:</i> +29 vs. Fortitude; the target takes ongoing 15 poison damage and is weakened (save ends both).			
⊕ Pit Fiend Frenzy (standard; at-will)			
The pit fiend makes a flametouched mace attack and a tail sting attack.			
⤵ Point of Terror (minor; at-will) ♦ Fear			
Ranged 5; +30 vs. Will; the target takes a -5 penalty to all defenses until the end of the pit fiend's next turn.			
⤵ Irresistible Command (minor 1/round; at-will) ♦ Charm, Fire			
Ranged 10; targets one devil of a lower level than the pit fiend; the target slides 5 squares and explodes, dealing 2d10 + 5 fire damage to all creatures in a close burst 2. The exploding devil is destroyed.			
Infernal Summons (standard; encounter)			
The pit fiend summons 8 legion devil legionnaires. Summoned devils roll initiative to determine when they act in the initiative order and gain a +4 bonus to attack rolls as long as the pit fiend is alive. They remain until they are killed, dismissed by the pit fiend (free action), or the encounter ends. PCs do not earn experience points for killing these summoned creatures.			
Tactical Teleport (standard; recharge ⓂⓂⓂ) ♦ Teleportation			
The pit fiend can teleport up to 2 allies within 10 squares of it. The targets appear in any other unoccupied squares within 10 squares of the pit fiend.			
Alignment Evil	Languages Supernal		
Skills Bluff +27, Insight +23, Intimidate +27, Religion +24			
Str 32 (+24)	Dex 24 (+20)	Wis 20 (+18)	
Con 27 (+21)	Int 22 (+19)	Cha 28 (+22)	
Equipment flametouched mace, noble signet ring			

nondevils remain in it. Any nondevil in this area at the end of its turn is attacked by the skeleton (+26 vs. Reflex; the target is knocked prone).

The skeleton can't be damaged, but its skull—located in the alcove in the far corner—can be (AC 34; other defenses 32; hit points 30; resist 20 fire). If the skull is destroyed, the skeleton stops twitching.

Alcoves: Twelve alcoves line the walls. One holds the skull; each of the others holds a vase of red marble that is inscribed with a name and contains 2d10 + 10 pp. The name is that of the soul trapped within the vase, and the coinage represents the payment that creature received in exchange for its soul.



ENCOUNTER 22-3: GALLERY OF SOULS

If any coins are taken without the soul being freed, or if a vase is destroyed, each PC gains a curse that imposes a -1 penalty to attack rolls. The curse can be removed with the Remove Affliction ritual (level 22 curse) or by freeing the soul from the vase.

While a vase is intact, the soul within it can be freed with a DC 31 Religion check (a fact realized by any character who holds a vase). This check can't be retried, nor can the character take 10 on the check. Failure by 5 or more destroys the vase.

Symbol of Asmodeus: The magic circle bears the holy symbol of Asmodeus. Any PC standing in the circle who is struck by a devil's melee attack is also teleported onto the table of blood (unless another character is already there).

Table of Blood: Any PC who moves or is teleported onto the table is attacked by it (+26 vs. Will). A target hit by this attack is knocked prone and restrained and gains ongoing 15 damage as the table confines the target and begins draining its blood.

The table drains the blood of its target until the target is dead (at which point it dumps the character off) or the target escapes. As a move action, a character can make a DC 17 Strength check or Dexterity check to escape and shift 1 square, ending the move standing in a square adjacent to the table. No teleportation effects work on a character restrained by the table of blood.

Concealed within the table (Perception DC 26) is a level 25 magic item.

23: LICH'S LAST STAND

Long ago, a powerful lich threatened the kingdom and was destroyed by mighty heroes. Though its phylactery could not be found, a powerful curse was laid upon the lich, trapping it inside its phylactery. This fading magic can't hold the creature much longer, so the PCs must enter the phylactery itself in order to destroy the lich before it escapes back into the world.



Tiles: This delve uses two packs of tiles from DT7: *Fane of the Forgotten Gods*.

EXPANDING THE DELVE

If you would like to turn this delve into a full-sized adventure, consider these options:

- ◆ Replace the background above with a new tale in which the PCs defeat the lich themselves, then follow it into its own phylactery to complete the task.
- ◆ Flesh out the personality and backstory of the lich and create a memorable lair for it, complete with devious traps and plenty of allies and servants such as dark nagas (MM 194), death giants (MM 120), fell trolls (MM 255), voidsoul specters (MM 244), and great flameskulls (MM 109).

ENCOUNTER 23-1: ENTRY ROOM

Encounter Level 23 (26,800 XP)

2 bluespawn godslayers (B)
1 dragonborn warmaster (D)

SETUP

Before this set of encounters unfolds, the PCs travel to the fabled holding ground of the lich's phylactery. Strangely, a small box is displayed prominently atop a pedestal. When any of the PCs get within 5 squares of the box, it sucks them all in, depositing them inside the phylactery.

These encounters take place in an otherdimensional environment that is reached by entering the phylactery.

When the PCs find themselves inside the phylactery, read:

The gray iron walls and ceiling above make it clear—you've been pulled inside the lich's phylactery itself. The stairs at your feet descend to a landing that splits into two flanking staircases leading to the main level below.

Don't place the tiles of the main level until the characters have advanced down the stairs far enough to see into that area.

Perception Check

DC 24: *You can hear something large moving around beyond the lower stairs.*

TACTICS

The godslayers split up to attack different foes; while within 6 squares of the warmaster, they have speed 10 (thanks to its *battle tide* aura). If the PCs come down one staircase, one godslayer goes up the other to attack from behind.

The warmaster gladly ascends the stairs to join the battle. It uses *dragon breath* if it can catch two or more PCs, and it can use *Tiamat's will* to recharge its own *dragon breath*.

FEATURES OF THE AREA

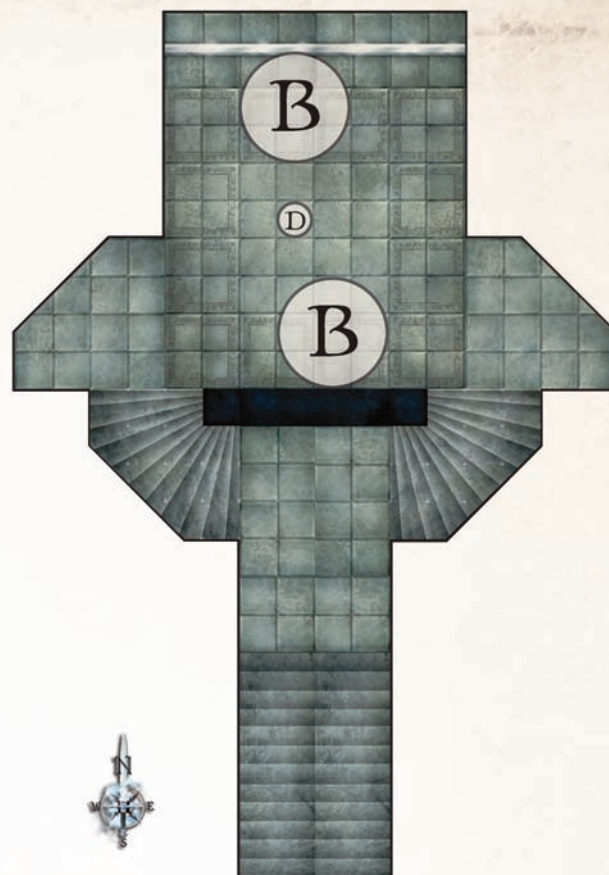
Illumination: This entire area is brightly lit from an unseen source.

Ceiling: The ceiling in this area is 25 feet high.

Mirror Wall: This wall reflects the image of this room, but not its inhabitants. After all the monsters have been slain, it instead shows a hazy view of the room beyond (but none of the monsters therein). Characters can simply step from one side to the other as if the rooms were adjacent.

Treasure: Each monster carries 7 ad, part of the payment made by the lich for their services.

Dragonborn		Level 23 Elite Soldier (Leader)	
Warmaster (D)			
Medium natural humanoid		XP 10,200	
Initiative +14		Senses Perception +13	
Battle Tide aura 6; any ally that starts its turn within the aura gains +2 speed until the start of its next turn.			
HP 432; Bloodied 216; see also <i>dragonborn fury</i> and <i>to me!</i>			
AC 41; Fortitude 38, Reflex 37, Will 37			
Saving Throws +2			
Speed 5, fly 8 (clumsy)			
Action Points 1			
⊕ Falchion (standard; at-will) ♦ Weapon			
+30 vs. AC (+31 while bloodied); 4d4 + 9 damage (crit 4d4 + 25).			
⊕ Single Out (standard; at-will) ♦ Weapon			
Requires falchion; +30 vs. AC (+31 while bloodied); 4d4 + 9 damage, and allies of the warmaster gain a +2 bonus to attack rolls and damage rolls made against the target until the start of the warmaster's next turn.			
➤ Superior Tactics (minor; at-will)			
Ranged 6; an ally within range shifts 1 square.			
➤ Tiamat's Will (standard; encounter)			
Ranged 10; recharge the <i>breath weapon</i> of a dragon or dragonborn.			
↔ Dragon Breath (minor; encounter) ♦ Acid, Cold, Fire, Lightning, or Poison			
Close blast 10; +28 vs. Reflex (+29 while bloodied); 3d8 + 9 damage of one of the following types: acid, cold, fire, lightning, or poison (choose one type per use).			
↔ To Me! (immediate reaction, when first bloodied; encounter)			
Close burst 10; allies within the burst can shift 2 squares toward the warmaster.			
Chromatic Boon (immediate interrupt, when an enemy attacks the warmaster; encounter) ♦ Acid, Cold, Fire, Lightning, or Poison			
The dragonborn warmaster gains resist 10 to one of the following damage types until the end of the encounter: acid, cold, fire, lightning, or poison.			
Dragonborn Fury (only while bloodied)			
A dragonborn gains a +1 racial bonus to attack rolls.			
Alignment Evil		Languages Common, Draconic	
Skills Diplomacy +22, History +15, Insight +18, Intimidate +24			
Str 21 (+16)		Dex 13 (+12)	
		Wis 15 (+13)	
Con 24 (+18)		Int 14 (+13)	
		Cha 22 (+17)	
Equipment plate armor, falchion			



ENCOUNTER 23-1: ENTRY ROOM

2 Bluespawm Godslayers (B)		Level 22 Elite Brute	
Huge natural humanoid (reptile)		XP 8,300 each	
Initiative +15		Senses Perception +17; low-light vision	
HP 510; Bloodied 255			
AC 36; Fortitude 36, Reflex 31, Will 33			
Resist 30 lightning, 30 thunder			
Saving Throws +2			
Speed 8			
Action Points 1			
⊕ Greatsword (standard; at-will) ♦ Lightning, Weapon			
Reach 3; +26 vs. AC; 4d6 + 9 damage plus 2d8 lightning damage; see also <i>slayer</i> .			
⊕ Awesome Blow (standard; at-will) ♦ Lightning, Weapon			
The godslayer makes a greatsword attack. If the attack hits, it makes a secondary attack against the same target. <i>Secondary Attack</i> : +26 vs. Fortitude; the target is pushed 3 squares and knocked prone.			
⊕ Bite (standard; at-will) ♦ Lightning			
Reach 2; +24 vs. AC; 1d10 + 7 damage plus 2d8 lightning damage; see also <i>slayer</i> .			
Slayer			
A bluespawm godslayer deals +10 damage against dragons, dragonborn, and immortals.			
Alignment Evil		Languages Draconic	
Str 28 (+20)		Dex 19 (+15)	
		Wis 22 (+17)	
Con 25 (+18)		Int 10 (+11)	
		Cha 16 (+15)	
Equipment heavy shield, greatsword			

ENCOUNTER 23-2: LABORATORY

Encounter Level 24 (32,700 XP)

- 1 larva mage (L)
- 8 lich vestiges (V)
- 2 dragonclaw swarms

SETUP

Within the phylactery is the lich's emergency laboratory, staffed by a former prize pupil (now a larva mage) and vestiges of the lich's own spirit.

The dragonclaw swarms are not marked on the map, since they do not appear until the fonts are disturbed.

When the characters look through the mirror wall, read:

The front area of the large room before you appears to be a lab with a work table, two blue fonts of liquid, and a pool of blood.

Beyond, you see two swirling blue clouds of writhing spirits. Two rows of glass panes are set into the floor between the clouds.

When the characters step through the mirror wall, read:

As you step through the wall, you realize the room is not as empty as it appeared. Several spectral skeletons float about the room, and a robed figure gazes at you. What you first took for a blank gaze is revealed as a porcelain mask, and you can make out a wriggling mass of worms squirming behind its empty eyesockets.

Arcana or Religion Check

DC 29: *Those clouds seem to be coalesced souls—and the spectral forms nearby appear to be feeding from them.*

TACTICS

The lich vestiges begin with two *orbs of obliteration*; then they spread out and launch *shadow rays*, preferring to target PCs who use arcane powers.

The larva mage opens with *horrific visage* against a PC who uses ranged attacks. It uses *withering flame* whenever it can catch two or more PCs in the burst. If a PC moves adjacent to it, the larva mage tips over the adjacent dragonclaw font (a minor action), using the sudden appearance of a dragonclaw swarm to help it escape combat.

The dragonclaw swarms use *dragonclaw pin* to restrain targets for the other monsters' ranged attacks.

Larva Mage (L)	Level 21 Elite Artillery
Medium natural magical beast (undead)	XP 6,400
Initiative +13	Senses Perception +12
HP 304; Bloodied 152	
AC 35; Fortitude 30, Reflex 33, Will 27	
Immune disease, poison; Resist 10 necrotic; takes half damage from melee and ranged attacks; Vulnerable 10 radiant, 10 against close and area attacks.	
Saving Throws +2	
Speed 6	
Action Points 1	
⊕ Corrupting Touch (standard; at-will) ♦ Necrotic +24 vs. Fortitude; 2d6 + 5 necrotic damage.	
↻ Horrific Visage (minor; recharge ☹️ ☹️) ♦ Fear Ranged 10; +24 vs. Will; the target cannot attack the larva mage until the end of its next turn and is immobilized (save ends).	
↻ Ray of Cold Death (standard; at-will) ♦ Cold, Necrotic Ranged 20; +26 vs. AC; 2d8 + 8 cold and necrotic damage, or 4d8 + 8 cold and necrotic damage if the target is bloodied.	
↻ Worm's Feast (standard; recharge ☹️) ♦ Illusion Ranged 5; the target is tricked into believing that worms are devouring its flesh; +26 vs. Will; 4d10 + 8 damage. If this damage doesn't reduce the target to 0 or fewer hit points, the target takes no damage but is stunned until the end of its next turn.	
✖ Withering Flame (standard; at-will) ♦ Fire, Necrotic Area burst 1 within 20; +24 vs. Reflex; 2d6 + 8 fire and necrotic damage.	
Squeezing Swarm By altering its shape, a larva mage can squeeze through small openings as if it were a Tiny creature (see "Squeeze," PH 292).	
Alignment Evil	Languages Common
Skills Arcana +23, History +23, Religion +23	
Str 14 (+12)	Dex 16 (+13) Wis 14 (+12)
Con 20 (+15)	Int 26 (+18) Cha 15 (+12)

2 Dragonclaw Swarms	Level 22 Brute
Huge natural animate (swarm, undead)	XP 4,150 each
Initiative +16	Senses Perception +15; tremorsense 10
Swarm Attack aura 3; the dragonclaw swarm makes a <i>dragonclaw pin</i> attack as a free action against any enemy that starts its turn within the aura.	
HP 252; Bloodied 126	
AC 34; Fortitude 35, Reflex 34, Will 33	
Immune disease, poison; Resist half damage from melee and ranged attacks; Vulnerable 10 against close and area attacks	
Speed 7	
⊕ Dragonclaw Pin (standard; at-will) +26 vs. AC; 2d8 + 14 damage, and the target is restrained until the start of its next turn.	
Alignment Unaligned	Languages —
Str 26 (+19)	Dex 20 (+16) Wis 18 (+15)
Con 22 (+17)	Int 3 (+7) Cha 10 (+11)

8 Lich Vestiges (V)		Level 26 Minion	
Medium natural humanoid (undead)		XP 2,250 each	
Initiative +14 Senses Perception +19; darkvision			
Necromantic Aura (Necrotic) aura 2; any living creature that enters or starts its turn in the aura takes 5 necrotic damage.			
HP 1; a missed attack never damages a minion.			
AC 40; Fortitude 36, Reflex 40, Will 38			
Immune disease, poison; Resist 20 necrotic			
Speed 6			
⊕ Death's Touch (standard; at-will) ◆ Necrotic			
+30 vs. AC; 10 necrotic damage, and the target is weakened (save ends).			
⊗ Shadow Ray (standard; at-will) ◆ Necrotic			
Ranged 20; +30 vs. Reflex; 10 necrotic damage, or 15 necrotic damage if the target is an arcane power user (such as a wizard).			
✱ Orb of Obliteration (standard; encounter) ◆ Fire, Necrotic			
Two, three, or four lich vestiges acting on the same initiative count can use their standard actions to hurl a single orb of black fire that detonates on impact. Make one attack roll: area burst 5 within 10 of one of the lich vestiges; +30 vs. Reflex; 5 fire and necrotic damage per lich vestige making the attack, and ongoing fire and necrotic damage equal to 5 per lich vestige making the attack (save ends).			
Alignment Evil		Languages Abyssal, Common	
Skills Arcana +24			
Str 11 (+13)	Dex 12 (+14)	Wis 13 (+14)	
Con 14 (+15)	Int 22 (+19)	Cha 18 (+17)	

FEATURES OF THE AREA

Illumination: The soulstorms and the flame wall combine to provide bright light throughout this area.

Ceiling: The ceiling in this area is 25 feet high.

Work Table: The larva mage uses this table for his studies. Papers strewn across it hint at dark secrets being researched by the lich and larva mage (but reveal no useful details). A level 26 magic item sits on the table.

Blood Pool: This 2-foot-deep pool of blood is difficult terrain. Any creature in the blood pool who uses a healing power restores 20 hit points to one target of the power; this functions three times before the pool is drained.

At the bottom of the blood pool are four pearls (5,000 gp each) and two *potions of recovery*.

Dragonclaw Fonts: Each of these fonts is filled with blue liquid. If knocked over, or if touched by a living creature, the font disgorges a dragonclaw swarm—quite literally, a huge undead mass of draconic claws and bone shards. The swarm appears centered on the font's square.

Soulstorms: The two swirling clouds of blue spiritforms provide an odd form of sustenance to the undead—nourishing but physically overwhelming. Any undead that begins its turn in a soulstorm regains 20 hit points but is dazed until the end of its turn.

A PC who ends his or her turn in a soulstorm is drawn into one of the mirror cells in the floor (starting with the upper left and going clockwise).

Mirror Cells: A PC drawn into one of these by the soulstorm or the mirror wall is stunned (save ends). Each time the character fails a save, he or she also loses one healing surge (or hit points equal to one-fourth of the PC's full normal hit points if he or she has no surges left).

What's more, this releases the current occupant of the cell—another lich vestige. (The XP reward listed above includes only the eight vestiges present; add more XP for those released and defeated.)

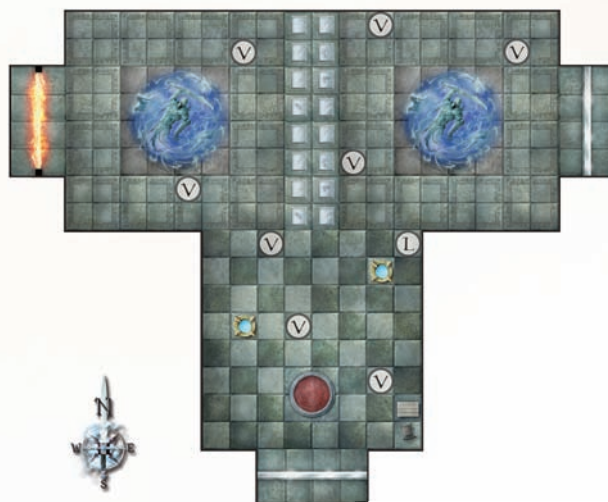
While in the cell, a reflection of the character's spirit appears in the pane, visible to those in the room. A pane can be broken (hit points 20; AC 32; Fortitude 30, Reflex 30). This ends the stunned condition and returns the character to the room, prone, in that square.

If all mirror cells are destroyed, characters who would be drawn into a cell are instead teleported to one of the cell squares, prone.

Mirror Wall: A second mirror wall in the eastern end of this chamber is identical to the wall that allowed access from area 1—reflecting this room (without inhabitants) while the monsters remain alive, or peering into area 3 (without revealing any monsters) when all the foes in area 2 are defeated.

However, any character stepping into the mirror wall instead appears in one of the mirror cells (or one of the cell squares if all the mirrors have been broken).

Flame Wall: Any character beginning his or her turn adjacent to the flame wall takes 10 fire damage. Once all the monsters in the room are slain (not including vestiges still in cells), the flame goes out, and characters can step through into area 3.



ENCOUNTER 23-3: THRONE ROOM

Encounter Level 26 (53,600 XP)

1 lich (eladrin wizard) (L)
2 elder red dragons (D)

SETUP

Now the PCs face the reconstituted lich itself, fighting within its own phylactery. If the characters are victorious, the phylactery is destroyed, returning them to the world and ending the evil of the lich forever.

Don't place the tiles of the upper room until the characters go up the stairs and can see into this room.

When the characters look through the mirror wall from area 2, read:

You peer into a large, smoky room with runes carved across the floor. Braziers in the corners of the room burn with an eerie crimson light, while two rings of arcane glyphs shimmer in unison. Wide staircases on either side of this room lead up.

When the characters move through the flame wall, read:

You peer into a large, smoky room with runes carved across the floor. Braziers in the corners of the room burn with an eerie amber light, while two rings of arcane glyphs shimmer in unison. In the northeast corner, an enormous red dragon turns to stare at you. Wide staircases on either side of this room lead up.

When the characters ascend the stairs, read:

The lich sits on the throne in the upper chamber, cackling at you. Another enormous red dragon snarls hungrily.

Arcana Check

DC 26: *The glyphs in the circles remind you of a teleportation circle.*

DC 31: *The creatures here seem to draw power from the bright orange burning braziers. You could override that effect by charging the brazier with the magic of an item or ritual component.*

TACTICS

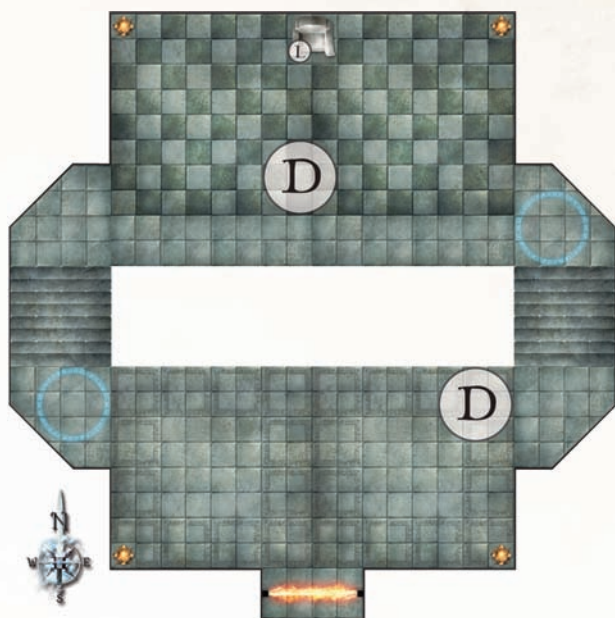
The red dragons aim to cause maximum destruction among the PCs, but they prefer to remain separate in their own rooms unless the PCs refuse to engage them.

When engaged in melee, the dragons open with *frightful presence*; then they spend an action point to use their *breath weapon*. If the PCs douse a brazier, they use *immolate foe* or *breath weapon* to relight it.

The lich readies *psychic compulsion* (see “Features of the Area”) to use against the first PC who comes within 10 squares. It slides a melee-oriented PC away from itself or a nonmelee PC toward itself (into its *necromantic aura*).

As long as even a single brazier (see “Features of the Area”) continues to burn orange, the lich can't be reduced below 1 hit point or slain by any means.

Lich (L)		Level 24 Elite Controller
Medium natural humanoid (undead)		XP 12,100
Initiative +14	Senses Perception +14; darkvision	
Necromantic Aura (Necrotic) aura 5; any living creature that enters or starts its turn in the aura takes 5 necrotic damage.		
HP 362; Bloodied 181		
Regeneration 10 (if the lich takes radiant damage, regeneration doesn't function on its next turn)		
AC 38; Fortitude 33, Reflex 38, Will 38		
Immune disease, poison; Resist 10 necrotic		
Saving Throws +2		
Speed 6		
Action Points 1		
☉ Shadow Ray (standard; at-will) ◆ Necrotic		
Ranged 20; +28 vs. Reflex; 3d8 + 7 necrotic damage.		
☞ Necrotic Orb (standard; recharge ☞ ☞) ◆ Necrotic		
Ranged 20; +28 vs. Fortitude; 3d8 + 7 necrotic damage, and the target is stunned until the end of the lich's next turn.		
☞ Entropic Pulse (standard; recharge ☞ ☞) ◆ Necrotic		
Area burst 2 within 20; +28 vs. Reflex; 6d6 + 7 necrotic damage.		
Indestructible		
When a lich is reduced to 0 hit points, its body and possessions crumble into dust, but it is not destroyed. It reappears (along with its possessions) in 1d10 days within 1 square of its phylactery, unless the phylactery is also found and destroyed.		
Second Wind (standard; encounter) ◆ Healing		
The lich spends a healing surge and regains 90 hit points. The lich gains a +2 bonus to all defenses until the start of its next turn.		
Alignment Evil	Languages Common, Elven	
Skills Arcana +24, History +24, Insight +19		
Str 12 (+13)	Dex 15 (+14)	Wis 15 (+14)
Con 18 (+16)	Int 25 (+19)	Cha 21 (+17)



2 Elder Red Dragons (D)		Level 22 Solo Soldier
Huge natural magical beast (dragon)		XP 20,750 each
Initiative +19	Senses Perception +19; darkvision	
HP 1,050; Bloodied 525; see also <i>bloodied breath</i>		
AC 40; Fortitude 40, Reflex 37, Will 34		
Resist 25 fire		
Saving Throws +5		
Speed 8, fly 10 (hover), overland flight 15		
Action Points 2		
⊕ Bite (standard; at-will) ◆ Fire	Reach 3; +29 vs. AC; 2d10 + 9 plus 4d6 fire damage.	
⊕ Claw (standard; at-will)	Reach 3; +29 vs. AC; 2d10 + 9 damage.	
⊕ Double Attack (standard; at-will)	The dragon makes two claw attacks.	
⊕ Tail Strike (immediate reaction, when an enemy moves to a position where it flanks the red dragon; at-will)	The dragon attacks the enemy with its tail: reach 3; +27 vs. Reflex; 3d10 + 9 damage, and the target is pushed 2 squares.	
⤴ Immolate Foe (standard; recharge ☞☞☞) ◆ Fire	Ranged 20; +27 vs. Reflex; 3d10 + 8 fire damage, and ongoing 10 fire damage (save ends).	
⤴ Breath Weapon (standard; recharge ☞☞☞) ◆ Fire	Close blast 5; +27 vs. Reflex; 3d12 + 8 fire damage. Miss: Half damage.	
⤴ Bloodied Breath (free, when first bloodied; encounter) ◆ Fire	The dragon's breath weapon recharges automatically, and the dragon uses it immediately.	
⤴ Frightful Presence (standard; encounter) ◆ Fear	Close burst 10; targets enemies; +25 vs. Will; the target is stunned until the end of the dragon's next turn. <i>Aftereffect</i> : The target takes a -2 penalty to attack rolls (save ends).	
Alignment Evil	Languages Common, Draconic	
Skills Bluff +18, Insight +19, Intimidate +23		
Str 28 (+20)	Dex 22 (+17)	Wis 17 (+14)
Con 26 (+19)	Int 15 (+13)	Cha 15 (+13)

FEATURES OF THE AREA

Illumination: The braziers and glowing teleportation circles brightly illuminate the room.

Ceiling: The ceilings in each room are 40 feet high.

Teleportation Circles: Any creature standing entirely within one of these glowing circles can use a move action to teleport to any unoccupied space within the other circle. A DC 31 Arcana check reveals this power.

Throne: While the lich is in or adjacent to the throne, it gains access to an additional power:

⤴ **Psychic Compulsion** (standard; recharge when the lich hits with *shadow ray*) ◆ **Psychic**
Ranged 10; +28 vs. Will; 3d8 + 7 psychic damage, and the target slides 3 squares and is immobilized until the end of the lich's next turn.

Braziers: These burn with a bright orange flame but give off no heat. A character who places *residuum* (or any other ritual component) worth 10,000 gp, or a magic item worth at least 100,000 gp, into a brazier and succeeds on a DC 17 Arcana check (a minor action), changes the flame from orange to green. For each brazier so altered, the dragons take a cumulative -2 penalty to all defenses; when all four braziers are changed, the lich can be reduced below 1 hit point or killed.

A dragon can cause the brazier to consume the component or item within it by expending its immoderate foe or breath weapon (to no other effect) while adjacent to it. Consumed components or items are "destroyed," but they return unharmed to the PCs when they exit the phylactery.

CONCLUSION

When the PCs destroy the lich, the entire phylactery collapses in upon itself. The characters return to the world exactly where they were when they entered the phylactery. The phylactery, however, is nowhere to be seen.

24: GHOULISH DESIGNS

A deathpriest hierophant of Orcus has turned the lower catacombs of a cemetery into a base for the undead and demonic horde it is gathering. The deathpriest loses control, however, with the arrival of a balor, and its carefully orchestrated forays to snatch victims have turned into wholesale slaughters.

The PCs arrive in a nearby town to meet with a merchant who promised to sell them a long-coveted magic item. They are not altogether pleased to arrive to find the aftermath of a brutal attack—and no sign of their item.

Tiles: This delve uses two packs of tiles from *DUI: Halls of the Giant Kings*.



EXPANDING THE DELVE

To turn this delve into a full-blown adventure, consider these arcs:

- ◆ After the PCs have defeated the monsters in area 3, and had a chance to inspect their new treasure, have a linked portal open above the red glyph in the room, with foes pouring out. You could include hezrous (MM 56), goristros (MM 55), and mariliths (MM 57), or you could shake it up with a whole army of vampire spawn fleshrippers and blood-

hunters (MM 259) led by a dozen vampire lords (MM 258). Have a portal open just as the PCs enter each room.

- ◆ When the PCs go outside, they find that the cemetery's occupants have been raised, with waves of undead—including dozens of skeletons (MM 234), a handful of skeletal tomb guardians (MM 235), a half-dozen mad wraiths, and a couple of dread wraiths (MM 267)—hunting the PCs through the cemetery grounds.

ENCOUNTER 24-1: BRUTE FORCE

Encounter Level 24 (34,400 XP)

- 1 glabrezu (G)
- 4 hezrou manglers (H)

SETUP

The PCs follow a trail of body parts to the forest's edge. As they enter the forest, they notice signs of disease appearing in the natural foliage, and soon no sounds of wildlife can be heard. The scent of death wafts over the PCs as they enter the mausoleum.

When the characters enter, read:

Two demonic statues flank the door, the faces disturbingly realistic and skeletal. Inside the room, a powerful, squat demon roars with wild abandon as a pack of hezrous shift about the room.

4 Hezrou Manglers		Level 24 Brute
Large elemental humanoid (demon)		XP 6,050 each
Initiative +17	Senses Perception +17; darkvision	
Noxious Stench (Poison) aura 2; enemies in the aura take a -2 penalty to attack rolls. While the hezrou is bloodied, enemies within its aura are also weakened.		
HP 275; Bloodied 137		
AC 36; Fortitude 38, Reflex 34, Will 34		
Resist 20 variable (2/encounter; see "Resist," <i>Monster Manual</i> , page 282)		
Speed 6; see also <i>demonic step</i>		
Ⓢ Slam (standard; at-will)		
Reach 2; +27 vs. AC; 2d10 + 10 damage.		
Ⓡ Bite (standard; at-will)		
Reach 2; +27 vs. AC; 2d8 + 10 damage.		
Ⓡ Combination Attack (standard; at-will)		
The hezrou makes one slam attack and one bite attack.		
Demonic Step		
The hezrou ignores difficult terrain, seeming to phase through it.		
Alignment Chaotic evil	Languages Abyssal	
Skills Stealth +22		
Str 28 (+21)	Dex 20 (+17)	Wis 20 (+17)
Con 25 (+19)	Int 8 (+11)	Cha 16 (+15)

ENCOUNTER 24-2: REINFORCEMENTS

Encounter Level 25 (32,900 XP)

2 wild hunt acolytes (W)
3 putrid rot harbingers (R)
6 abyssal ghoulish myrmidons (G)

SETUP

This room is used to create abyssal ghoulish myrmidons. Only six of the recently taken prisoners (marked P on the map) are still alive. The rest have been transformed or eaten. The deathpriest has paused in its work to report to the balor in area 3. If the PCs don't hurry, the rest of the prisoners will become ghouls or ghoulish meals.

When the characters come down the steps, read:
Several ghouls and creatures in the guise of decaying angels turn your way hissing and snarling at your arrival. Caged prisoners beg you to help them. They all have a red rune on their foreheads. Suddenly, a wispy tendril erupts from the glowing red glyph in the middle of the room and settles on one of the prisoners. He begins to convulse. The rest scream even louder, frantically, "HELP US!"

Perception Check

DC 31: A large hound is hiding behind the cauldron.

TACTICS

Held in check by the deathpriest and the balor, the occupants of the room function as allies, though the wild hunt acolytes are wary of the putrid rot harbingers. The acolytes are wild hunt hounds pledged to the service of Orcus.

The ghouls and rot harbingers rush to attack. The acolytes use *mobile melee attack* and hang back from the front line. They keep as many of the engaged ghouls and harbingers in their aura as possible to lend their resistance to their allies and to take advantage of *consume soul*.

The rot harbingers use *rotting claw* to damage their foes, and they might clumsily take to the air to avoid fierce attackers. The ghouls, meanwhile, bite at the nearest enemies. When they are reduced to 0 hit points, the ghouls' *dead blood* power damages nearby enemies.

2 Wild Hunt Level 21 Elite Skirmisher (Leader)

Acolytes (W) Medium fey magical beast (demon) XP 6,400 each

Initiative +21 Senses Perception +23; low-light vision

Menacing Growl (Fear) aura 10; an enemy within the aura takes a -2 penalty to all defenses.

Shield of Abyssal Majesty aura 5; any ally in the aura gains the acolyte's resistances.

HP 410; **Bloodied** 205

AC 36 (38 against opportunity attacks); **Fortitude** 36, **Reflex** 33, **Will** 34

Resist 15 cold, 15 fire, 15 thunder

Saving Throws +2

Speed 10, fly 10 (clumsy); see also *mobile melee attack*

Action Points 1

⊕ **Bite** (standard; at-will)

+26 vs. AC; 2d8 + 9 damage (2d8 + 15 against an immobilized enemy), and the target cannot teleport and is slowed (save ends both). If the target is already slowed, it is immobilized instead.

⚡ **Mobile Melee Attack** (standard; at-will)

The wild hunt acolyte can move up to 5 squares and make one bite attack at any point during that movement. The hound doesn't provoke opportunity attacks when moving away from the target of its attack.

Combat Advantage

A wild hunt acolyte deals 1d8 extra damage on melee attacks against any target it has combat advantage against.

Consume Soul (immediate reaction, when an ally within 5 squares of the acolyte is reduced to 0 hit points) ♦ **Healing**

The wild hunt acolyte regains 10 hit points.

Alignment Unaligned **Languages** –

Skills Endurance +24, Stealth +24

Str 30 (+20) **Dex** 28 (+19) **Wis** 27 (+18)

Con 29 (+19) **Int** 6 (+8) **Cha** 9 (+9)

6 Abyssal Ghoulish Myrmidons (G) Level 23 Minion

Medium elemental humanoid (undead) XP 1,275 each

Initiative +18 Senses Perception +15; darkvision

HP 1; a missed attack never damages a minion; see also *dead blood*

AC 35; **Fortitude** 35, **Reflex** 34, **Will** 31

Immune disease, poison; **Resist** 10 necrotic

Speed 8, climb 4

⊕ **Claws** (standard; at-will)

+26 vs. AC; 9 damage, and the target is immobilized (save ends).

⚡ **Dead Blood** (when reduced to 0 hit points) ♦ **Necrotic**

Close burst 1; all enemies in the burst take 5 necrotic damage.

Alignment Chaotic evil **Languages** Abyssal

Skills Stealth +23

Str 27 (+19) **Dex** 25 (+18) **Wis** 18 (+15)

Con 23 (+17) **Int** 19 (+15) **Cha** 13 (+12)

3 Putrid Rot Harbingers (R)		Level 22 Soldier
Medium elemental humanoid (undead)		XP 4,150 each
Initiative +19	Senses Perception +16	
HP 209; Bloodied 104		
AC 36; Fortitude 34, Reflex 34, Will 33		
Immune disease, poison; Resist 10 necrotic		
Speed 6, fly 8 (clumsy)		
⊕ Rotting Claw (standard; at-will) ◆ Necrotic		
+27 vs. AC; 2d10 + 7 damage, and the target is marked until the end of the rot harbinger's next turn and takes ongoing 10 necrotic damage (save ends).		
Alignment Chaotic evil	Languages Abyssal	
Str 22 (+17)	Dex 22 (+17)	Wis 20 (+16)
Con 25 (+18)	Int 17 (+14)	Cha 17 (+14)

FEATURES OF THE AREA

Illumination: Light from the cauldron's fire, the fireplace, the glyphs, and a brazier along the north wall light the room brightly.

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

Blue Glyph: A DC 31 Arcana check reveals that the glyph is a light source only and not used in any rituals.

Red Glyph/Ghoul Transformation Ritual: A DC 31 Arcana check reveals that the glyph is involved in an undead ritual.

At the start of every round, randomly select one of the prisoners within 10 squares of the red glyph. A tendril rises from it, hitting the prisoner. At the end of the round, that individual turns into an abyssal ghoulish myrmidon.

Any ghoulish created this way engages the PCs unless a human prisoner is in its cell, in which case it spends its first round killing and gnawing on the unfortunate person.

The characters can end the ritual in one of two ways:

- ◆ An adjacent character can disable the glyph with a DC 31 Thievery check or DC 26 Arcana check.
- ◆ If all eligible targets (prisoners) are moved more than 10 squares from the glyph, the ritual ends.

Cauldron: The cast-iron cauldron is 5 feet high. The bones of eaten victims are having their flesh boiled away in preparation for use as ritual components. The cauldron can be tipped over with a DC 26 Strength check. Up to one creature may assist on the check. Those touching the cauldron take 1d6 fire damage.

If the cauldron tips over, it soaks a 2×2 area in scalding liquid. All creatures in the area are attacked +16 vs. Reflex. Hit targets take 3d6 fire damage and are knocked prone. Those missed take 1d6 fire damage.

Cages and Prisoners: The prisoners are loosely shackled to the wall. A DC 17 Thievery check loosens them enough to escape. The doors to the cages are not locked. In the act of changing to a ghoulish, the shackles no longer fit and fall off.

Difficult Terrain: The empty crates and boxes along the north wall and the broken stone inside the small alcove are difficult terrain.



ENCOUNTER 24-3: INNER SANCTUM

Encounter Level 26 (45,000 XP)

- 1 balor (B)
- 2 rot hurlers (R)
- 1 deathpriest hierophant (D)

SETUP

This area houses the vast, vile library of the deathpriest. It, the powerful balor, and two rot hurlers occupy the room. Two chests are stuffed with interesting items for the PCs to discover, including the sought-after magic item.

When the characters approach, read:

Another pulsing rune stands at the foot of the stairs. A robed figure stands in the middle of the room, thin hands outstretched toward a brazier. Bookshelves line a section of the room. However, with its fiery whip already drawn back, it is the massive undead demon of fire that demands your attention.

Perception Check

DC 26: *A demonic, decrepit angel is hiding in the bookshelves, while another crouches behind a large chest.*

Deathpriest Hierophant (D) Level 21 Elite Controller
Medium natural humanoid, human XP 6,400

Initiative +11 **Senses Perception** +14
Aura of Decay (Necrotic) aura 5; living enemies in the aura take a -2 penalty to all defenses.

HP 382; **Bloodied** 191
AC 35; **Fortitude** 35, **Reflex** 32, **Will** 37

Resist 10 necrotic

Saving Throws +2

Speed 5

Action Points 1

⊕ **Mace** (standard; at-will) ♦ **Necrotic, Weapon**
+24 vs. AC; 1d8 + 5 damage, and ongoing 10 necrotic damage (save ends).

↗ **Vision of Death** (standard; recharge ☼ ☼ ☼) ♦ **Psychic**
Ranged 10; +24 vs. Will; 2d6 + 7 psychic damage, and the target is dazed (save ends).

↶ **Word of Orcus** (standard; recharge ☼) ♦ **Healing, Necrotic**
Close burst 5; targets enemies; +24 vs. Fortitude; 2d6 + 7 necrotic damage, and the target is stunned (save ends). Undead in the burst regain 15 hit points.

Alignment Chaotic evil **Languages** Abyssal, Common
Skills Religion +17

Str 20 (+15) **Dex** 13 (+11) **Wis** 18 (+14)

Con 15 (+12) **Int** 14 (+12) **Cha** 24 (+17)

Equipment plate armor, mace, censer

2 Rot Hurlers (R) Level 22 Elite Artillery
Medium elemental humanoid (undead) XP 8,300 each

Initiative +18 **Senses Perception** +21

HP 330; **Bloodied** 165

AC 39; **Fortitude** 39, **Reflex** 38, **Will** 36

Immune disease, poison; **Resist** 10 necrotic

Saving Throws +2

Speed 6, fly 8 (clumsy)

Action Points 1

⊕ **Rotting Claw** (standard; at-will) ♦ **Necrotic**
+25 vs. AC; 2d10 + 5 damage, and the target takes ongoing 10 necrotic damage (save ends).

⊕ **Orb of Pestilence** (standard; at-will) ♦ **Poison**
Ranged 10; +25 vs. Fortitude; 2d8 + 8 poison damage, and the target is weakened and takes a -2 penalty to saving throws (save ends both).

Double Throw (free, when rot hurler hits with an orb of pestilence; at-will) ♦ **Poison**

If an orb of pestilence attack hits, make a second orb attack against another enemy within 5 squares of the original target.

Withdraw (immediate interrupt, when an enemy moves adjacent to the rot hurler; encounter)

The rot hurler shifts up to 3 squares.

Alignment Chaotic evil **Languages** Abyssal

Str 20 (+16) **Dex** 24 (+18) **Wis** 20 (+16)

Con 27 (+19) **Int** 17 (+14) **Cha** 19 (+15)

Balor (B) Level 27 Elite Brute
Huge elemental humanoid (demon) XP 22,000

Initiative +17 **Senses Perception** +23; truesight 6

Flaming Body (Fire) aura 2 (aura 3 while the balor is bloodied); enemies that start their turns in the aura takes 10 fire damage (20 fire damage while the balor is bloodied).

HP 624; **Bloodied** 312; see also *death burst*

AC 42; **Fortitude** 46, **Reflex** 39, **Will** 40

Immune fear; **Resist** 40 fire, 20 variable (3/encounter; see "Resist," *Monster Manual*, page 282)

Saving Throws +2

Speed 8, fly 12 (clumsy)

Action Points 1

⊕ **Lightning Sword** (standard; at-will) ♦ **Lightning, Weapon**
Reach 3; +32 vs. AC; 2d10 + 10 lightning damage, or 3d10 + 30 lightning damage on a critical hit.

⊕ **Flame Whip** (standard; at-will) ♦ **Fire, Weapon**
Reach 5; +30 vs. Reflex; 3d8 + 5 fire damage, and ongoing 5 fire damage (save ends). Also, the target is pulled into an unoccupied space adjacent to the balor.

⊕ **Fire and Lightning** (standard; at-will) ♦ **Fire, Lightning, Weapon**
The balor makes a lightning sword attack and a flame whip attack.

Demonic Accuracy (free, when the balor misses with an attack; encounter)

The balor rerolls the attack and gains a +5 bonus to the roll.

↶ **Death Burst** (when reduced to 0 hit points) ♦ **Fire**

The balor explodes in a burst of flame: close burst 10; +29 vs. Reflex; 7d10 fire damage. *Miss:* Half damage. The balor and its weapons are completely destroyed.

Alignment Chaotic evil **Languages** Abyssal, Common

Skills Bluff +20, Insight +23, Intimidate +20

Str 30 (+23) **Dex** 19 (+17) **Wis** 21 (+18)

Con 32 (+24) **Int** 12 (+14) **Cha** 14 (+15)

TACTICS

The balor picks the most formidable-looking PC and attacks him or her until either the demon or the character is dead. It moves to within 3 squares of that adversary (or waits for the character to approach) and then opens combat with *fire and lightning*. After this initial assault, it spends its action point immediately to make the same attack again. The balor saves *demonic accuracy* for when it finds itself in dire straits or for an attack that it believes will reduce its enemy to 0 hit points or fewer. If all else fails, the demon's *death burst* might accomplish what the balor could not do itself.

The deathpriest uses *vision of death* at every opportunity and *word of Orcus* whenever it can hit several PCs. It tries to position itself so that at least one of the rot hurlers is caught in the burst as well. However, if it has a choice between attacking one more enemy and aiding one of its undead allies, it opts for attacking the additional target. If *vision of death* and *word of Orcus* have not recharged, the deathpriest wades into melee with its mace, but it does not use its weapon when either of its other attacks is available.

The rot hurlers are cowardly creatures and prefer to launch ranged attacks, especially because their *double throw* power gives them two hits for the price of one. If a rot hurler becomes bloodied, it tries to stay within 5 squares of the deathpriest so that it can receive healing from the deathpriest's *word of Orcus*. The rot hurlers use their melee attacks only as a last resort.

The deathpriest and the rot hurlers try to stay as far from the balor as possible if the balor is near death, sacrificing their standard actions to move away if they have to (a possible clue to PCs).

FEATURES OF THE AREA

Illumination: The brazier, rune and fireplace ensure that the room is brightly lit.

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

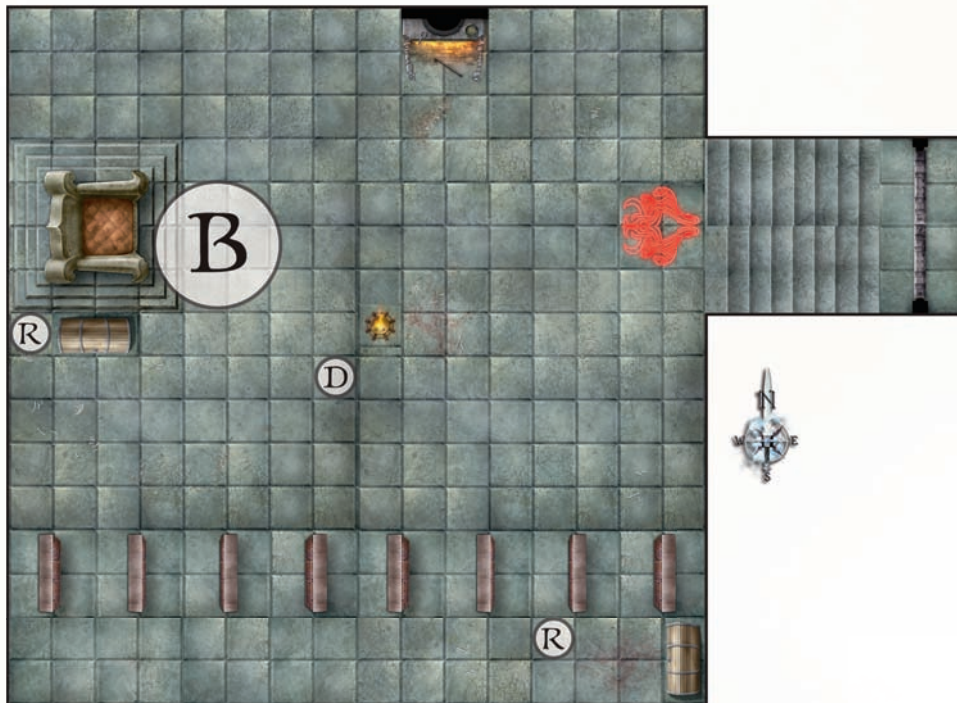
Bookshelves: The bookshelves contain a vast and valuable collection of demonology, history, ritual magic, planar travel, and geography texts and treatises. If using this delve as part of a larger campaign, this is a good opportunity to insert plot hooks.

The bookshelves can be pushed over with a DC 17 Strength check. Up to two creatures can assist. If they fall over, pick a direction, the bookshelves in that direction topple like dominos, and the area is now difficult ground.

Anyone caught in the path is attacked, +16 vs. Reflex. A hit deals 3d10 damage, and the target is dazed for 1 round. A miss deals 1d10 damage.

Brazier: Close inspection of the brazier in the center of the room reveals that it is a 10,000 gp focus item (used by staring into the flames).

Treasure: A level 26 magic item (from your PCs' wish lists), 700 pp, and 2,000 gp are in the chest near the throne. The chest behind the bookshelves contains a scroll of the Planar Portal Ritual, 2,000 gp of residuum, and 10,000 gp of alchemical reagents. The library is worth 50,000 gp.



25: TEMPLE OF PRIMORDIAL FIRE

A flameskull lord that calls itself the Bright Lord of Everburning Fire has taken control of a primordial node deep within the Elemental Chaos. It long ago shrugged off the control of its original creator and now follows its own plans and desires. Top among these is the desire to tap into the power of a fire primordial and increase its own status from undead creature to demigod.

To accomplish this, the Bright Lord of Everburning Fire must break through the magic that binds the ancient primordial—a procedure that could, at best, grant the flameskull unlimited power. At worst, it could allow the primordial to escape its eternal prison and ravage the world.

Tiles: This delve uses tiles from *DT7: Fane of the Forgotten Gods*.

THE BRIGHT LORD'S TALE

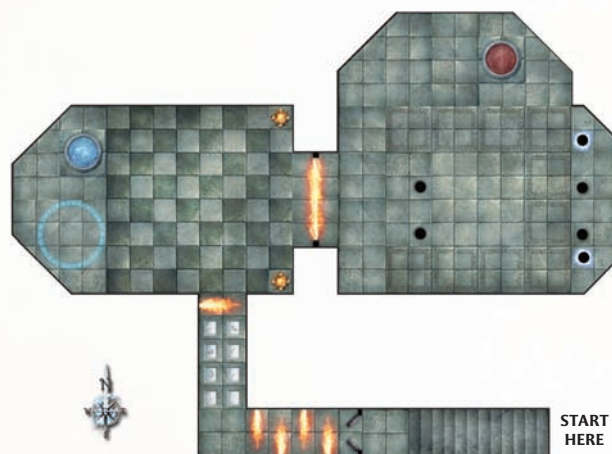
The flameskull lord that calls itself the Bright Lord of Everburning Fire has sealed itself within these chambers so that it can complete its ritual and tap into the power of the primordial in seclusion. The traps that protect this corridor are meant to keep all intruders out—friendly or otherwise. It wants no interruptions, no possible distractions when it is so close to gaining the power it desires.

Each time a trap is triggered, the Bright Lord is aware of the intrusion. The Bright Lord trusts to the traps and the other guardians it has put in place to deal with the intruders, however, since it can't allow its concentration to falter at this stage of the ongoing ritual. For this reason, the adventurers won't encounter the Bright Lord until they reach the last chamber in this part of the node complex.

EXPANDING THE DELVE

The best way to expand this dungeon delve is to create more of the temple as it exists in the Elemental Chaos. The map and encounters here represent the final chambers in what can otherwise be an enormous extraplanar complex. Feel free to develop a complete adventure that uses this series of encounters as the climax.

Another option is to create a follow-up series of encounters in which the adventurers must deal with the ancient primordial after it escapes from its eternal prison. The primordial, a fire creature of great power, seeks to leave the Elemental Chaos and return to the world. The adventurers can attempt to stop it in the plane below, or they can follow it back to the world and confront it there in some appropriately fantastic, fiery setting.



ENCOUNTER 25-1: CORRIDOR OF FIRE AND SPIRIT

Encounter Level 25 (35,700 XP)
5 primordial flame jets
1 necrotic tile trap

SETUP

Traps protect this section of the Temple of Primordial Fire. The adventurers begin on the stairs, in front of heavy double doors. The doors are closed.

If the adventurers listen at the doors and make a DC 26 Perception check, they hear:

A strange, forlorn moaning emanates from somewhere beyond the heavy double doors.

When the adventurers open the doors, read:
The corridor ahead suddenly explodes into flame as jets spray fire from the walls.

TACTICS

This corridor presents a straightforward problem: find a way to get past the flame jets and necrotic tiles that guard the entrance to the Bright Lord of Everburning Fire's ritual chamber. The flame jets attack each time a character steps into their squares, as do the necrotic tiles. The flame jets deal damage, while the necrotic tiles weaken a character's defenses and attempt to slide him or her into the nearest flame jet.

5 Primordial Flame Jets **Level 23 Blaster**
Trap XP 5,100 each

Hidden nozzles in the walls unleash a geyser of fire.

Trap: Each time a character enters or starts his or her turn in a square protected by a flame jet, the trap makes an attack.

Perception

No check is necessary to notice the jets of primordial fire.

Trigger

The trap activates each time a living creature enters or starts its turn in one of the protected squares.

Attack

Free action when triggered

Target: Each creature in the 2 squares affected by an individual flame jet.

Attack: +26 vs. Reflex

Hit: 4d8 + 8 fire damage and ongoing 10 fire damage (save ends); if the target is hit by this attack, its movement stops in the square.

Miss: Half damage, no ongoing damage, no stopped movement.

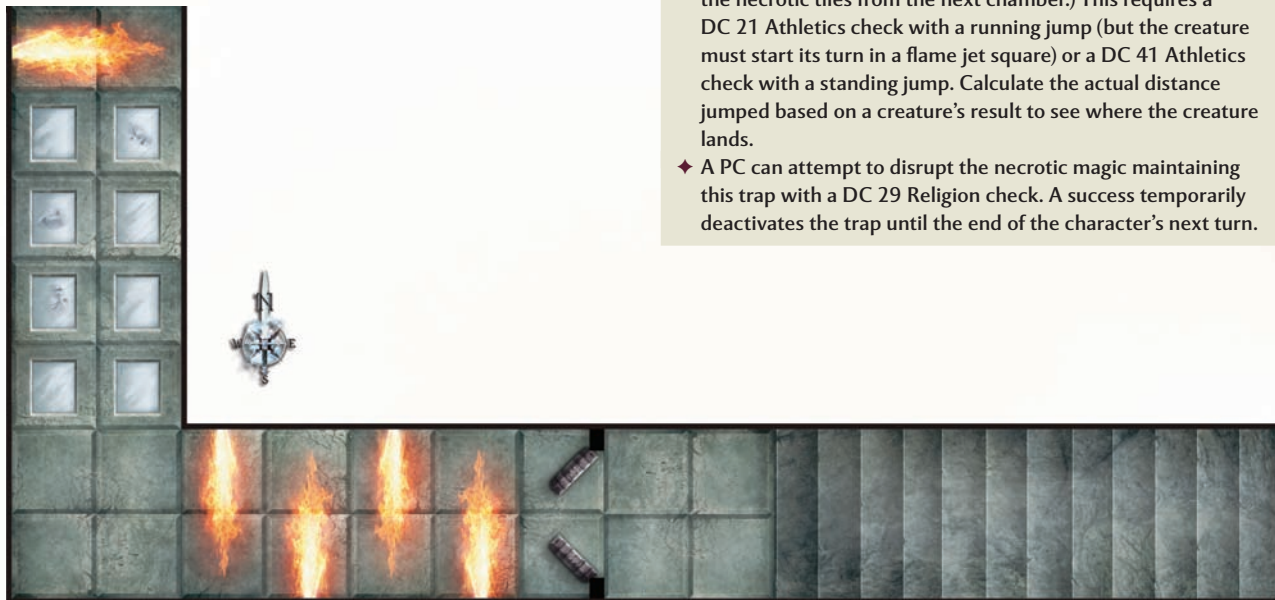
Countermeasures

◆ An adjacent character can disable one flame jet with a DC 29 Thievery check.

FEATURES OF THE AREA

Illumination: Bright light, from the flame jets.

Ceiling: The ceiling within this corridor is 20 feet high. The flame jets fill their squares with fire, from floor to ceiling. The necrotic tiles don't affect the space above them, but antimagic within the corridor makes any form of flying impossible. Whenever a creature attempts to fly in the corridor, either through natural means or by magic, it moves 1 square and immediately lands.



Heavy Doors: The heavy doors are locked. A DC 26 Thievery check is required to unlock them.

Flame Jets: Five flame jets protect this corridor. See the trap description for more information.

Necrotic Tiles: Eight special tiles form the necrotic tile trap. See the description for details.

Necrotic Tiles **Level 23 Elite Warper**
Trap XP 10,200

Panels in the floor ahead appear to be made of some kind of translucent, glasslike material. As you move closer, you can see strange shapes moving within the translucent material.

Trap: Necrotic emanations deal damage, weaken defenses, and repel creatures that step upon the tiles.

Perception

◆ DC 16: The character hears a forlorn moaning coming from the tiles, though it sounds distant, as though heard through a barrier of some sort.

◆ DC 24: The character notices that the shapes moving in the translucent material appear to have a humanoid form.

Trigger

The trap activates each time a living creature enters one of its squares.

Attack

Free action when triggered

Target: Each creature in a spirit tile square.

Attack: +26 vs. Will

Hit: 2d6 + 8 necrotic damage, all defenses -2 (save ends), and slide 4 squares.

Tactics: The spirit tiles slide a target toward the nearest flame jet, depending on which square the target is in when the trap attacks.

Countermeasures

◆ A living creature can jump over the spirit tile trap into an unoccupied square. (Note the primordial flame jet separating the necrotic tiles from the next chamber.) This requires a DC 21 Athletics check with a running jump (but the creature must start its turn in a flame jet square) or a DC 41 Athletics check with a standing jump. Calculate the actual distance jumped based on a creature's result to see where the creature lands.

◆ A PC can attempt to disrupt the necrotic magic maintaining this trap with a DC 29 Religion check. A success temporarily deactivates the trap until the end of the character's next turn.

ENCOUNTER 25-2: RITUAL CHAMBER

Encounter Level 25 (40,100 XP)

2 great flameskulls (F)
2 fire archon blazeswords (B)

SETUP

When an adventurer makes it past the final primordial flame jet in the entry corridor and enters the ritual chamber, read:

You emerge from the corridor into a huge chamber. To your right, a pair of humanoids that appear to be made of fire guard each side of an archway sealed by a gate of searing flame. To your left, two floating, flaming skulls chant words of power that causes a circle of glowing energy to sparkle and flare. Beside them, you can also see a font of churning, bubbling water. As you get your bearings, one of the guards composed of fire shouts something in an unknown language, draws a blazing sword, and strides toward you.

If a character understands Primordial, then he or she knows that the fire humanoid shouted, “Intruders! Protect the Bright Lord!”

TACTICS

The great flameskulls are in the process of completing the portion of the ritual assigned to them by the Bright Lord of Everburning Fire when the adventurers arrive. Immediately, one of them breaks off to repel the intruders, targeting individual foes with *flame rays*. It moves each round in an effort to confuse and draw the characters deeper into the chamber. When three or more adventurers enter the chamber, it unleashes its *firestorm* to catch as many of them in the burst as possible.

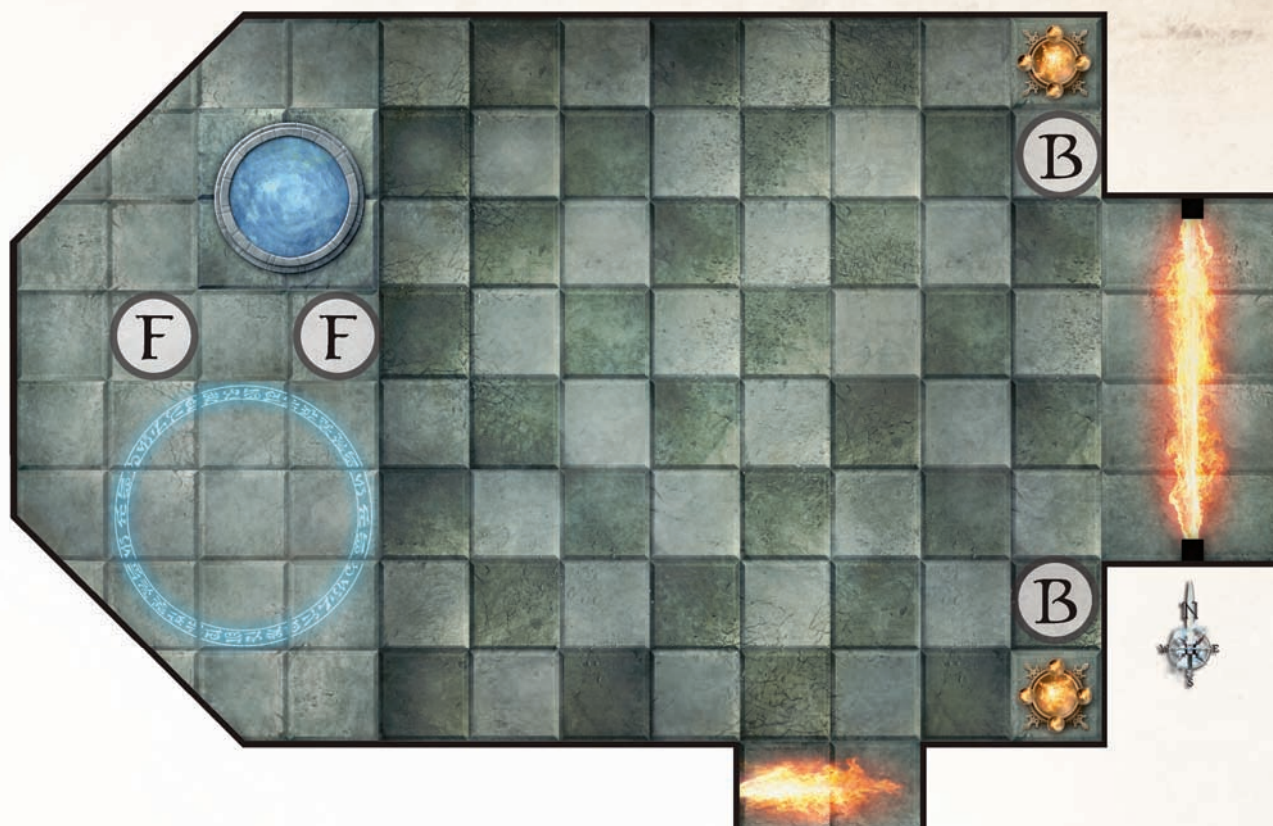
The other flameskull uses a minor action each round to keep progressing the ritual (see below). It also uses a standard action to hurl a *flame ray* at an available target. It strives to stay next to the ritual circle while avoiding melee attacks.

The fire archon blazeswords move in to engage the adventurers in melee combat. They make use of *double strike* at every opportunity, hoping to cut down opponents quickly and efficiently. They work together well, moving into flanking positions whenever possible to gain combat advantage.

If a blazesword is bloodied, it moves next to one of the braziers of elemental fire and uses a standard action to draw power from the magical brazier. The blazesword regains 50 hit points. Each brazier can be used in this fashion once.

2 Great Flameskulls (F)		Level 24 Artillery
Small natural animate (undead)		XP 6,050 each
Initiative +19	Senses Perception +22; truesight 6	
HP 174; Bloodied 87		
Regeneration 10		
AC 37; Fortitude 34, Reflex 39, Will 37		
Immune disease, poison; Resist 20 fire, 10 necrotic; Vulnerable 5 radiant		
Speed fly 10 (hover)		
⚔ Fiery Bite (standard; at-will) ♦ Fire		
+26 vs. AC; 1d4 damage plus 2d6 fire damage.		
☞ Flame Ray (standard; at-will) ♦ Fire		
Ranged 20; +28 vs. Reflex; 2d8 + 10 fire damage, and the target is dazed until the end of the great flameskull's next turn.		
☼ Firestorm (standard; encounter) ♦ Fire		
Area burst 4 within 20; +27 vs. Reflex; 3d6 + 10 fire damage. Miss: Half damage. The firestorm blocks line of sight, deals 10 fire damage to any creature that starts its turn in the area, and disappears at the end of the great flameskull's next turn. The great flameskull can exclude allies from the effect.		
✋ Mage Hand (minor; at-will) ♦ Conjuration		
As the wizard power <i>mage hand</i> (PH 158).		
Illumination		
A great flameskull sheds bright light out to 5 squares, but it can reduce its brightness to dim light out to 2 squares as a free action.		
Alignment Unaligned	Languages Common, Primordial	
Skills Stealth +24		
Str 10 (+12)	Dex 25 (+19)	Wis 21 (+17)
Con 24 (+19)	Int 30 (+22)	Cha 28 (+21)

2 Fire Archon Blazeswords (B)		Level 25 Elite Soldier
Medium elemental humanoid (fire)		XP 14,000 each
Initiative +22	Senses Perception +20	
HP 462; Bloodied 231; see also <i>wounded fireburst</i>		
AC 41; Fortitude 37, Reflex 36, Will 31		
Saving Throws +2		
Immune disease, poison; Resist 30 fire		
Speed 8		
Action Points 1		
⚔ Fire-Forged Scimitar (standard; at-will) ♦ Fire, Weapon		
+32 vs. AC; 2d8 + 9 damage (crit 4d8 + 18) plus 1d10 fire damage, the target is marked until the end of the blazesword's next turn, and the blazesword pushes the target 1 square. It can shift into the space that the target occupied.		
⚔ Double Strike (standard; at-will) ♦ Fire, Weapon		
The blazesword makes two scimitar attacks.		
☞ Wounded Fireburst (when first bloodied and again when the blazesword is reduced to 0 hit points) ♦ Fire		
Close burst 2; +30 vs. Reflex; 20 fire damage, and ongoing 10 fire damage (save ends).		
Combat Advantage ♦ Fire		
A blazesword makes a single extra scimitar attack and deals 1d8 extra fire damage against any enemy it has combat advantage against.		
Alignment Chaotic evil	Languages Primordial	
Str 28 (+21)	Dex 26 (+20)	Wis 17 (+15)
Con 23 (+18)	Int 15 (+13)	Cha 16 (+15)
Equipment plate armor, fire-forged scimitar		



FEATURES OF THE AREA

Illumination: Bright light from the primordial fires in the eastern half of the chamber, dim light from the flameskulls and the ritual circle in the western half.

Braziers: Two braziers of elemental fire stand in the eastern corners of the room. A fire archon blazsword can use the brazier to heal (see “Tactics” for details). Any creature that enters or starts its turn in a brazier’s square takes 2d10 fire damage.

Font: The font contains pure elemental water that is being used to fuel the flameskull’s ritual. The magical and primal nature of the water has healing properties; treat a drink from this font as a *potion of recovery*. A character can benefit from the font once every 24 hours. At the bottom of the font, 20 astral diamonds have been arranged in a circle as part of the ritual.

Gate of Fire: A gate of elemental fire fills the archway that separates the two large chambers. Anyone who enters or starts his or her turn in a square adjacent to the gate takes 20 fire damage. Anyone passing through the gate takes 3d10 + 10 fire damage and ongoing 10 fire damage (save ends). The gate can be deactivated by finding the hidden controls (Perception DC 26) and then correctly manipulating the multiple levers and switches (Thievery DC 31).

Ritual Circle: Energy flows from the circle, creating a pulsating pillar of arcane and elemental power.

A character adjacent to the circle who makes three successful DC 26 Arcana checks disrupts the flow of energy and ruins the ritual; a character can make one check per round as a standard action. A failed check causes the energy to surge into the character, dealing 2d6 + 6 damage.

A living creature that enters the ritual circle while it is active, or starts its turn there, takes 10 damage.

THE RITUAL

The great flameskull that continues the ritual magically draws elemental water from the font and hurls it into the arcane energy swirling within the ritual circle. On its turn as a minor action, it moves the water into the circle. The elemental water turns to scalding steam and adds power to the intensifying circle.

This portion of the ritual sets the stage for the final stages, being handled in the next chamber by the Bright Lord himself. If the great flameskull is allowed to make six successful DC 31 Intelligence checks (one per round as a minor action), it completes this portion of the ritual.

If the adventurers stop the great flameskull from completing its ritual, either by destroying the flameskull or by disrupting the flow of energy to the ritual circle, then the Bright Lord’s plans become severely compromised (see the next encounter for details).

ENCOUNTER 25-3: CHAMBER OF SUMMONING

Encounter Level 27 (55,200 XP)

- 1 flameskull lord (F)
- 1 molten firestorm (M)
- 2 lava gorgons (G)
- 2 elemental conduit hazards

SETUP

When the adventurers get past the gate, read: *Bright light fills the chamber. To the left, a roiling storm of flames flares beside a font of liquid fire. In the center of the chamber, just beyond a set of pillars, stand two fierce creatures that resemble large bulls crafted from molten lava. Toward the rear, two balls of pulsating elemental energy hang in the air, and a giant flaming skull hovers in the far corner, its angry gaze fixed firmly upon you.*

If the adventurers disrupted the ritual in the previous chamber before the great flameskull completed it, then the flameskull lord that calls itself the Bright Lord roars, “How dare you interrupt the ritual? Destroy the intruders!” It can’t complete the ritual without starting over, so it devotes all of its resources to destroying the adventurers.

If the great flameskull in the previous chamber was able to complete its portion of the ritual, then the Bright Lord ignores the characters and works quickly to complete the ritual. It hopes to tap into the power of a trapped primordial, use the molten firestorm elemental to punch a hole into the ancient prison, and then absorb the resulting onslaught of power to transform itself into a demigod. See “The Final Ritual” for details.

TACTICS

The flameskull lord’s tactics depend on whether or not the ritual is still in motion. If it is, it spends a minor action each round to try to advance and complete the ritual. If it isn’t, it uses all of its actions to attack and defeat the PCs.

The lava gorgons use their *volcanic breath* and then charge forward to engage the PCs.

The molten firestorm remains near the font if the ritual is still active. Otherwise, it roars into the midst of the adventurers and unleashes its fiery fury.

If the ritual is active, the elemental conduits don’t attack unless the flameskull lord uses a minor action to activate them. If the ritual isn’t in play, then the elemental conduits randomly select a target each round, as described below.

Flameskull Lord (F)		Level 26 Controller
Large natural animate (undead)		XP 9,000 each
Initiative +21	Senses Perception +23; truesight 6	
Aura of Fiery Death (Fire, Necrotic) aura 2; a creature that enters the aura or starts its turn within the aura takes 15 fire and necrotic damage.		
HP 240; Bloodied 120		
Regeneration 10		
AC 37; Fortitude 34, Reflex 39, Will 37		
Immune disease, poison; Resist 20 fire, 10 necrotic; Vulnerable 10 radiant		
Speed fly 10 (hover)		
⊕ Fiery Bite (standard; at-will) ♦ Fire		
+31 vs. AC; 1d8 damage plus 2d8 fire damage.		
↘ Flame Ray (standard; at-will) ♦ Fire		
Ranged 20; +29 vs. Reflex; 2d8 + 10 fire damage, and the target is dazed until the end of the flameskull lord’s next turn.		
✖ Deadfire Burst (standard; encounter) ♦ Fire, Necrotic		
Area burst 4 within 20; +29 vs. Reflex; 3d6 + 10 fire and necrotic damage, and the target is dazed and slowed (save ends both). Miss: Half damage, and the target is not dazed or slowed. The flameskull lord can exclude allies from the effect.		
Mage Hand (minor; at-will) ♦ Conjuration As the wizard power <i>mage hand</i> (PH 158).		
Illumination		
A flameskull lord sheds bright light out to 10 squares, but it can reduce its brightness to dim light out to 3 squares as a free action.		
Alignment Evil	Languages Common, Primordial	
Skills Arcana +28, Religion +28, Stealth +26		
Str 10 (+13)	Dex 26 (+21)	Wis 21 (+18)
Con 24 (+20)	Int 30 (+23)	Cha 28 (+22)

Molten Firestorm (M)		Level 26 Elite Brute
Huge elemental magical beast (earth, fire)		XP 18,000
Initiative +22	Senses Perception +17	
HP 592; Bloodied 191		
AC 38; Fortitude 37, Reflex 38, Will 33		
Immune disease, poison; Resist 30 fire		
Saving Throws +2		
Speed 6		
Action Points 1		
⊕ Molten Slam (standard; at-will) ♦ Fire		
Reach 3; +29 vs. AC; 2d8 + 11 fire damage.		
⊕ Double Strike (standard; at-will) ♦ Fire		
The molten firestorm makes two <i>molten slam</i> attacks.		
↘ Volcanic Burst (standard; at-will) ♦ Fire		
Close burst 2; +27 vs. Reflex; 2d10 + 9 fire damage.		
✖ Volcanic Storm (standard; encounter; recharges the first time the molten firestorm is bloodied) ♦ Fire		
Area burst 3 within 20; +27 vs. Reflex; 6d8 + 9 fire damage. Miss: Half damage.		
Alignment Unaligned	Languages Primordial	
Str 26 (+21)	Dex 28 (+22)	Wis 18 (+17)
Con 26 (+21)	Int 8 (+12)	Cha 16 (+16)

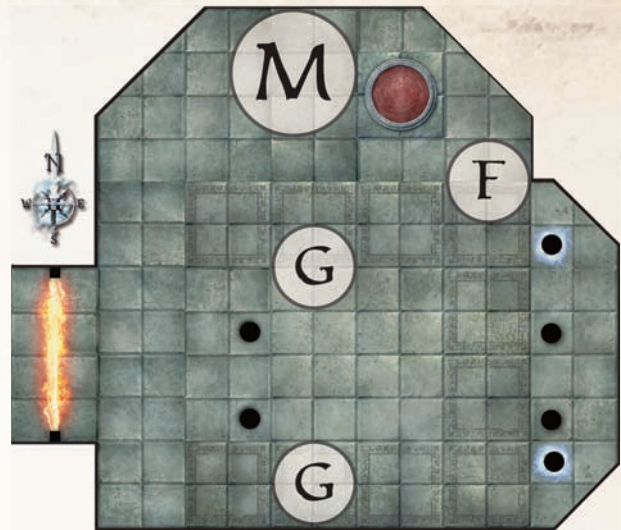
2 Lava Gorgons (G) **Level 26 Skirmisher**
XP 9,000
Large elemental beast

Initiative +20 **Senses** Perception +19; truesight 6
Volcanic Mist (Fire, Poison) aura 5; any creature that enters the aura or starts its turn within the aura takes 20 fire and poison damage.
HP 246; **Bloodied** 123
AC 40; **Fortitude** 38, **Reflex** 35, **Will** 34
Immune knocked prone, push/pull/slide
Resist 20 fire, 20 poison
Speed 8 (earth walk); see also *mobile melee attack*
+ **Gore** (standard; at-will) **◆ Fire**
 +31 vs. AC; 1d10 + 12 damage plus 2d8 fire damage, and the target is pushed 2 squares and knocked prone.
↓ Mobile Melee Attack (standard; at-will)
 The lava gorgon can move up to half its speed and make one melee basic attack at any point during that movement. The lava gorgon doesn't provoke opportunity attacks when moving away from the target of its attack.
↓ Trample (standard; at-will)
 The lava gorgon can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the gorgon must end its move in an unoccupied space. When it enters an enemy's space, the gorgon makes a trample attack: +29 vs. Reflex; 1d10 + 10 damage, and the target is knocked prone.
↵ Volcanic Breath (standard; recharge [3]) **◆ Fire, Poison**
 Close blast 5; +29 vs. Fortitude; 2d10 + 20 fire and poison damage.
Alignment Unaligned **Languages** –
Str 28 (+22) **Dex** 24 (+20) **Wis** 22 (+19)
Con 30 (+23) **Int** 3 (+9) **Cha** 8 (+12)

THE FINAL RITUAL

The flameskull lord is in the midst of completing the ritual to draw power from a trapped primordial when the adventurers arrive. If they interrupted the portion of the ritual being conducted in the prior chamber, then the Bright Lord's portion of the ritual is also disrupted. In this case, the Bright Lord is furious and goes all out to destroy the intruders. The elemental conduits randomly attack a target in range, since without the ritual to control them they become a hazard to all.

If the ritual is active when the PCs enter this chamber, then the Bright Lord uses a minor action each round to make a DC 35 Arcana check. If it achieves 6 successes, it completes the ritual. If this happens, we leave it to you to determine how to continue this adventure.



ENCOUNTER 25-3: CHAMBER OF SUMMONING

FEATURES OF THE AREA

Illumination: The gate of fire and the elemental conduits give off bright light throughout this area.

Font: The font, full of liquid fire, serves as a portal to the prison of the primordial that the Bright Lord hopes to draw power from. Any creature that enters or starts its turn in the font takes 3d12 fire damage and ongoing 10 fire damage (save ends).

Elemental Conduits: The Bright Lord is using these conduits to elemental energy to help power the ritual. See the statistics block on this page.

Treasure: Once the ritual is stopped and the Bright Lord is defeated, a search of the font reveals a level 28 magic item of your choice resting on the bottom of the font.

2 Elemental Conduits **Level 25 Blaster**
XP 7,000 each
Hazard

A glowing ball of blackness surrounded by elemental energy fires deadly bolts around the chamber.

Hazard: Each elemental conduit is fundamentally unstable. If controlled, the controller can direct the periodic blasts. If uncontrolled, the conduit fires bolts of elemental energy randomly each turn.

Trigger
The hazard is controlled by the Bright Lord as a minor action if the ritual is still under way. Otherwise, it randomly lets loose bolts of energy on initiative counts 20 and 10.

Attack
Minor (if controlled) or Standard Action Ranged 10
Target: One creature, either selected by the Bright Lord or chosen randomly from all targets in range.

Attack: +28 vs. Reflex
Hit: 3d6 + 10 cold, fire, and lightning damage.

26: SHADOWFELL SCHISM

The Raven Queen's servants often seek out mighty allies. One of these is the black dragon Quetzal-lus, who resides in a deep cavern on the Shadowfell guarding a stream of souls flowing into the Raven Queen's realm.

But a death knight named Raxikarthus, betrayed by the Raven Queen in life, now seeks to enslave this dragon for his own purposes. He madly believes that he can stand against the Raven Queen, and seeks allies of all stripes—even her own servants—to do so.



The death knight has found a pathway into the Shadowfell thought closed by mortals. Beneath a decayed keep, the undead dragonborn has reopened this portal and led his forces into the Shadowfell itself.

The PCs are called in to beard the death knight in his lair. They find it abandoned, but discover a strange passage in the lower reaches.

Tiles: This delve uses two sets of tiles from *DU3: Caves of Carnage*.

EXPANDING THE DELVE

You can add more encounters to the delve to expand its scope.

- ◆ Raxikarthus left behind a dragonborn champion (MM 87), a pack of five blood fiends (MM 12), and a bluespawn godslayer (MM 89) on the surface to prevent interlopers from thwarting his plans.
- ◆ A sorrowsworn deathlord (MM 242) still loyal to the Raven Queen pursues Raxikarthus, followed by three shadowraven swarms (MM 243).

If the dragon escapes, what will it do next?

ENCOUNTER 26-1: FEAR THE REAPERS

Encounter Level 26 (47,000 XP)

3 sorrowsworn reapers (R)
2 sorrowsworn soulrippers (S)

SETUP

After exploring the lower level of the keep, the PCs discover a caved-in section of the wall that opens into a strange cavern halfway between the world and the Shadowfell. The defenders here were loyal to the Raven Queen, but were turned by the evil power promised by the death knight Raxikarthus.

One reaper bars the way forward, standing in the middle of the room. The soulrippers and the remaining reapers are hidden in the shadows.

When the characters peer into the room and have a light source, read:

Your light shines through the broken wall to reveal death. Broken bodies lie scattered about the floor like cast-off toys. A scythe-wielding figure stands over the bodies, whispering your names and the details of your impending doom.

Perception Check

DC 40: *You hear additional creatures moving in the shadows.*

Religion Check

DC 31: *The souls who died here have not yet gone on to their final rest. They might lash out unless the proper prayers are made.*

TACTICS

The sorrowsworn reapers split up to engage different PCs, attempting to mark as many foes as they can with *sorrow's scythe*. After marking a PC, they shift back, attempting to draw their foes deeper into the room. They use *reaping blow* only against bloodied PCs.

The sorrowsworn soulrippers follow the reapers, each using *sorrow's rush* to attack up to three foes (from flanking positions only). They don't mind provoking opportunity attacks early in combat.

3 Sorrowsworn Reapers (R)	Level 27 Soldier
Medium shadow humanoid	XP 11,000 each
Initiative +26 Senses Perception +24; darkvision	
HP 254; Bloodied 127	
AC 41; Fortitude 38, Reflex 39, Will 38; see also <i>bleak visage</i>	
Speed 8, climb 8 (spider climb)	
⊕ Sorrow's Scythe (standard; at-will) ◆ Psychic, Weapon	
+32 vs. AC; 4d10 + 8 psychic damage, and the target is marked until the end of the sorrowsworn reaper's next turn.	
⊕ Reaping Blow (standard; recharge [1]) ◆ Healing, Psychic	
Requires scythe; +32 vs. AC; 4d10 + 24 psychic damage, and the target is marked until the end of the sorrowsworn reaper's next turn. If the target is reduced to 0 hit points or fewer by this attack, the sorrowsworn reaper regains 60 hit points.	
Bleak Visage ◆ Fear	
Melee and ranged attacks made against the sorrowsworn reaper take a -2 penalty to the attack roll.	
Alignment Unaligned	Languages Common
Skills Insight +24, Intimidate +26	
Str 26 (+21)	Dex 32 (+24) Wis 22 (+19)
Con 30 (+23)	Int 18 (+17) Cha 26 (+21)
Equipment robes, scythe	

2 Sorrowsworn Soulrippers (S)	Level 25 Skirmisher
Medium shadow humanoid	XP 7,000 each
Initiative +27 Senses Perception +27; darkvision	
HP 236; Bloodied 118	
AC 39; Fortitude 35, Reflex 39, Will 36; see also <i>bleak visage</i>	
Speed 10; see also <i>sorrow's rush</i>	
⊕ Claw (standard; at-will) ◆ Psychic	
+30 vs. AC; 2d8 + 7 plus 2d8 psychic damage.	
⊕ Flutter and Strike (standard; recharge [2][2][2]) ◆ Psychic, Teleportation	
The sorrowsworn soulripper teleports 10 squares and makes a claw attack, gaining combat advantage against its target.	
⊕ Sorrow's Rush (standard; encounter) ◆ Psychic	
The sorrowsworn soulripper moves up to 10 squares and makes three claw attacks at any points during its move. Each attack must be made against a different target.	
Bleak Visage ◆ Fear	
Melee and ranged attacks made against a sorrowsworn soulripper take a -2 penalty to the attack roll.	
Combat Advantage	
A sorrowsworn soulripper deals 3d6 extra damage on attacks against any target it has combat advantage against.	
Alignment Unaligned	Languages Common
Skills Insight +27, Stealth +30	
Str 24 (+19)	Dex 36 (+25) Wis 31 (+22)
Con 28 (+21)	Int 18 (+16) Cha 22 (+18)



ENCOUNTER 26-1: FEAR THE REAPERS

FEATURES OF THE AREA

Illumination: There is no illumination in this room.

Ceiling: The ceiling in this area is 20 feet high.

Bodies: Any PC standing on a square with blood or a body in it hears the maddening whispers of the dead and takes a -2 penalty to all defenses. However, a PC standing on one of these squares who succeeds on a DC 26 Religion check ignores this penalty and harnesses this power for good, gaining a +1 bonus to attack rolls for the rest of the encounter. Each PC may attempt this check only once per encounter.

Moss: The green-tinged squares contain a coating of moss that makes them slippery and turns them into difficult terrain.

Shallow Pool: Water has collected in an alcove to the northwest. The 4 squares tinged with blue are difficult terrain.

Stairs: A wide, rough-hewn stone stairway leads south from this area into area 2.

ENCOUNTER 26-2: DENIZENS OF DARKNESS

Encounter Level 27 (61,150 XP)

Raxikarthus, dragonborn death knight (R)
 1 death titan (T)
 4 voidsoul specters (V)
 10 abyssal ghoulish myrmidons (M)

SETUP

In the chamber that opens at the bottom of the stairs, the PCs catch up with the war party that seeks to enslave the dragon.

Only place the monsters that the PCs can see—the specters begin out of sight.

When the characters enter through the tunnel and have a light source, read:

You behold a large, shadowy chamber strewn with yet more bodies. Many slaving ghouls lurk about the room, but your attention is drawn to the titanic creature standing at the far wall. This gray-skinned humanoid is wreathed in swirling souls and carries an enormous axe.

4 Voidsoul Specters (V)	Level 23 Lurker
Medium shadow humanoid (undead)	XP 5,100 each
Initiative +23 Senses Perception +16; darkvision	
Spectral Cold (Cold) aura 1; an enemy that starts its turn in the aura takes 10 cold damage and takes a -2 penalty to all defenses until the start of its next turn.	
HP 115; Bloodied 57	
AC 35; Fortitude 32, Reflex 35, Will 34	
Immune disease, poison; Resist 30 necrotic, insubstantial; Vulnerable 10 radiant	
Speed fly 8 (hover); phasing	
⊕ Spectral Touch (standard; at-will) ♦ Necrotic +25 vs. Reflex; 2d12 + 6 necrotic damage.	
↵ Life Siphon (standard; encounter) ♦ Healing, Necrotic Close blast 5; +25 vs. Fortitude; 2d12 + 6 necrotic damage, and the voidsoul specter regains 5 hit points for every creature damaged by the attack.	
Invisibility (minor 1/round; at-will) ♦ Illusion The voidsoul specter becomes invisible until it attacks or until it is hit by an attack. It remains invisible while using <i>life siphon</i> .	
Alignment Chaotic evil	Languages Common
Skills Stealth +24	
Str 12 (+12)	Dex 26 (+19) Wis 10 (+11)
Con 19 (+15)	Int 11 (+11) Cha 23 (+17)

Death Titan (T)	Level 25 Elite Brute
Huge shadow humanoid (giant)	XP 14,000
Initiative +18	Senses Perception +20; darkvision
Soulburner aura 5; enemies in the aura take a -2 penalty to attack rolls and defenses; a creature that dies within the aura bestows one soul shard to the death titan (see <i>soul shroud</i>).	
HP 574; Bloodied 287	
AC 39; Fortitude 42, Reflex 38, Will 35	
Resist 30 necrotic	
Saving Throws +2	
Speed 8	
Action Points 1	
⊕ Greataxe (standard; at-will) ♦ Weapon Reach 3; +28 vs. AC; 2d8 + 10 damage (crit 6d8 + 26).	
⊕ Double Attack (standard; at-will) ♦ Weapon The death titan makes two greataxe attacks.	
↵ Soul Devourer (standard; recharge [1]) ♦ Necrotic Ranged 5; +28 vs. Fortitude; the target loses a healing surge, and the death titan's soul shroud gains one soul shard. A target without healing surges takes damage equal to half its total hit points.	
↵ Soulfire Burst (standard; at-will) ♦ Necrotic Close burst 1; +26 vs. Reflex; 2d12 + 6 necrotic damage. The death titan must expend one soul shard to use this power.	
Consume Soul Shard (minor; at-will) ♦ Healing The death titan expends one soul shard and regains 20 hit points.	
Soul Shroud The <i>soul shroud</i> contains soul shards that swirl around the death titan to protect and empower it. At the beginning of an encounter, the <i>soul shroud</i> contains four soul shards. While the <i>soul shroud</i> is depleted of soul shards, the death titan takes a -2 penalty to attack rolls.	
Alignment Evil	Languages Giant
Skills Intimidate +20	
Str 31 (+22)	Dex 23 (+18) Wis 17 (+15)
Con 27 (+20)	Int 12 (+13) Cha 16 (+15)
Equipment plate armor, greataxe	

PORTRAYING RAXIKARTHUS

Raxikarthus the death knight served the Raven Queen in life, but turned from her worship when his family was murdered and she refused to return them from her cold embrace. Now he seeks to destroy her (and all other gods, for that matter), and takes pains to point this out to the PCs.

“What do we owe the gods? Nothing! They give us nothing, yet still ask for our unquestioning obedience!”

(To a divine character): “I once served the gods as you do, until I saw their callous nature. Join me and together we can overthrow these uncaring tyrants!”

(To a bloodied character): “You need not fear death, my friend. Side with me and you can fight on eternally, never again hindered by the chains of mortality.”

The death knight agrees to any reasonable and honest offer of parley to discuss the PCs' terms of surrender, but he won't foolishly throw away his advantage in combat. After all, he can always call back the dead souls of the PCs to help him.

Raxikarthus, Death Knight (R)		Level 25 Elite Soldier	
Medium natural humanoid (undead)		XP 14,000	
Initiative +16	Senses Perception +14; darkvision		
Marshal Undead aura 10; lower-level undead allies in the aura gain a +2 bonus to their attack rolls.			
HP 373; Bloodied 186; see also <i>second wind</i>			
AC 41; Fortitude 39, Reflex 34, Will 37			
Immune disease, poison; Resist 15 necrotic; Vulnerable 15 radiant			
Saving Throws +2			
Speed 5			
Action Points 1			
⊕ Soulsword (standard; at-will) ◆ Necrotic, Weapon			
+31 vs. AC; 1d8 + 16 damage plus 5 necrotic damage (plus 3d6 extra necrotic damage on a critical hit).			
⊕ Valiant Strike (standard; at-will) ◆ Necrotic, Weapon			
Requires soulsword; +31 vs. AC, with a +1 bonus to the attack roll for each adjacent ally; 2d8 + 16 plus 5 necrotic damage.			
⊕ Terrifying Smite (standard; encounter) ◆ Fear, Weapon			
Requires soulsword; +31 vs. AC; 3d8 + 16 damage, and the target is pushed 5 squares and can't move closer to the death knight on its next turn.			
⤵ Divine Challenge (minor; at-will) ◆ Necrotic			
Ranged 5; the target is marked until the death knight uses this power against another target. If the target makes an attack that doesn't include the death knight as a target, the target takes a -2 penalty on attack rolls and 14 necrotic damage.			
⊕ Unholy Flames (standard; recharge ☼ ☼) ◆ Fire, Necrotic			
Close burst 2; +27 vs. Reflex; 6d8 + 14 fire and necrotic damage to living creatures. Undead creatures within the area (including the death knight) deal 2d6 extra fire damage on melee attacks until the end of the death knight's next turn.			
Second Wind (standard; encounter) ◆ Healing			
The death knight spends a healing surge and regains 93 hit points. The death knight gains a +2 bonus to all defenses until the start of its next turn.			
Alignment Evil	Languages Common, Draconic		
Str 25 (+19)	Dex 14 (+14)	Wis 14 (+14)	
Con 15 (+14)	Int 13 (+13)	Cha 21 (+17)	
Equipment plate armor, heavy shield, soulsword (longsword)			

TACTICS

The death knight's *marshal undead* aura grants the specters and ghouls a +2 bonus on attack rolls. He uses *unholy flames* when surrounded by his undead allies, enhancing their attacks with fire for a round.

The abyssal ghouls are not a significant obstacle, although the enhancement provided by the death knight makes them stronger combatants.

The death titan gains a soul shard each time any creature—even a minion—dies when within 5 squares of him, so he keeps to the middle of the room. With the number of minions in the room, the titan should have plenty of shards for his *soulfire burst* and *consume soul shard* powers.

The voidsoul specters turn invisible, then quietly move into position to attack characters from behind. Once they start taking damage, they use *life siphon* to injure PCs and heal damage. They don't mind getting one or two ghouls in the blast if it means affecting another PC—this just means more healing for them and more soul shards for the titan.

10 Abyssal Ghouls (M)		Level 23 Minion	
Medium elemental humanoid (undead)		XP 1,275 each	
Initiative +18	Senses Perception +15; darkvision		
HP 1; a missed attack never damages a minion; see also <i>dead blood</i>			
AC 35; Fortitude 35, Reflex 34, Will 31			
Immune disease, poison; Resist 10 necrotic			
Speed 8, climb 4			
⊕ Claws (standard; at-will)			
+26 vs. AC; 9 damage, and the target is immobilized (save ends).			
⊕ Dead Blood (when reduced to 0 hit points) ◆ Necrotic			
Close burst 1; all enemies in the burst take 5 necrotic damage.			
Alignment Chaotic evil		Languages Abyssal	
Skills Stealth +23			
Str 27 (+19)	Dex 25 (+18)	Wis 18 (+15)	
Con 23 (+17)	Int 19 (+15)	Cha 13 (+12)	

FEATURES OF THE AREA

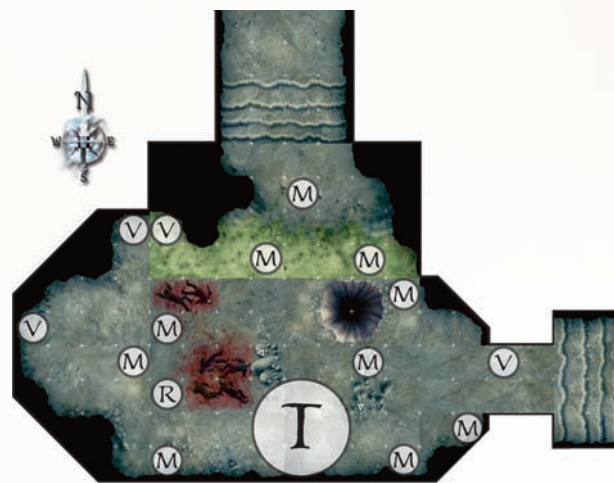
Illumination: There is no illumination in this room.

Ceiling: The ceiling in this area is 30 feet high.

Bodies: Any PC standing on a square with blood or a body in it hears the maddening whispers of the dead and takes a -2 penalty to all defenses. However, a PC standing on one of these squares who succeeds on a DC 26 Religion check ignores this penalty and harnesses this power for good, gaining a +1 bonus to attack rolls for the rest of the encounter. Each PC may attempt this check only once per encounter.

Spectral Sinkhole: Any living creature entering this space falls through a seemingly eternal void of deathly cold. At the end of its next turn, the creature emerges on any of the squares occupied by bodies (player's choice), having lost one healing surge and being weakened (save ends).

Moss: The green-tinged squares contain a coating of moss that makes them slippery and turns them into difficult terrain.



ENCOUNTER 26-3: DELUDED DRAGON

Encounter Level 29 (84,050 XP)

Quetzallus, ancient black dragon (Q)
 1 rakshasa dread knight (R)
 3 shadowraven swarms (S)

SETUP

Quetzallus the black dragon has served the Raven Queen loyally for many years. However, a rakshasa agent of the death knight has poisoned the dragon's mind against its mistress.

The various stone pillars and thin walls that jut into the area are only 20 feet high (while the area itself is 40 feet high). Thus, the dragon can fly anywhere in the room without squeezing.

None of the monsters are visible to the PCs when they enter.

When the characters look into the room, read:

A dark, sluggish river moves slowly through this spacious chamber before dropping into a sinkhole near the entrance. Stone pillars and walls stretch up into the darkness.

Perception Check

DC 19: *That isn't just water—you can make out images of haunted faces swirling in the river.*

DC 28: *You hear the flutter of small wings echoing in the darkness.*

DC 33: *Something very big lurks in the far reaches of this chamber.*

3 Shadowraven Swarms (S)		Level 27 Brute
Medium shadow beast (swarm)		XP 11,000 each
Initiative +20	Senses Perception +14; darkvision	
Swarm Attack aura 1; the shadowraven swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.		
HP 296; Bloodied 148		
AC 39; Fortitude 37, Reflex 39, Will 36		
Resist half damage from melee and ranged attacks; Vulnerable 10 against close and area attacks		
Speed 2, fly 12 (hover)		
⬇ Swarm of Talons (standard; at-will) ♦ Necrotic		
+30 vs. Reflex; 2d8 + 4 damage plus 1d8 necrotic damage.		
⬇ Murder's Wrath (standard, usable only while bloodied; encounter)		
The shadowraven swarm shifts up to 6 squares and can move through enemy-occupied squares as it moves. It makes a melee basic attack against any creature whose space it enters. The swarm cannot attack a target more than once in this fashion, and it must end its movement in an unoccupied square.		
Alignment Unaligned	Languages –	
Str 20 (+18)	Dex 24 (+20)	Wis 12 (+14)
Con 16 (+16)	Int 2 (+9)	Cha 18 (+17)

Quetzallus (Q)		Level 26 Solo Lurker
Ancient black dragon		Gargantuan natural magical beast (aquatic, dragon) XP 45,000
Initiative +27	Senses Perception +22; darkvision	
HP 1,190; Bloodied 595; see also <i>bloodied breath</i>		
AC 43; Fortitude 39, Reflex 41, Will 35		
Resist 30 acid		
Saving Throws +5		
Speed 10, fly 10 (hover), overland flight 15, swim 10		
Action Points 2		
⬇ Bite (standard; at-will) ♦ Acid		
Reach 4; +32 vs. AC; 2d8 + 8 damage, and ongoing 15 acid damage (save ends).		
⬇ Claw (standard; at-will)		
Reach 4; +32 vs. AC; 1d10 + 8 damage.		
⬇ Double Attack (standard; at-will)		
The dragon makes two claw attacks.		
⬇ Tail Slash (immediate reaction, when a melee attack misses the dragon; at-will)		
The dragon attacks the enemy that missed it: reach 4; +32 vs. AC; 1d12 + 10 damage, and the target is pushed 3 squares.		
⬇ Acid Gloom (standard; sustain minor; recharge ⓂⓂⓂ) ♦ Acid, Zone		
Close burst 2; this power creates a zone of acidic darkness that remains in place until the end of the dragon's next turn. The zone blocks line of sight for all creatures except the dragon. Any creature entirely within the area (except the dragon) is blinded, and any creature that enters or starts its turn in the zone takes 15 acid damage.		
⬇ Breath Weapon (standard; recharge ⓂⓂ) ♦ Acid		
Close blast 5; +28 vs. Reflex; 4d8 + 6 acid damage, and the target takes ongoing 15 acid damage and takes a -4 penalty to AC (save ends both).		
⬇ Bloodied Breath (free, when first bloodied; encounter) ♦ Acid		
The dragon's breath weapon recharges, and the dragon uses it immediately.		
⬇ Frightful Presence (standard; encounter) ♦ Fear		
Close burst 10; targets enemies; +28 vs. Will; the target is stunned until the end of the dragon's next turn. <i>Aftereffect:</i> The target takes a -2 penalty to attack rolls (save ends).		
⬇ Vitriolic Spray (standard; encounter) ♦ Acid		
Close blast 5; +28 vs. Reflex; 2d10 + 6 acid damage, and the target is blinded until the end of the dragon's next turn. <i>Miss:</i> Half damage, and the target is not blinded.		
Alignment Evil	Languages Common, Draconic	
Skills Nature +22, Stealth +33		
Str 26 (+21)	Dex 30 (+23)	Wis 18 (+17)
Con 22 (+19)	Int 18 (+17)	Cha 16 (+16)

TACTICS

When the dragon is ready to enter combat, it makes a Stealth check as it flies up and over the intervening rock walls, then unleashes *frightful presence* to stun as many characters as it can.

The rakshasa appears in the form of a paladin of the Raven Queen (Insight DC 32 to pierce the disguise). Instead of plunging into combat, it frequently uses its standard actions to direct the dragon with commands shouted in Common. It follows the dragon

into battle, using *triple attack* to daze enemies. It only reluctantly marks PCs with its longsword attack, preferring to let the dragon to take damage.

The rakshasa directs the shadowraven swarms to give him or the dragon flanking opportunities. Once the swarms are bloodied, they unleash *murder's wrath*.

FREING THE DRAGON

The characters can easily hear and understand what the rakshasa is saying to the dragon. To counteract those words, they can undertake a skill challenge to shake the dragon free from the influence of the rakshasa.

Level: 26 (XP 45,000).

Complexity: 5 (12 successes before 3 failures).

Primary Skills: Bluff, Diplomacy, Intimidate, Religion.

Bluff (DC 26, standard action): The character confuses or deceives the dragon, causing it to hesitate. A failed check angers the dragon, giving it a +2 bonus to attack rolls against the PCs until the end of its next turn.

Diplomacy (DC 26, standard action): The character sways the dragon with inspiring or friendly words.

Intimidate (DC 31, or DC 26 if dragon is bloodied; standard action): (1 success, maximum 1 success). The PC browbeats the dragon, and it appears to be subdued by his or her words. A failed check applies a -2 penalty to the next Diplomacy check to influence the dragon. Only one PC can attempt this skill check each round.

Religion (DC 26, standard action): The character reminds the dragon of its oath to the Raven Queen. A successful check dazes the dragon until the end of its next turn. Only one PC can attempt this skill check each round.

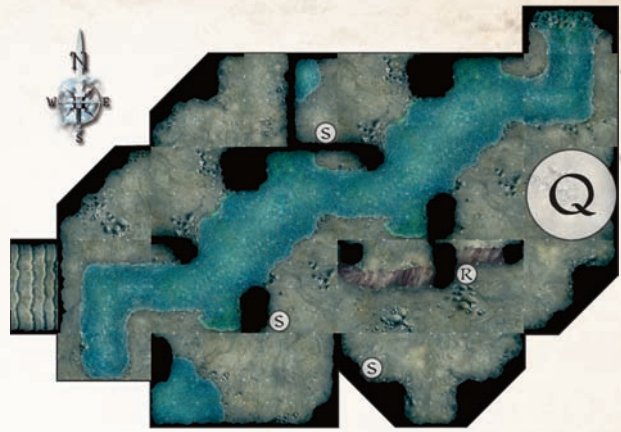
Secondary Skills: Insight, special.

Insight (DC 31, immediate reaction when the rakshasa speaks to the dragon): The PC counters the persuasive words of the rakshasa by pointing out a flaw in its logic. A success grants a +2 bonus to the PCs' next Diplomacy check to influence the dragon. Only one PC can attempt this skill check each round.

Heal Damage: (1 success, maximum 1 success). A character who provides healing to the dragon automatically gains 1 success and grants the party a +2 bonus to Diplomacy checks to influence the dragon for the rest of the encounter.

Success: The dragon shakes free of the rakshasa's influence, then dives into the soulstream and swims away.

Failure: The dragon pauses for a round, not attacking on its next turn while it wrestles with the characters' words. Then it reenters combat and can't be reasoned with again.



ENCOUNTER 26-3: DELUDED DRAGON

FEATURES OF THE AREA

Illumination: Darkness.

Ceiling: The ceiling in this area is 40 feet high.

Soulstream: The 20-foot-deep canal that runs through this cavern is suffused with the souls of the dead. Any living creature entering the soulstream must succeed on a DC 20 Wisdom check or be dazed until the end of its next turn. Any PC who attempts to jump or fly over it is subject to an attack, +38 vs. Will; the target's movement ends and it falls into the soulstream.

Treasure: The rakshasa brought the dragon a small hoard of treasure to garner its good favor. Piled in the dragon's starting space are 5,500 gp, 4,500 pp, 5 ad, a *potion of life*, and a level 30 magic item.

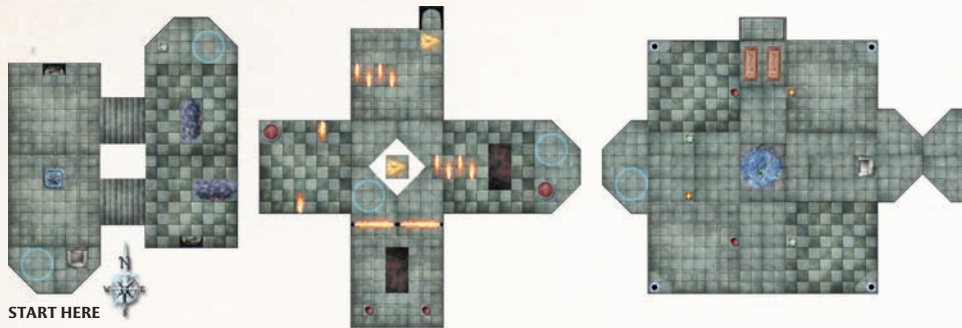
Rakshasa Dread Knight (R)		Level 24 Soldier
Medium natural humanoid		XP 6,050
Initiative +18	Senses Perception +22; low-light vision	
Aura of Doom aura 5; enemies in the aura regain half the normal amount of hit points when they spend a healing surge.		
HP 220; Bloodied 110		
AC 40; Fortitude 40, Reflex 37, Will 38		
Speed 6		
⬇ Longsword (standard; at-will) ♦ Weapon	The rakshasa dread knight makes two attack rolls and keeps the better result; +29 vs. AC; 1d8 + 7 damage, and the target is marked until the end of the rakshasa's next turn.	
⬇ Claw (standard; at-will)	+29 vs. AC; 1d8 + 7 damage.	
⬇ Triple Attack (standard; at-will) ♦ Weapon	The dread knight makes three melee basic attacks. If two or more attacks hit the same target, the target is dazed (save ends).	
Deceptive Veil (minor; at-will) ♦ Illusion		
The rakshasa dread knight can disguise itself to appear as any Medium humanoid. A successful Insight check (opposed by the rakshasa's Bluff check) pierces the disguise.		
Knight's Move (move; recharge Ⓜ Ⓜ)		
The rakshasa dread knight can fly up to 6 squares. It must land at the end of this move or else it crashes.		
Alignment Evil	Languages Common	
Skills Athletics +22, Bluff +21, Insight +22, Intimidate +21		
Str 25 (+19)	Dex 19 (+16)	Wis 21 (+17)
Con 20 (+17)	Int 15 (+14)	Cha 18 (+16)
Equipment scale armor, heavy shield, longsword		

27: STORMING THE CLOUDS

Every fifty years, a pair of storm titans met to pray in an isolated and well guarded cloud temple. This time, they have obtained a copy of the fabled Ritual of the Primordial Gate and are exploring its secrets in hopes of bringing a lost primordial to the world.

Divine messengers are sent to the PCs to enlist their aid in disrupting the storm titans' efforts. The characters are given instructions for navigating the hold, and asked to secure the ritual book and kill those who seek to master it. With only minor difficulties, the heroes arrive at a teleportation circle from which they can travel to the storm titans' temple.

Tiles: This delve uses two sets of tiles from *DT7: Fane of the Forgotten Gods*.



EXPANDING THE DELVE

The three encounters of this delve could form the climax of a larger adventure. In that case, the teleportation circle in area 1 is reachable only from a special location within a fortress complex at the top of a remote mountain. Getting to that location requires a long climb up the peak and numerous battles. On the way, or within the complex, the PCs might encounter the following:

- ◆ A skill challenge to scale the mountain, complicated by gusting winds, blinding snow, a living storm, and environmental dangers (DMG 158-159).
- ◆ Storm giants (MM 124) patrolling on storm gorgons (MM 143) or rimefire griffons (MM 147).
- ◆ A thunderblast cyclone (MM 105) guarding a soul gem (DMG 93) that must be placed in a special depression to open the innermost keep.

ENCOUNTER 27-1: FROZEN RECEPTION

Encounter Level 27 (60,150 XP)

3 bluespawn defenders (B)
3 storm giants (S)

SETUP

This reception area pays tribute to the primordial forces of water, primarily in the form of ice. It is 2,000 feet above the snow-covered mountain range below. Since the beginning of the storm titans' gathering, its usual complement of guards has been supplemented by bluespawn defenders hired to protect the upper reaches of the realm.

The PCs have been instructed that they must possess a Seal of Ice to gain entrance to the next level.

The PCs teleport into the squares occupied by the rune circle near the water bowl. The area's guardians are scattered about. They are not expecting trouble, but are prepared for it.

When the characters first arrive, read:

With a blink, you are teleported to the lower level of the titans' complex. The air is freezing. Glancing down through the clouds, you catch brief glimpses of earth thousands of feet below. No walls or ceiling demarcate the area; instead a swirling mass of air surrounds it. You can see another platform, connected to this one by a pair of shallow stairs, through the walls of turbulent air. A number of powerful creatures on both platforms are startled by your arrival, but recover quickly and prepare for battle.

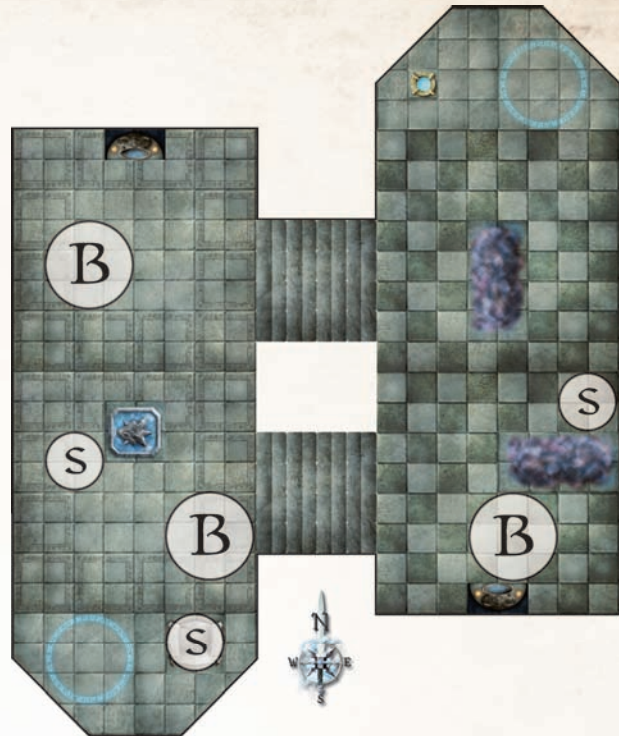
TACTICS

The bluespawn defenders interpose themselves between the PCs and the giants. Both the defenders and the giants use their push effects to move the PCs into the two stationary ice clouds when possible.

Both groups fight to the death, either for honor or for fanaticism.

3 Bluespawn Defenders (B)	Level 25 Elite Soldier
Huge natural humanoid (reptile)	XP 14,000 each
Initiative +18	Senses Perception +18; low-light vision
HP 466; Bloodied 233	
AC 43; Fortitude 41, Reflex 37, Will 39	
Resist 30 lightning, 30 thunder; see also <i>defender</i>	
Saving Throws +2	
Speed 8	
Action Points 1	
⊕ Greatsword (standard; at-will) ⚡ Lightning, Weapon	
Reach 3; +32 vs. AC; 2d6 + 5 damage plus 2d8 lightning damage.	
⊕ Awesome Blow (standard; at-will) ⚡ Lightning, Weapon	
The defender makes a greatsword attack. If the attack hits, it makes a secondary attack against the same target. Secondary Attack: +30 vs. Fortitude; the target is pushed 3 squares and knocked prone.	
⊕ Bite (standard; at-will) ⚡ Lightning	
Reach 2; +32 vs. AC; 1d10 + 7 damage plus 2d8 lightning damage.	
⊕ Shield Crush (immediate interrupt, when an adjacent ally is hit by a melee attack; at-will)	
Reach 3; +30 vs. Reflex; 3d6 + 5 damage, and the target is dazed until the end of its next turn.	
Defender	
A bluespawn defender has resist 10 all against damage from dragons, dragonborn, and immortals.	
Alignment Evil	Languages Draconic
Str 28 (+21)	Dex 19 (+16) Wis 22 (+18)
Con 25 (+19)	Int 10 (+12) Cha 16 (+15)
Equipment heavy shield, greatsword	

3 Storm Giants (S)	Level 24 Controller
Large elemental humanoid (aquatic, giant)	XP 6,050
Initiative +18	Senses Perception +21
Storm Fury (Lightning, Thunder) aura 2; any creature that enters or begins its turn in the aura takes 10 lightning and thunder damage; creatures other than storm giants and storm titans treat the area within the aura as difficult terrain and cannot fly.	
HP 228; Bloodied 114	
AC 38; Fortitude 39, Reflex 36, Will 36	
Resist 15 lightning, 15 thunder	
Speed 8, fly 10 (hover), swim 8	
⊕ Crackling Greatsword (standard; at-will) ⚡ Lightning, Weapon	
Reach 2; +29 vs. AC; 1d12 + 10 damage plus 1d8 lightning damage.	
↔ Sweeping Sword (standard; recharge [1]) ⚡ Lightning, Weapon	
Requires greatsword; close blast 2; +29 vs. AC; 2d8 + 10 damage plus 1d8 lightning damage.	
↘ Hurl Thunderbolt (standard; at-will) ⚡ Lightning, Thunder	
Ranged 10; +27 vs. Reflex; 2d6 + 6 lightning and thunder damage, and the target is pushed 3 squares and dazed (save ends).	
↔ Howling Winds (standard; recharge [2][1]) ⚡ Thunder	
Close burst 4; +27 vs. Fortitude; 1d12 + 6 thunder damage, and the target is pushed 4 squares and knocked prone. <i>Miss</i> : Half damage, and the target is pushed 1 square but not knocked prone.	
Alignment Evil	Languages Giant
Skills Diplomacy +23, Intimidate +23	
Str 30 (+22)	Dex 22 (+18) Wis 19 (+16)
Con 28 (+21)	Int 14 (+14) Cha 22 (+18)
Equipment greatsword	



ENCOUNTER 27-1: FROZEN RECEPTION

FEATURES OF THE AREA

Illumination: Continual lightning that flashes through the walls provides bright light.

Ceiling and Walls: The ceiling and 30-foot-tall walls are made of magically harnessed air. They block movement, but not line of sight or line of effect. Ranged attacks through the swirling walls take a -2 penalty.

Stairs: The stairs have a very gradual incline; only a 5-foot height differentiates the two platforms.

Ice Clouds: Two stationary ice clouds have formed in the area. They provide concealment. Each creature entering or starting its turn in the ice clouds takes 4d6 cold damage.

Seals: To teleport to the next room, each PC must wear a Seal of Ice and stand on the rune circle near the throne. Each water altar holds half the number of seals needed on special ledges.

Water: The water sources in the area—the altars at the ends of the platforms, the fountain in the center of the upper platform, and the bowl—are frozen.

Treasure: A Perception check DC 31 reveals a secret compartment hidden in the back of the throne. Inside is a *potion of life* and a velvet bag holding 100 ad. Each bluespawn defender carries its 300 pp in a belt pouch.

ENCOUNTER 27-2: BURNING EARTH

Encounter Level 28 (72,000 XP)

- 1 superior fire titan (S)
- 1 great conflagration (C)
- 4 dragonborn champions (D)

SETUP

This outer sanctum chamber pays tribute to the primordial forces of fire and earth. Fanatic guardians stand ready to meet the characters.

The PCs have been instructed that they must possess a Seal of Burning Earth to gain entrance to the next area.

Leave the fire glyph tiles and the two unseen dragonborn champions off the map initially so the players don't know exactly where they will appear.

When the characters teleport in, read:

With a final freezing shiver, you are teleported into the eastern arm of the cross-shaped outer chamber of the titan's sanctum. The air is like that of a blast furnace. The walls and ceiling are again churning air. Fire burns everywhere, even in thin air. The center of the room contains a floating dais with open sky below. Dragonborn warriors and a flaming titan prepare for battle.

Perception Check

DC 28: Sections of the stone in two of the chamber's wings appear to be soil, weeping blood.

TACTICS

Using the Glyph of Leaping Fire, the two hidden dragonborn get close to any PCs still on the teleportation circle. The fire titan and one of the dragonborn attempt to make a stand on the blood rock, but if the PCs rush the conflagration, they move forward, cross the fire wall, and attempt to fight on the other area of blood rock. The great conflagration snipes from behind the wall of fire.

Superior Fire Titan (S)		Level 26 Elite Soldier	
Huge elemental humanoid (giant)		XP 18,000	
Initiative +19	Senses Perception +24		
HP 478; Bloodied 239			
AC 44; Fortitude 41, Reflex 38, Will 38			
Resist 30 fire			
Saving Throws +2			
Speed 8			
Action Points 1			
⊕ Fireraging Greatsword (standard; at-will) ♦ Fire, Weapon			
Reach 3; +31 vs. AC; 2d6 + 12 damage plus 4d6 fire damage, and the target is pushed 2 squares and marked until the end of the superior fire titan's next turn.			
⊕ Double Attack (standard; at-will) ♦ Fire, Weapon			
The superior fire titan makes two fireraging greatsword attacks.			
➤ Hurl Lava (standard; recharge ⓧⓧ) ♦ Fire			
Requires a source of lava; ranged 20; +29 vs. Reflex; 4d6 + 9 fire damage, and the target is immobilized until the end of the superior fire titan's next turn. A flying creature hit by this attack crashes (DMG 47).			
↶ Burning Wave (standard; at-will) ♦ Fire			
Close burst 5; +29 vs. Reflex; 2d10 + 3 fire damage, and ongoing 10 fire damage (save ends). Miss: Half damage, and no ongoing damage.			
Alignment Evil	Languages Giant, Primordial		
Skills Intimidate +23			
Str 29 (+22)	Dex 23 (+19)	Wis 23 (+19)	
Con 23 (+19)	Int 10 (+13)	Cha 21 (+18)	
Equipment greatsword, 40 ad			

Great Conflagration (C)		Level 26 Elite Artillery	
Huge elemental magical beast (air, fire)		XP 18,000	
Initiative +23	Senses Perception +18		
HP 376; Bloodied 188			
AC 40; Fortitude 40, Reflex 42, Will 37			
Immune disease, poison; Resist 30 fire, 30 thunder			
Saving Throws +2			
Speed fly 10 (hover)			
Action Points 1			
⊕ Fire Arc (standard; at-will) ♦ Fire			
Reach 3; +37 vs. Reflex; 2d8 + 11 fire damage.			
⊕ Fire Bolt (standard; at-will) ♦ Fire			
Ranged 10; +37 vs. Reflex; 2d8 + 11 fire damage.			
↶ Burning Sweep (standard; at-will) ♦ Fire			
Close burst 2; +29 vs. Fortitude; 2d10 + 9 fire damage.			
↶ Swirling Blaze (standard; recharge ⓧⓧ) ♦ Fire			
Close burst 3; automatic hit; 1d10 + 9 fire damage, and the great conflagration becomes insubstantial until the end of its next turn.			
✦ Fire Storm (standard; begins uncharged; recharges when the great conflagration uses <i>swirling blaze</i>) ♦ Fire			
Area burst 3 within 20; +29 vs. Reflex; 4d8 + 6 fire damage. Miss: Half damage.			
Alignment Unaligned	Languages Primordial		
Str 25 (+20)	Dex 30 (+23)	Wis 21 (+18)	
Con 26 (+21)	Int 8 (+12)	Cha 15 (+15)	

FEATURES OF THE AREA

Illumination: The lightning in the air walls and the ubiquitous flames provide bright light.

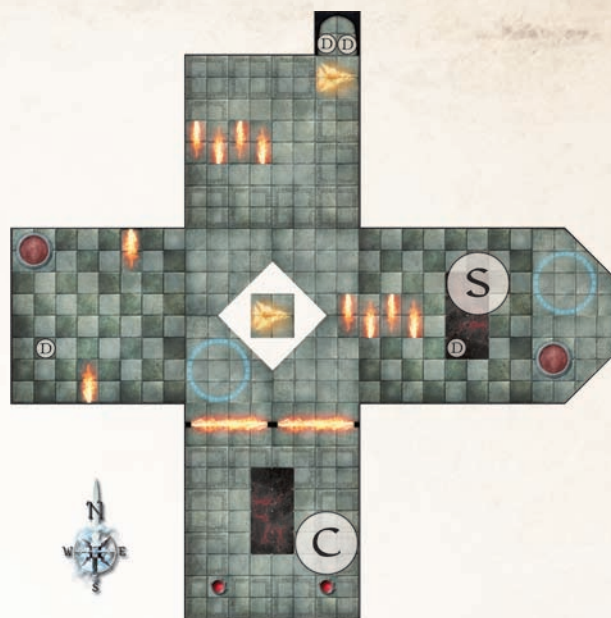
Ceiling and Walls: The ceiling and 30-foot-tall walls are made of magically harnessed air. They block movement, but not line of sight or line of effect. Ranged attacks through the swirling walls take a -2 penalty.

Floating Dais: The air directly below the floating dais is open, and creatures can fall through. Jumping between the closest points of the dais and the main room requires a DC 28 Athletics check. Each creature that moves or is moved over the edge can make a saving throw (“Catching Yourself,” PH 284). A 2,500-foot plunge to the mountain below awaits any who fail. Any creature larger than Medium is too big to be affected by the missing floor area.

Fire: Clouds of fire burn from thin air, doing 3d6 fire damage to each creature that enters or starts its turn in one of the fire squares.

Fire Wall: The wall of fire deals 3d6 fire damage

4 Dragonborn Champions (D)		Level 26 Soldier
Medium natural humanoid		XP 9,000 each
Initiative +20	Senses Perception +16	
HP 239; Bloodied 119; see also <i>dragonblood fury</i> and <i>furious blade</i>		
AC 42; Fortitude 42, Reflex 40, Will 41		
Resist 30 acid, 30 cold, 30 fire, 30 lightning, 30 poison		
Speed 5, fly 8 (clumsy)		
⊕ Bastard Sword (standard; at-will) ♦ Weapon		
+31 vs. AC (+32 while bloodied); 2d10 + 9 damage, and the dragonborn champion makes a secondary attack against the same target. <i>Secondary Attack:</i> +29 vs. Fortitude (+30 while bloodied); the target is stunned until the end of the dragonborn champion's next turn and knocked prone.		
↖ Furious Blade (free, when first bloodied; encounter) ♦ Weapon		
Requires bastard sword; close burst 1; targets enemies; +32 vs. AC (includes the bonus for <i>dragonborn fury</i>); 2d10 + 9 damage.		
↖ Dragon Breath (minor; encounter) ♦ Fire		
Close blast 3; +27 vs. Reflex (+28 while bloodied); 2d6 + 6 fire damage.		
Dragonborn Fury (only while bloodied)		
A dragonborn gains a +1 racial bonus to attack rolls.		
No Remorse		
A dragonborn champion deals 2d10 extra damage on melee attacks against a prone target.		
Shake It Off (free; recharge ⏏ ⏏ ⏏ ⏏ ⏏)		
The dragonborn champion automatically succeeds on a saving throw against one effect that a save can end.		
Alignment Evil	Languages Common, Draconic	
Skills Athletics +23, History +22, Intimidate +26		
Str 29 (+22)	Dex 20 (+18)	Wis 17 (+16)
Con 23 (+19)	Int 15 (+15)	Cha 22 (+19)
Equipment plate armor, heavy shield, bastard sword, 20 ad		



ENCOUNTER 27-2: BURNING EARTH

to any creature that crosses the barrier. Each creature that enters or starts its turn in one of the squares adjacent to the wall takes 1d6 fire damage. A PC adjacent to one of the jets from which the fire emanates can permanently deactivate the walls with a DC 28 Thievery check. A failure by 4 or less deactivates the walls for 1 round.

Blood Rock: While standing on a blood rock square, a creature scores a critical hit on a 19-20.

Glyph of Leaping Fire: The two yellow glyphs are linked. A Large or smaller creature moving onto a glyph is instantly teleported to any square on the matching glyph.

Cauldrons of Lava: Lava inside four cauldrons deals 4d6 fire damage to any creatures that touch it.

Seals: To enter the next area, each PC must wear a Seal of Burning Earth and move to the rune circle near the wall of fire. Several of these magically protected seals are submerged in each cauldron of lava.

Treasure: Each dragonborn carries 20 ad, and the superior fire titan carries 40 ad.

ENCOUNTER 27-3: LIGHTNING REFLEXES

Encounter Level 29 (84,000 XP)

- 1 stormforged colossus (C)
- 2 storm titans (S)
- 2 storm gorgons (G)

SETUP

This inner study and temple was built by the storm titans to honor the primordial forces of air.

Long ago, the titans created a massive guardian for their sanctuary: a stormforged colossus. They also keep two pets, ill-tempered but loyal storm gorgons.

The titans have placed the Ritual Book of the Primordial Gate on the chamber's altar.

The storm gorgons are in the eastern end of the room, and the colossus is dormant in the center. One titan is at the altar, while the other stands near the throne.

When the characters arrive, read:

With a burning sensation deep in your stomach, you are teleported to the uppermost level of the titan's keep. The air here is full of static, raising arm hairs. The walls and ceiling are the same as the previous areas. In the four corners, large metal rods touch the ceiling. A giant storm titan statue stands in the middle of the room, arms to the sky. Floating on the altar, you spy a giant tome covered in flame. A storm titan studies the book, while another lounges on a throne. A pair of metallic bulls snuffle about the chamber.

TACTICS

One of the titans uses a standard action to call forth the ancient colossus to protect the chamber. The colossus activates at the start of the next round.

The titans stay at range while the colossus closes. The gorgons use *gore* and *mobile melee attack*, holding off on *storming breath* until a group of PCs can be affected.

All of the monsters are aware of the effect of the lightning rods. They use their push attacks to force PCs into squares the lightning can reach.

All in the room fight to the death to protect the temple and keep the book secured.

Stormforged Colossus (C)	Level 27 Elite Brute	
Huge immortal animate (construct)	XP 22,000	
Initiative +18	Senses Perception +23	
Eye of the Storm (Lightning) aura 5; an enemy that starts its turn in the aura takes 20 lightning damage. The colossus has concealment against all ranged attacks.		
HP 618; Bloodied 309		
AC 40; Fortitude 45, Reflex 39, Will 43		
Immune disease, fear, poison, sleep; Resist 20 force, 20 lightning, 20 thunder		
Saving Throws +2		
Speed 10		
Action Points 1		
⚡ Force Spear (standard; at-will) ♦ Force, Thunder, Weapon Reach 3; +30 vs. AC; 2d12 + 15 force damage, and the colossus makes a secondary attack against the same target. <i>Secondary Attack</i> : +28 vs. Fortitude; 3d6 thunder damage, and the target is pushed 3 squares and immobilized until the end of the stormforged colossus's next turn.		
⚡ Booming Defiance (immediate reaction, when an enemy attacks the colossus with a melee attack; recharge when the colossus takes or scores a critical attack) ♦ Thunder Close burst 3; targets enemies; +28 vs. Fortitude; 3d10 + 10 thunder damage, and the target is pushed 5 squares, knocked prone, and dazed (save ends).		
⚡ Hurl Lightning (standard; at-will) ♦ Lightning Ranged 20; +28 vs. Reflex; 3d10 + 3 lightning damage, and the target is pushed 3 squares and dazed (save ends).		
⚡ Thunderclap (standard; encounter) ♦ Thunder Close burst 10; targets enemies; +26 vs. Will; 3d8 + 6 thunder damage, and the target is stunned until the end of the stormforged colossus's next turn and deafened for the rest of the encounter.		
Alignment Unaligned	Languages –	
Str 35 (+25)	Dex 23 (+19)	Wis 30 (+23)
Con 29 (+22)	Int 4 (+10)	Cha 17 (+16)

FEATURES OF THE AREA

Illumination: Continual lightning that flashes through the air barriers provides bright light.

Ceiling and Walls: The ceiling and 30-foot-tall walls are made of magically harnessed air. They block movement, but not line of sight or line of effect. Ranged attacks through the swirling walls take a -2 penalty.

Storm Portal: The center of the area has no flagstones, providing a view of the raging storm below. Magically harnessed air ensures the floor remains solid; no object or creature can fall through.

Lightning Rods: Four lightning rods rest in the corners of the area. At the start of each round, lightning arcs away from each rod out to a maximum distance of 8 squares, dealing 20 lightning

2 Storm Titans (S)		Level 27 Elite Controller	
Huge elemental humanoid (aquatic, giant)		XP 22,000 each	
Initiative +19	Senses Perception +22		
Storm Fury (Lightning, Thunder) aura 4; any creature that enters or begins its turn in the aura takes 10 lightning and thunder damage; creatures other than storm giants and storm titans treat the area within the aura as difficult terrain and cannot fly.			
HP 506; Bloodied 253			
AC 43; Fortitude 43, Reflex 38, Will 38			
Resist 30 lightning, 30 thunder			
Saving Throws +2			
Speed 8, fly 10 (hover), swim 8			
Action Points 1			
⊕ Roaring Greatsword (standard; at-will) ◆ Lightning, Thunder, Weapon			
Reach 3; +32 vs. AC; 2d6 + 11 damage plus 2d8 lightning and thunder damage.			
⊕ Double Attack (standard; at-will) ◆ Lightning, Thunder, Weapon			
The storm titan makes two roaring greatsword attacks.			
⤴ Hurl Thunderbolt (standard; at-will) ◆ Lightning, Thunder			
Ranged 10; +30 vs. Reflex; 3d6 + 6 lightning and thunder damage, and the target is pushed 3 squares and dazed (save ends).			
⤵ Howling Winds (standard; recharge 2/3) ◆ Thunder			
Close burst 4; +30 vs. Fortitude; 2d12 + 6 thunder damage, and the target is pushed 4 squares and knocked prone. Miss: Half damage, and the target is pushed 1 square.			
Alignment Evil		Languages Giant, Primordial	
Skills Diplomacy +24, Intimidate +24			
Str 33 (+24)	Dex 22 (+19)	Wis 19 (+17)	
Con 29 (+22)	Int 14 (+15)	Cha 22 (+19)	
Equipment greatsword			

damage to one randomly determined creature in that area. A rod can be disabled with a DC 30 Thievery check.

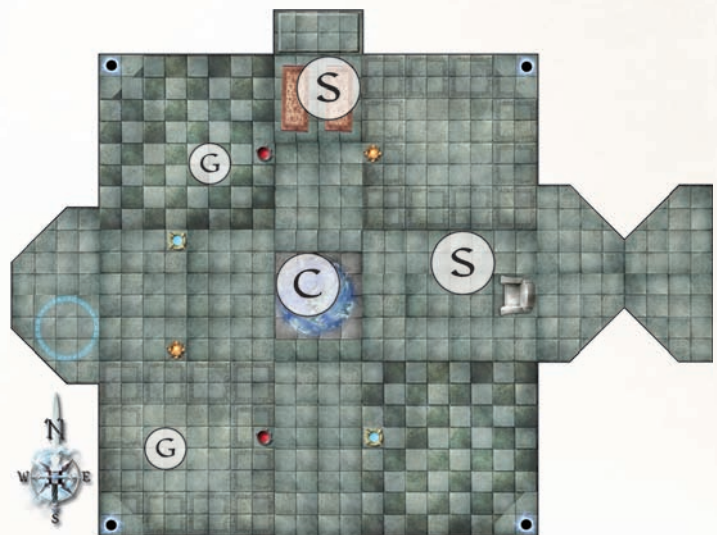
Braziers: Either frozen water (cold), lava (fire), or howling air (lightning) is contained in the six braziers. A creature touching the contents takes 4d6 damage of the appropriate type.

Ritual Book of the Primordial Gate: The book is coated in raw primordial power. A creature handling the book directly takes 30 fire, 30 lightning, 30 cold, and 30 acid damage (for a total of 120), and ongoing 15 damage of each type (save ends, roll each save separately). The skin of a deity is the only material that can block the effects of the book. The titan nearest the altar has a deityskin satchel and used it to transport the book to this area.

Seals: To leave the temple, a creature must carry the Seal of the Sky and step again on the teleportation circle. The seals are carried by the two titans.

Treasure: A 30th level magic item rests on the altar. The braziers are made of platinum and gold, and encrusted with diamond dust. They are very heavy and worth 50,000 gp each.

2 Storm Gorgons (G)		Level 26 Skirmisher	
Large elemental beast		XP 9,000 each	
Initiative +21	Senses Perception +19; truesight 6		
Tempest's Fury (Lightning) aura 5; any creature that enters or starts its turn in the aura takes 20 lightning damage.			
HP 248; Bloodied 124			
AC 42; Fortitude 40, Reflex 35, Will 35			
Immune knocked prone, push/pull/slide			
Resist 20 lightning, 20 thunder			
Speed 8, fly 10 (hover); see also mobile melee attack			
⊕ Gore (standard; at-will) ◆ Thunder			
+31 vs. AC; 1d10 + 12 damage plus 2d8 thunder damage, and the target is pushed 2 squares and knocked prone.			
⊕ Mobile Melee Attack (standard; at-will)			
The storm gorgon can move up to half its speed and make one melee basic attack at any point during that movement. The storm gorgon doesn't provoke opportunity attacks when moving away from the target of its attack.			
⊕ Trample (standard; at-will)			
The storm gorgon can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the gorgon must end its move in an unoccupied space. When it enters an enemy's space, the gorgon makes a trample attack: +29 vs. Reflex; 1d10 + 10 damage, and the target is knocked prone.			
⤵ Storming Breath (standard; recharge 1/3) ◆ Lightning, Thunder			
Close blast 5; +29 vs. Fortitude; 2d10 + 20 lightning and thunder damage.			
Alignment Unaligned		Languages –	
Str 30 (+23)	Dex 22 (+19)	Wis 23 (+19)	
Con 32 (+24)	Int 2 (+9)	Cha 8 (+12)	

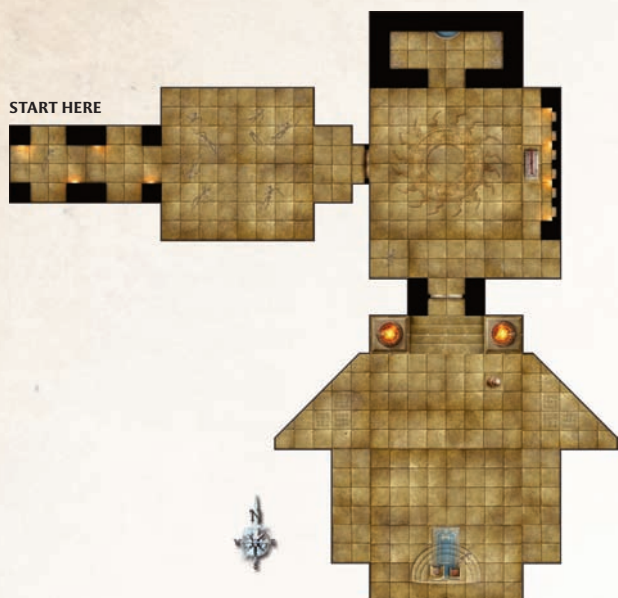


28: THE HUNGERING TEMPLE

The adventurers have delved into the Abyss to strike at the Demon Lord of Undeath, Orcus. On the layer of Thanatos, the Blood Lord has many outposts from which he spreads his corruption. One of his primary

lieutenants is Doresain, the Ghoul King. If the PCs kill Doresain in his lair, they will strike a real blow against the foul demon lord.

Tiles: This delve uses tiles from *DT6: Dire Tombs*.



EXPANDING THE DELVE

To turn this delve into a longer adventure, consider these additions.

- ◆ Create encounters leading up to the PCs' assault on the Hungering Temple, such as a balor (MM 53) commanding an ancient white dragon (MM 85), or a phane (MM 12) leading a pack of five shadow-raven swarms (MM 243).
- ◆ Add rooms to the temple, featuring such foes as an aspect of Orcus (MM 208) surrounded by ten lich vestiges (MM 176) and four dread wraiths (MM 267), or a runescribed dracolich (MM 73).
- ◆ Continue beyond the defeat of Doresain, allowing the PCs to take the fight to the palace of Orcus. This should be a truly epic undertaking, worthy of several challenging encounters before facing the Demon Prince of the Undead.

ENCOUNTER 28-1: SPAWN OF NIGHT

Encounter Level 27 (61,000 XP)

3 sorrowsworn deathlords (S)
1 balor (B)

SETUP

Entering through a short hallway lined with pillars, the PCs must face powerful servants of Orcus in a room where their foes have the advantage of concealment.

When the characters enter the hallway, read:
The hallway is lined with massive columns of bone. At the end of the hallway is a roiling cloud of dark viscera that does not give way at the advance of your light.

Perception Check

DC 26: *The muffled sound of hooves on stone comes from beyond the darkness.*

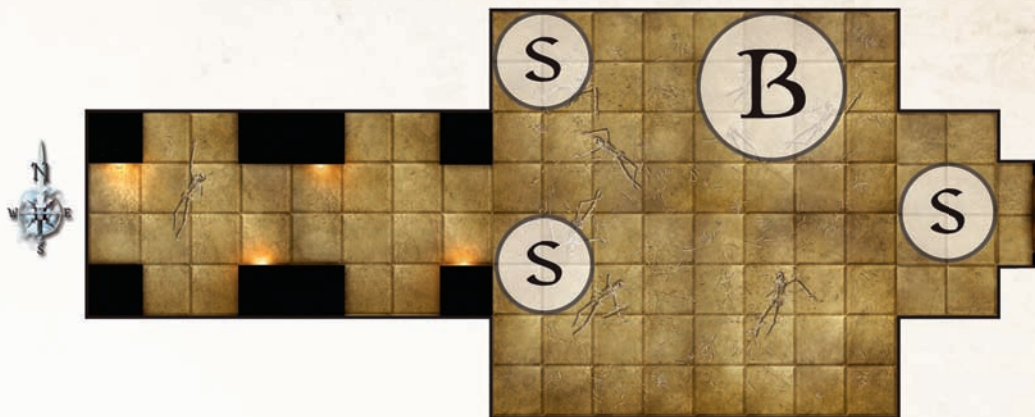
DC 42: *For a brief instant, red eyes glare at you from the darkness.*

TACTICS

The sorrowsworn deathlords use *reap and fade* to teleport into the cloud to hide or into the pillared hall behind the PCs.

The balor can see foes within the cloud thanks to its truesight. It is just as vulnerable to the cloud's dazing effect as are the PCs, so it doesn't remain in that area.

All creatures here fight to the death.



FEATURES OF THE AREA

Illumination: The hallway is brightly lit, but the room is dark. In addition, light does not function within the cloud (see below).

Ceiling: The ceiling in this area is 30 feet high.

Floor Carvings: The skeletons on the floor in the large chamber are decorative carvings and have no effect on play.

Cloud of Gaseous Viscera: A cloud of roiling gas resembling viscera hangs just within the

entrance, magically overpowering all light and providing total concealment. Any nonshadow creature that starts its turn in the cloud is dazed until the start of its next turn. Although no form of illumination can penetrate the cloud, anyone with darkvision can see through it normally. For the purpose of a *dispel magic* spell, the cloud is a zone with a Will defense of 33. After 1 minute, the dispelled cloud returns to the same position at full effectiveness.

Balor (B)	Level 27 Elite Brute
Huge elemental humanoid (demon)	XP 22,000
Initiative +17	Senses Perception +23; truesight 6
Flaming Body (Fire) aura 2 (aura 3 while the balor is bloodied); enemies that start their turns in the aura take 10 fire damage (20 fire damage while the balor is bloodied).	
HP 624; Bloodied 312; see also <i>death burst</i>	
AC 42; Fortitude 46, Reflex 39, Will 40	
Immune fear; Resist 40 fire, 20 variable (3/encounter; see "Resist," <i>Monster Manual</i> , page 282)	
Saving Throws +2	
Speed 8, fly 12 (clumsy)	
Action Points 1	
⊕ Lightning Sword (standard; at-will) ◆ Lightning, Weapon Reach 3; +32 vs. AC; 2d10 + 10 lightning damage, or 3d10 + 30 lightning damage on a critical hit.	
⊥ Flame Whip (standard; at-will) ◆ Fire, Weapon Reach 5; +30 vs. Reflex; 3d8 + 5 fire damage, and ongoing 5 fire damage (save ends). Also, the target is pulled into an unoccupied space adjacent to the balor.	
⊥ Fire and Lightning (standard; at-will) ◆ Fire, Lightning, Weapon The balor makes a lightning sword attack and a flame whip attack.	
Demonic Accuracy (free, when the balor misses with an attack; encounter) The balor rerolls the attack and gains a +5 bonus to the roll.	
⬅ Death Burst (when reduced to 0 hit points) ◆ Fire The balor explodes in a burst of flame: close burst 10; +29 vs. Reflex; 7d10 fire damage. <i>Miss</i> : Half damage. The balor and its weapons are completely destroyed.	
Alignment Chaotic evil	Languages Abyssal, Common
Skills Bluff +20, Insight +23, Intimidate +20	
Str 30 (+23)	Dex 19 (+17) Wis 21 (+18)
Con 32 (+24)	Int 12 (+14) Cha 14 (+15)

3 Sorrowsworn Deathlords (S)	Level 28 Lurker (Leader)
Large shadow humanoid	XP 13,000
Initiative +31	Senses Perception +26; darkvision
Mournful Whispers aura 1; any enemy that starts its turn in the aura is dazed until the start of its next turn.	
HP 204; Bloodied 102	
AC 42; Fortitude 38, Reflex 41, Will 38	
Speed 8, fly 10 (hover); phasing	
⊕ Dark Scythe (standard; at-will) ◆ Necrotic, Psychic, Weapon Reach 2; +32 vs. AC; 4d10 + 9 necrotic and psychic damage, and the target is weakened until the end of the sorrowsworn deathlord's next turn.	
⊥ Reap and Fade (standard; recharge ☼☼☼☼) ◆ Necrotic, Psychic, Teleportation The sorrowsworn deathlord makes a <i>dark scythe</i> attack, teleports 10 squares, and turns insubstantial until the start of its next turn.	
Bleak Visage ◆ Fear Melee and ranged attacks made against the sorrowsworn deathlord take a -2 penalty to the attack roll.	
Alignment Unaligned	Languages Common
Skills Insight +26, Stealth +32	
Str 28 (+23)	Dex 36 (+27) Wis 24 (+21)
Con 30 (+24)	Int 24 (+21) Cha 30 (+24)
Equipment robes, scythe	

ENCOUNTER 28-2: STORM OF TEETH

Encounter Level 29 (77,000 XP)

1 gibbering orb
1 demonfang golem (D)

SETUP

This encounter pits the PCs against a gibbering orb, a complicated foe that takes many actions in a round, as well as a powerful brute capable of controlling the battlefield around itself.

The demonfang golem begins out of sight and completely dormant and silent. The gibbering orb doesn't appear until the golem is bloodied.

When the characters open the doors, read:

The doors open into a hideous chapel drawn from nightmares. Rotting corpses fill niches along the far wall behind a blood-soaked altar. In the center of the room is a low, circular stone platform lined with bone fragments. A humanoid skeleton lies in a fetal position in the southwest corner. Blocking a corridor leading south out of this room is a door crafted from stitched-together corpses.

Perception Check

DC 19: *The corpses that line the far wall, as well as those in the door, are missing their teeth.*

DC 28: *The bone fragments lining the platform are made of quivering teeth.*

DC 33: *You feel a slight tug on your jaw, as if your teeth were slowly being pulled from your mouth.*

TACTICS

The demonfang golem awakens and moves into the room when at least one PC reaches the center of the chamber. It uses slam attacks until it can unleash *ravenous gnash* to push the characters toward the platform of quivering teeth, the hungry altar, or the door of the toothless dead (see "Features of the Area").

When the demonfang golem becomes bloodied, its chest splits open and a gibbering orb bursts forth, appearing in a space adjacent to the golem (push PCs aside if necessary to make room).

The orb attempts to daze the PCs each round with its *gibbering* before using its *eye rays* or its bite attack. It has no fear of melee due to its enormous number of hit points, but the orb avoids proximity to the demonfang golem to stay out of range of its *death burst*.

Both monsters fight to the death.

Gibbering Orb Level 27 Solo Controller
Huge aberrant magical beast XP 55,000

Initiative +22 **Senses** Perception +20; all-around vision, darkvision

Merciless Eyes aura 5; at the start of each enemy's turn, if that creature is within the aura and in the gibbering orb's line of sight, the gibbering orb uses one random *eye ray* power against that creature.

HP 1,230; **Bloodied** 615
AC 41; **Fortitude** 33, **Reflex** 39, **Will** 40

Saving Throws +5
Speed fly 8 (hover)

Action Points 2

⚔ **Bite** (standard; at-will)

+30 vs. AC; 4d6 + 10 damage, and the mouth detaches from the gibbering orb and makes a new bite attack against the target each round at the start of the gibbering orb's turn. When the mouth misses, it drops off and turns into useless, dead gray flesh.

↩ **Gibbering** (free, once on the gibbering orb's turn before it takes other actions; at-will) ♦ **Psychic**
Close burst 10; deafened creatures are immune; +29 vs. Will; the target is dazed until the end of the gibbering orb's next turn.

👁 **Eye Rays** (standard; at-will) ♦ see text

The gibbering orb can use two different *eye ray* powers (chosen from the list below or rolled randomly). Each power must target a different creature. Using *eye rays* does not provoke opportunity attacks.

1—**Mindcarving Ray (Psychic)**: Ranged 10; +30 vs. Will; 2d8 + 12 psychic damage, and the target is dazed (save ends).

2—**Flesheating Ray (Necrotic)**: Ranged 10; +30 vs. Fortitude; 2d8 + 12 necrotic damage, and ongoing 10 necrotic damage (save ends).

3—**Bonewarping Ray**: Ranged 10; +30 vs. Fortitude; 2d8 + 12 damage, the target is weakened (save ends).

4—**Bloodfeasting Ray**: Ranged 10; +30 vs. Reflex; 2d8 + 12 damage, and ongoing 10 damage (save ends).

5—**Farsending Ray (Psychic, Teleportation)**: Ranged 10; +30 vs. Reflex; the target is briefly transported to the Far Realm, reappearing in the same space (or the nearest unoccupied space if that space is occupied) at the end of the gibbering orb's next turn. Upon its return, the target takes 2d8 + 12 psychic damage and takes a -5 penalty to saving throws until the end of the encounter.

6—**Souleating Ray (Necrotic)**: Ranged 10; +30 vs. Will; the target is slowed (save ends). *First Failed Saving Throw*: The target is immobilized instead of slowed (save ends). *Second Failed Saving Throw*: The target dies.

Alignment Unaligned **Languages** —
Str 27 (+21) **Dex** 28 (+22) **Wis** 15 (+15)
Con 22 (+19) **Int** 17 (+16) **Cha** 31 (+23)

Demonfang Golem (D)		Level 27 Elite Brute
Large immortal animate (construct, demon)		XP 22,000
Initiative +17	Senses Perception +26; darkvision	
Biting Aura (Necrotic) aura 2; an enemy that starts its turn in the aura takes 10 necrotic damage (20 necrotic damage while the demonfang golem is bloodied).		
HP 622; Bloodied 311; see also death burst		
AC 41; Fortitude 43, Reflex 37, Will 41		
Immune disease, poison, sleep; Resist 30 necrotic		
Saving Throws +2		
Speed 6		
Action Points 1		
⊕ Slam (standard; at-will)		
Reach 2; +30 vs. AC; 2d10 + 5 damage and ongoing 10 necrotic damage (save ends).		
⊕ Hungry Strike (standard; recharge ☹️ ☹️)		
Targets bloodied enemy; +30 vs. AC; 4d10 + 10 damage, and the target is stunned (save ends).		
⚡ Ravenous Gnash (standard; encounter) ⚡ Fear, Psychic		
Close burst 5; targets enemies; +28 vs. Will; 4d10 + 10 psychic damage, and the target is pushed 3 squares.		
⚡ Death Burst (when reduced to 0 hit points)		
The demonfang golem explodes in a burst of jagged teeth. Close burst 1; +30 vs. AC; 4d6 + 12 damage, and the area of the burst is difficult terrain until the end of the encounter.		
Alignment Evil	Languages –	
Str 26 (+21)	Dex 18 (+17)	Wis 26 (+21)
Con 31 (+23)	Int 4 (+10)	Cha 17 (+16)

FEATURES OF THE AREA

Illumination: The room has no light. Both monsters can see normally.

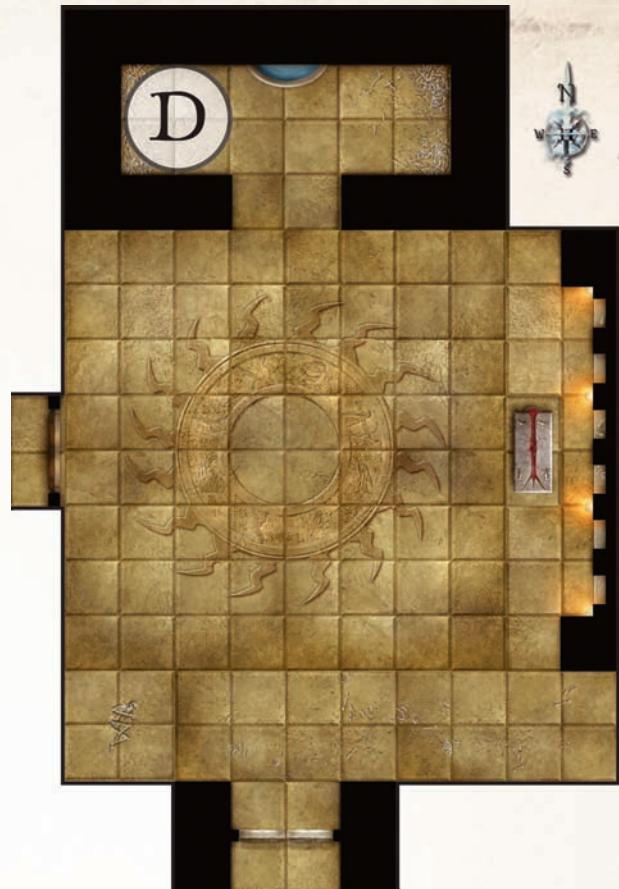
Ceiling: The ceiling in this area is 30 feet high.

Platform of Quivering Teeth: Near the center of this room is a 2-square-diameter, 6-inch-high circular stone platform that does not affect movement. Any time a PC adjacent to (but not on) the platform takes ongoing damage, he takes 5 extra damage of the same type. A PC standing on the platform can choose to mark the demonfang golem or the gibbering orb if he hits that monster with an attack. This mark lasts until the end of the PC's next turn or until it is superseded by another mark.

The teeth lining the platform can't be removed.

Hungry Altar: Any PC within 5 squares of the altar takes a -2 penalty to saving throws against ongoing damage. Hidden within the altar is a stash of 120 ad (DC 28 Perception check to find).

Skeleton: The toothless skeleton in the corner was once a victim sacrificed on the altar. Now it wards nearby characters from danger. Any creature standing in the 2×2 tile containing the skeleton is immune to ongoing damage.



ENCOUNTER 28-2: STORM OF TEETH

Door of the Toothless Dead: The dead that make up this door in the south corridor hunger for their missing teeth. If a PC within 5 squares of the door fails a saving throw against ongoing damage, he takes 5 damage as one of his teeth is pulled from his mouth and melds into the door.

When 10 teeth have been collected by the door (either by the effect described above or by PCs placing teeth into the door), it splits down the center, allowing access to area 3. If the PCs aren't willing to give up their teeth, they can use teeth gathered from the golem or the gibbering orb after those creatures are defeated.

Dry Fountain: The fountain partially visible in the anteroom to the north is empty and has no effect on play.

ENCOUNTER 28-3: THE GHOUL KING

Encounter Level 31 (119,750 XP)

10 abyssal ghoulish myrmidons (M)
 3 atropals (A)
 1 dread wraith (W)
 Doresain, the Ghoul King (D)

SETUP

Doresain the Ghoul King hungers on his throne of bone, empowered by the blood of past victims.

At the start of the encounter, only one atropal and five abyssal ghoulish myrmidons are present, along with Doresain and the dread wraith. Other ghouls and atropals emerge from the braziers when the ones present are destroyed.

When the PCs look through the door, read:

Beyond the door of flesh, you behold a ghastly throne room. Enormous braziers illuminate the chamber with sickly dark flame. Between the braziers, a wide flight of stairs descends to ground level near a ram-headed statue. Slaving ghouls scattered throughout the room gnash their teeth with hunger, while a mass of shadow drifts through the far end of the chamber. Surveying it all is a green-eyed cadaver wearing a crown of teeth and sitting on a throne of bone.

Perception Check

DC 30: *The braziers burning to either side of the staircase seem to invigorate the undead the way that sunlight energizes living creatures.*

DC 35: *Your eyes are drawn to the statue of Orcus. Its very presence makes you uneasy.*

10 Abyssal Ghoul Myrmidons (M)	Level 23 Minion
Medium elemental humanoid (undead)	XP 1,275 each
Initiative +18	Senses Perception +15; darkvision
HP 1; a missed attack never damages a minion; see also <i>dead blood</i>	
AC 35; Fortitude 35, Reflex 34, Will 31	
Immune disease, poison; Resist 10 necrotic	
Speed 8, climb 4	
⊕ Claws (standard; at-will)	
+26 vs. AC; 9 damage, and the target is immobilized (save ends).	
⚡ Dead Blood (when reduced to 0 hit points) ◆ Necrotic	
Close burst 1; all enemies in the burst take 5 necrotic damage.	
Alignment Chaotic evil	Languages Abyssal
Skills Stealth +23	
Str 27 (+19)	Dex 25 (+18)
Con 23 (+17)	Int 19 (+15)
	Wis 18 (+15)
	Cha 13 (+12)

TIPS AND REMINDERS

When a PC attacks, if the target is within 5 squares of the dread wraith, the attack probably takes a -2 penalty (due to the concealment provided by *shroud of night*). All the monsters have darkvision and ignore this drawback.

TACTICS

At the start of the ghouls' turn, if at least one myrmidon was destroyed since their last turn, a new one emerges from a lit brazier (if both braziers remain lit, determine one randomly). A maximum of five additional ghouls can emerge during the encounter.

The atropal spends its action point immediately to use *necrotizing touch* twice (preferably against different foes). It doesn't worry about catching the dread wraith in its *atropos burst* (due to the wraith's resistance), and it doesn't mind catching one or two ghouls with the attack, as long as the dying ghouls' *dead blood* hits at least one PC. If the atropal is slain, a new atropal appears in a lit brazier at the start of the atropal's next turn. Each brazier can produce only one atropal during the encounter.

The dread wraith stays near the middle of the room to maximize the coverage of its *shroud of night*. It relies on the abyssal ghoulish myrmidons to gain flanking (and thus deal extra damage by using combat advantage). It can easily move where it wishes thanks to phasing and *shadow glide*.

The Ghoul King stays put and uses *ravaging storm* from his throne of bone as long as possible. If a brazier is extinguished, or if a PC moves up to Doresain, he ceases this approach and enters melee.

Doresain and his servants fight until destroyed.

3 Atropals (A)	Level 28 Elite Brute
Large immortal magical beast (undead)	XP 26,000 each
Initiative +18	Senses Perception +20; darkvision
Shroud of Death (Necrotic) aura 5; at the beginning of the atropal's turn, undead allies within the aura regain 20 hit points, and living creatures in the aura take 10 necrotic damage. Radiant damage to the atropal ends its <i>shroud of death</i> . The atropal can restore the aura as a minor action.	
HP 634; Bloodied 317	
AC 42; Fortitude 42, Reflex 37, Will 40	
Immune disease, necrotic, poison; Vulnerable 10 radiant	
Saving Throws +2	
Speed fly 9 (hover)	
Action Points 1; see also <i>atropos burst</i>	
⊕ Necrotizing Touch (standard; at-will) ◆ Necrotic	
Reach 2; +29 vs. Reflex; 2d10 + 10 damage, and the target takes ongoing 15 necrotic damage and a -2 penalty to attack rolls, and the target loses any resistance or immunity to necrotic damage (save ends all).	
⚡ Atropos Burst (standard; recharges when a living creature drops to 0 hit points within the atropal's aura) ◆ Necrotic	
Close burst 5; +27 vs. Reflex; 4d8 + 5 necrotic damage, and the target loses a healing surge. The atropal gains 1 action point if it hits any creatures with <i>atropos burst</i> .	
Alignment Evil	Languages Supernal
Skills Insight +25, Religion +19	
Str 30 (+24)	Dex 18 (+18)
Con 27 (+22)	Int 10 (+14)
	Wis 22 (+20)
	Cha 20 (+19)

Dread Wraith (W) **Level 25 Lurker**

Large shadow humanoid (undead) XP 7,000

Initiative +25 **Senses** Perception +18; darkvision
Shroud of Night aura 5; bright light in the aura is reduced to dim light, and dim light becomes darkness.**HP** 124; **Bloodied** 62; see also *death strike***Regeneration** 20 (if the dread wraith takes radiant damage, regeneration is negated until the end of the wraith's next turn)**AC** 37; **Fortitude** 33, **Reflex** 37, **Will** 37**Immune** disease, fear, poison; **Resist** 30 necrotic, insubstantial;
Vulnerable 15 radiant (see also *regeneration* above)**Speed** fly 10 (hover); phasing; see also *shadow glide*⊕ **Dread Blade** (standard; at-will) ◆ **Necrotic**

Reach 2; +28 vs. Reflex; 2d10 + 9 necrotic damage, and the target is weakened (save ends).

↔ **Death Shriek** (when reduced to 0 hit points) ◆ **Psychic**Close blast 3; targets enemies; +27 vs. Will; 4d6 + 9 psychic damage, and the target is dazed (save ends). **Miss:** Half damage, and the target is not dazed.**Combat Advantage** ◆ **Necrotic**

A dread wraith deals 3d6 extra necrotic damage against any target it has combat advantage against.

Shadow Glide (move; encounter)

The dread wraith shifts 6 squares.

Spawn Wraith

Any humanoid killed by a dread wraith rises as a free-willed dread wraith at the start of its creator's next turn, appearing in the space where it died (or in the nearest unoccupied space). Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.

Alignment Chaotic evil **Languages** Common**Skills** Stealth +26**Str** 18 (+16) **Dex** 28 (+21) **Wis** 12 (+13)**Con** 20 (+17) **Int** 14 (+14) **Cha** 28 (+21)**Doresain, the Ghoul King** **Level 27 Elite Skirmisher**

Medium natural humanoid (undead) XP 22,000

Initiative +25 **Senses** Perception +24; darkvision**HP** 508; **Bloodied** 254**AC** 43; **Fortitude** 41, **Reflex** 41, **Will** 38**Immune** disease, poison; **Resist** 20 necrotic; **Vulnerable** 10 radiant**Saving Throws** +2**Speed** 8; see also *ravenous frenzy* and *teleport***Action Points** 1⊕ **Toothlust** (standard; at-will) ◆ **Weapon**

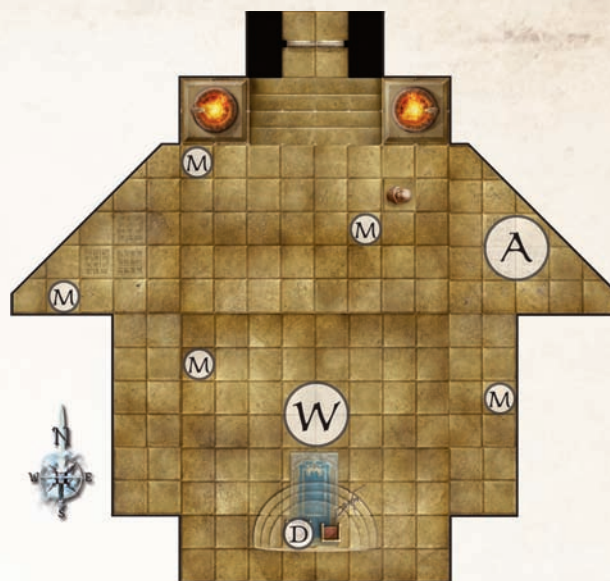
+32 vs. AC; 1d6 + 9 damage, and ongoing 10 damage (save ends).

† **Cloak of Mouths** (standard; at-will)

+30 vs. AC; 1d8 + 10 damage, and the target is slowed (save ends).

† **Ravenous Frenzy** (standard; recharge ☹☹)Doresain can move up to 8 squares without provoking opportunity attacks and makes a *cloak of mouths* attack against each creature he moves adjacent to during the move.**Teleport** (move; recharge ☹☹☹☹) ◆ **Teleportation**

Doresain can teleport 12 squares.

Alignment Chaotic evil **Languages** Abyssal, Common**Skills** Bluff +25, Insight +24, Religion +23**Str** 29 (+22) **Dex** 30 (+23) **Wis** 23 (+19)**Con** 30 (+23) **Int** 20 (+18) **Cha** 25 (+20)**Equipment** *Toothlust* (staff), *Cloak of Mouths*

ENCOUNTER 28-3: THE GHOUL KING

FEATURES OF THE AREA

Illumination: The braziers beside the stairs are filled with a black fluid that burns with an eerie flame, illuminating the room. The fluid is the concentrated blood of those who have been sacrificed to the Ghoul King. While the braziers burn, Doresain draws energy from them, gaining regeneration 20.

An adjacent PC can make a DC 30 Arcana, Religion, or Thievery check as a standard action to extinguish one of the braziers. If a brazier is doused, Doresain's regeneration becomes 10, and he loses the ability to use *ravenous storm* (see below). If both are extinguished, Doresain loses his regeneration.

A character who extinguishes a brazier can choose to regain two healing surges or recharge an encounter power. No further ghouls or atropals can emerge from an extinguished brazier.

Ceiling: The ceiling in this area is 30 feet high.

Statue of Orcus: A ram-headed statue of Orcus stands at the bottom of the stairs, near one of the braziers. The eyes gleam menacingly at nearby characters; any PC who ends his turn adjacent to the statue grants combat advantage to his enemies until the start of his next turn.

Throne of Bone: This throne is a relic tied to the essence of Doresain. When sitting on the throne while both braziers are lit, Doresain (and only he) can use the following power at will.

✱ **Ravenous Storm** (standard; at-will)

Requires throne of bone; area burst 3 within 10 squares; targets enemies; +31 vs. Will; the target is immobilized and takes ongoing 20 cold damage (save ends both).

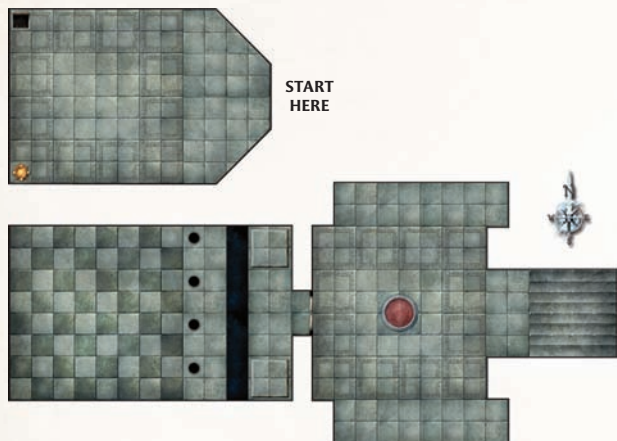
Treasure: Doresain carries a level 30 magic item, and six diamonds set in his throne are worth 50,000 gp each.

29: THE SILENCE OF EVIL

Centuries ago, a green dragon terrorized the civilized lands near its lair. As the beast grew in power, countless cult followers gathered. With the help of its worshipers, the dragon transformed into a rune-scribed dracolich.

The dragon and its cult grew larger and more powerful over the centuries. This, of course, led to war with the surrounding nations. After terrible battles and much loss, the cultists were slaughtered and the dragon destroyed, but its phylactery could not be found. The beast reformed, gathered cultists anew, and again was defeated. The phylactery still could not be found. This time, the powers of civilization decided not to destroy the beast, but to trap it, locking it away and setting various guards.

Recently, a divination ritual performed by someone the PCs respect revealed that great peril will



arise if a creature lairing in Mount Sorrowspire (the dracolich) is not destroyed. The ritual caster knows of the dracolich's imprisonment and its lich-created immortality, but believes that destruction of the current incarnation is necessary to avoid the dire prediction. Unfortunately, the creatures guarding the dracolich do not share that opinion.

Nonplayer characters who have a stake in seeing the dracolich destroyed are willing to teleport the PCs to the beast's prison.

Tiles: This delve uses tiles from *DT7: Fane of the Forgotten Gods*.

EXPANDING THE DELVE

The reason the dracolich is now a threat is because it has been working its magic, very slowly, to create a magical passage to the Shadowfell and assemble an army there.

To expand the delve, add a magical passage to the Shadowfell in the final room. The dracolich could have already escaped, meaning the PCs are forced to go to the shadow plane to face down the creature and its growing army. There, they could find:

- ◆ Roving bands of sorrowsworn (MM 242–243).
- ◆ A fortress ruled by a pit fiend (MM 65) who commands any number of devils who form part of the assembled army.
- ◆ A powerful servant of Vecna, who secured the dracolich's phylactery and plans to use it and its new army to help achieve some other goal.

ENCOUNTER 29-1: GUARDIAN ANGELS

Encounter Level 29 (80,750 XP)

Vecna's Silence (V)

7 angel of valor warriors (W)

SETUP

The first guardians of the dracolich are angels serving Vecna (or whatever deity fits your plans). They were placed here by servants of that foul deity to guard the dracolich until some upcoming plot is ready to be engaged. The angels pretend to be guardians working on the side of good, placed here to protect the creature against attempts to free it.

The PCs teleport into the room on the square marked X and any of the other squares adjacent to that one.

When the PCs appear in the chamber, read:

Seven angelic figures, glowing with a golden radiance, turn toward you as you materialize. Each wears shining chainmail and wields a greatsword. A similar creature, much larger and sporting wings, stands before you. "You are trespassing on a terrible place, and you must leave."

Vecna's Silence attempts to converse with the PCs at first. It tries to trick the PCs, using Bluff, to get them to leave. When that doesn't work, it claims that the cage of force is an area which allows the PC to see the terrible future to come if they slay the imprisoned creature. When it becomes obvious the PCs are not going to leave, combat begins.

Vecna's Silence (V) **Level 28 Solo Brute**
XP 65,000

Large immortal humanoid (angel)

Initiative +18 Senses Perception +26

HP 1,280; Bloodied 640

 AC 44; Fortitude 45, Reflex 40, Will 44; see also *cloak of vengeance*

 Immune disease, fear; Resist 15 cold, 15 fire, 15 radiant; see also *coldfire pillar*

Saving Throws +5

 Speed 8, fly 12 (hover); see also *sign of vengeance*

Action Points 2

 ⊕ **Longsword** (standard; at-will) ◆ **Cold, Fire, Weapon**

Reach 2; +31 vs. AC; 1d10 + 5 damage plus 2d8 fire damage plus 2d8 cold damage.

 † **Unyielding Onslaught** (standard; at-will) ◆ **Cold, Fire, Weapon**

Vecna's Silence makes four longsword attacks.

 ⤴ **Sign of Vengeance** (minor; recharge 2/3/4) ◆ **Teleportation**

Ranged sight; Vecna's Silence places an invisible sign upon the target. Until the end of the encounter, as a move action, Vecna's Silence can teleport adjacent to the target, gaining combat advantage against that target until the end of its next turn.

 ⬅ **Coldfire Pillar** (free, when first bloodied; encounter) ◆ **Cold, Fire, Polymorph**

Close burst 2; +29 vs. Reflex; 2d8 + 8 cold damage plus 2d8 + 8 fire damage. Vecna's Silence is immune to all damage until the start of its next turn.

Angelic Summons (free, when first bloodied; encounter)

All angel minions within sight of Vecna's Silence revive with 1 hit point. They can stand as an immediate reaction and take a basic attack against an adjacent foe.

Vecna's Blindfold (free, must have combat advantage)

Any successful longsword attack on a foe against which Vecna's Silence has combat advantage leaves the target blinded (save ends).

Cloak of Vengeance (until bloodied) ◆ **Cold, Fire**

 Attacks against Vecna's Silence take a -2 penalty until the angel is bloodied. While *cloak of vengeance* is in effect, a creature that makes a successful melee attack against the angel takes 1d12 fire damage and 1d12 cold damage.

Alignment Evil Languages Supernal

Skills Insight +26, Bluff +27

Str 30 (+24) Dex 18 (+18) Wis 25 (+21)

Con 24 (+21) Int 21 (+19) Cha 27 (+22)

Equipment plate armor, 2 longswords

7 Angel of Valor Warriors (W) **Level 26 Minion**
XP 2,250 each

Medium immortal humanoid (angel)

Initiative +17 Senses Perception +15

HP 1; a missed attack never damages a minion.

AC 40; Fortitude 40, Reflex 36, Will 35

Immune fear; Resist 10 fire, 10 radiant

Speed 6, fly 9 (hover)

 ⊕ **Greatsword** (standard; at-will) ◆ **Fire, Weapon**

+31 vs. AC; 11 fire damage.

Alignment Evil Languages Supernal

Str 26 (+21) Dex 18 (+17) Wis 14 (+15)

Con 18 (+17) Int 12 (+14) Cha 16 (+16)

Equipment chainmail, greatsword

TACTICS

The warriors move immediately to attack the closest threats.

Vecna's Silence picks the likeliest-looking striker and uses *sign of vengeance*. It then harries that PC until it is no longer a threat or until the angel's attack isn't effective enough.

If the PCs move into the next chamber, the angels pursue, because it is their sole concern to keep the PCs from entering the dracolich's chamber.

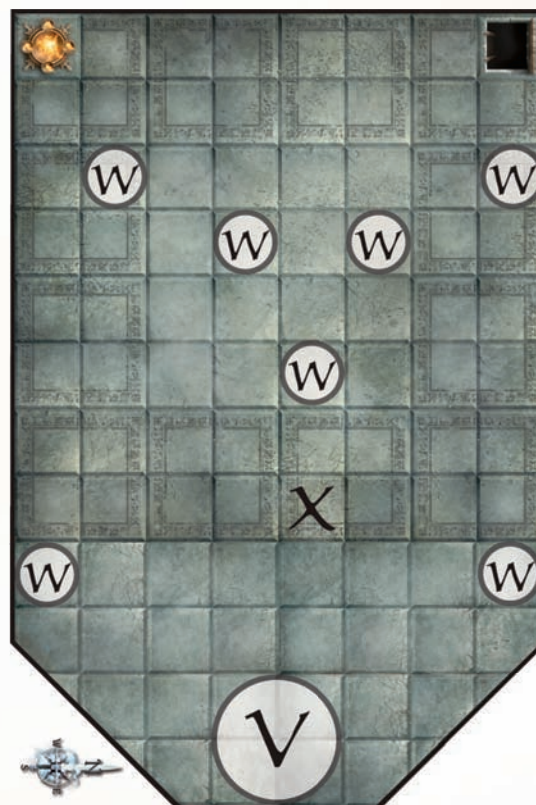
FEATURES OF THE AREA

Illumination: Bright light shines from the walls of the chamber.

Ceiling: The chamber's ceiling is 25 feet high.

Pit: A narrow pit in the northwest corner leads down 200 feet into the next area. The pit is too narrow for Large creatures. Even Medium creatures must squeeze to traverse it. Because of its size, it is easy to climb down (no Athletics check required to climb up or down the pit passage). A creature can stand on the square with the pit without falling.

Cage of Force: In the southwest corner of the area is a cage for a Medium creature. This cage is used by the angels to trap anyone or anything that accidentally makes its way into the chamber. A Medium or smaller creature that enters or that is forced into the cage is restrained (save at a -5 penalty ends). Teleportation out of the cage does not work, but attacks can be made into and out of it. The cage can be opened only by using an amulet worn by Vecna's Silence.



ENCOUNTER 29-2: MAGIC MUTATION CHAMBER

Encounter Level 30 (108,000 XP)

4 marut battlemasters (B)
2 marut champions (C)

SETUP

Fearing that the angels might not be enough to contain the dracolich or keep its allies away, Vecna's followers also hired a band of maruts to guard the dracolich's chamber. The maruts' room was also given qualities that would make it impossible for the dracolich to use its powers to escape.

The PCs drop into the room in the northwest corner (the square marked by an X and any of the squares adjacent to that one), immediately below the hole in the ceiling from the previous area. As soon as the first PC enters the chamber, the maruts speak their warning. Two rounds later, if the PCs are still in the room, the maruts attack. If the PCs attack first, the maruts do not wait the two rounds.

When a character enters the chamber, read:

Six creatures stand waiting. Two of them appear to be large suits of armor, while the other four look like smaller suits of armor with greatswords held in mailed hands. Wriggling arcane runes course over the chamber's walls. In a monotone, they speak in unison: "Turn back now or perish. None are allowed here." Behind the largest creatures is a huge set of double doors, barred from this side.

Arcana Check

DC 28: *The wards on the walls inhibit necrotic effects in the chamber.*

TACTICS

The maruts have no compunctions about killing the PCs. The battlemasters quickly engage, using *warrior's urging* to hinder the PCs' movement, leaving the champions to daze, push, and immobilize. The maruts use everything in their arsenal to keep the PCs away from the double doors that lead to the dracolich's prison.

4 Marut Battlemasters (B)		Level 26 Elite Soldier
Medium immortal humanoid		XP 18,000 each
Initiative +22	Senses Perception +21; truesight 10	
HP 442; Bloodied 221		
Regeneration 20		
AC 44; Fortitude 46, Reflex 38, Will 40		
Immune sleep; Resist 10 thunder		
Saving Throws +2		
Speed 8, fly 4 (hover), teleport 4		
Action Points 1		
⚔ Greatsword (standard; at-will) ⚡ Thunder, Weapon		
+33 vs. AC; 1d10 + 13 damage plus 1d6 thunder damage, and the target is pushed 1 square.		
⚔ Double Attack (standard; recharge ☞☞☞☞) ⚡ Thunder, Weapon		
The marut battlemaster makes two greatsword attacks. It can shift up to 6 squares between the first and second attacks.		
⚡ Warrior's Urging (standard; encounter) ⚡ Charm, Weapon		
Requires greatsword; close burst 4; targets each enemy in burst that the marut battlemaster can see; the target must shift up to 3 squares and end adjacent to the blademaker, if possible. A target that cannot end adjacent does not move. The battlemaster then attacks each adjacent target; +33 vs. AC; 3d10 + 13 damage.		
⚔ Dragon's Fangs (standard; daily) ⚡ Weapon		
Requires greatsword; +33 vs. AC; 2d10 + 13 damage. The marut battlemaster makes two attacks against one target, or one attack against two different targets. Miss: Half damage.		
Into the Fray (minor; encounter)		
The marut battlemaster can shift up to 3 squares, as long as it ends the move adjacent to an enemy.		
Combat Challenge		
A marut battlemaster can mark any creature it attacks. The mark lasts until the end of the marut battlemaster's next turn.		
Combat Superiority		
A marut battlemaster gains a +2 bonus to opportunity attacks. An enemy struck by opportunity attacks stops moving if a move provoked the attack.		
Alignment Unaligned	Languages Supernal	
Skills Athletics +30, Endurance +25, Intimidate +20		
Str 35 (+25)	Dex 24 (+20)	Wis 26 (+21)
Con 25 (+20)	Int 14 (+15)	Cha 15 (+15)
Equipment greatsword		

2 Marut

Champions (C) **Level 26 Elite Controller (Leader)**
Large immortal humanoid XP 18,000 each

Initiative +14 **Senses** Perception +25; truesight 10
Battle Glory aura 4; allies within the aura gain a +1 bonus on attack rolls, or a +2 bonus if bloodied
HP 442; **Bloodied** 221
Regeneration 20
AC 42; **Fortitude** 43, **Reflex** 37, **Will** 40
Immune sleep; **Resist** 10 thunder
Saving Throws +2
Speed 8, fly 4 (hover), teleport 4
Action Points 1

⊕ **Slam** (standard; at-will) ♦ **Thunder**
Reach 2; +30 vs. AC; 2d6 + 12 damage plus 1d6 thunder damage.

↘ **Fortune's Woe** (minor; at-will)
Ranged 10; +28 vs. Fortitude; the target takes a -2 penalty to all defenses (save ends).

✱ **Fortune's Chains** (standard; recharge ⓁⓂⓂⓂ) ♦ **Psychic**
Area burst 5 within 20; targets enemies; +26 vs. Will; 3d6 + 8 psychic damage, and the target is dazed (save ends).

⚡ **Thunderous Edict** (standard; recharge ⓁⓂⓂ) ♦ **Thunder**
Close burst 10; targets enemies; +28 vs. Fortitude; 3d6 + 10 thunder damage, and the target is pushed up to 4 squares. *Miss:* Half damage, and the target is not pushed.

Alignment Unaligned **Languages** Supernal
Skills Endurance +25, Intimidate +26
Str 30 (+23) **Dex** 13 (+14) **Wis** 25 (+20)
Con 25 (+20) **Int** 22 (+19) **Cha** 26 (+21)

FEATURES OF THE AREA

Illumination: Bright light shines from the walls of the chamber.

Ceiling: The chamber's ceiling is 10 feet high.

Columns: The four columns offer cover.

Trench: A 5-foot-wide, 20-foot-deep trench blocks passage. A DC 28 Athletics check is needed to climb out. The marut champions can simply step over the trench.

Double Doors: The double doors are indestructible. Attacks against them dissipate harmlessly or simply bounce off. A gigantic adamantine bar keeps them closed and locked. Any creature other than a marut that touches this bar gets shocked. This is an attack using +32 vs. Fortitude. On a hit, target is unconscious (save ends). If the creature that touches the bar is missed by the attack, it can lift the bar—and thus unlock the doors—with a DC 28 Strength check. One other creature can aid in this task, as long as it avoids the bar's attack.

If the PCs open the double doors before defeating the maruts, things could get very interesting. The dracolich first attacks the maruts, assuming the PCs are trying to rescue it. Even so, the maruts continue to focus on the PCs. If the PCs target the dracolich, it joins the maruts, leaving its dispute against its jailors until the PCs are defeated.



ENCOUNTER 29-2: MAGIC MUTATION CHAMBER

ENCOUNTER 29-3: AN ANGRY PRISONER

Encounter Level 30 (97,000 XP)

1 runescribed dracolich (D)
2 rot spewers (S)

SETUP

The dracolich has spent so much time in this prison chamber that it has tried everything imaginable to escape. The very stone is rent in places, damaged by attacks both magical and physical. The latest plot—to create a passage to the Shadowfell—is a decades-long project that has almost come to fruition.

The PCs must enter through the double doors, because this chamber is protected against any other form of entrance, including teleportation. The dracolich waits at the far end of the room; the rot spewers hide behind the beast.

When the characters enter the room, read:

A draconic skeleton, its bones gleaming white and covered with glowing purple markings, rears up at your entrance. A surprisingly smooth, silky voice emanates from it. "You have done well. I did not think I had any followers left on this world. I will reward you well once we are out of this place."

The dracolich assumes that the PCs are some of its followers, come to release it from its prison. If the PCs play along, they might be able to use this assumption to their advantage. Continuing the ruse for any length of time, however, requires a Bluff check against the dracolich's Insight.

The dracolich begins issuing orders, telling the PCs to go back into the previous room and start expanding the small hole in the ceiling so that it can escape. It also talks about the passage to the Shadowfell that is ready to be used from this chamber.

If the Bluff check works, the PCs can get into tactically advantageous positions and gain a surprise round on the dracolich.

Perception Check

DC 28: *The pile of refuse and debris behind the dracolich contains animate creatures.*

Runescribed Dracolich (D) Level 29 Solo Controller
Gargantuan natural magical beast (dragon, undead) XP 75,000

Initiative +22 **Senses** Perception +25; darkvision
HP 1,335; **Bloodied** 667; see also *bloodied breath*
AC 45; **Fortitude** 45, **Reflex** 43, **Will** 41
Immune disease, fear, poison; **Resist** 40 necrotic; **Vulnerable** 10 radiant

Saving Throws +5
Speed 8, fly 10 (clumsy)
Action Points 2

⬇ **Bite** (standard; at-will) ♦ **Necrotic**
Reach 4; +34 vs. AC; 2d10 + 10 damage. Against a stunned target, this attack deals 4d8 extra necrotic damage.

⬅ **Mesmerizing Glare** (immediate interrupt, when an enemy makes a melee attack against the dracolich; at-will) ♦ **Fear**
Close blast 3; +32 vs. Will; the target is stunned until the end of the runescribed dracolich's next turn. **Miss:** The target takes a -2 penalty to attack rolls against the runescribed dracolich until the end of the runescribed dracolich's next turn.

➤ **Runescribed Retaliation** (immediate interrupt, when the runescribed dracolich is targeted by a ranged attack; at-will)
The runescribed dracolich makes an attack against the attacking creature; +34 vs. Will; on a hit, the runescribed dracolich redirects the attack to a target of its choice within 5 squares of it.

⬅ **Blackfire** (standard; recharge ☹☹☹) ♦ **Fire, Necrotic**
Close blast 5; automatic hit; 2d12 + 8 necrotic damage, and ongoing 15 fire damage (save ends).

⬅ **Breath Weapon** (standard; recharge ☹☹) ♦ **Necrotic**
The blackfire dracolich breathes a coruscating blast of necrotic energy. Close blast 20; +32 vs. Reflex; 3d12 + 8 necrotic damage, and the target is stunned until the end of the runescribed dracolich's next turn. **Miss:** Half damage, and the target is not stunned. **Hit or Miss:** The target loses any necrotic resistance it has (save ends).

⬅ **Bloodied Breath** (free, when first bloodied; encounter)
The runescribed dracolich's breath weapon recharges, and the runescribed dracolich uses it immediately.

⬅ **Frightful Presence** (standard; encounter) ♦ **Fear**
Close burst 20; targets enemies; +32 vs. Will; the target is stunned until the end of the runescribed dracolich's next turn. **Aftereffect:** The target takes a -2 penalty to attack rolls until the end of the encounter.

Alignment Evil **Languages** Draconic
Skills Arcana +24, Endurance +27, History +24, Insight +25, Intimidate +23, Religion +24
Str 31 (+24) **Dex** 26 (+22) **Wis** 22 (+20)
Con 27 (+22) **Int** 20 (+19) **Cha** 19 (+18)

30: DEIFIC HEART OF MAGMA

Numerous towns sit in the shadow of Rak'Sarn, a mountain of flames and death. Each day near sunset, the volcano lets loose a blast of molten rock and ash, and the ancient red dragon Dal'Sarnquin swoops down the mountainside. By the time dawn breaks, another settlement has been burned to the ground. The PCs must track the dragon to his lair and defeat him before more towns are destroyed.

Tiles: This delve uses two packs of tiles from *DU3: Caves of Carnage* and one pack of tiles from *DUI: Halls of the Giant Kings*.



EXPANDING THE DELVE

To turn this delve into a longer adventure, consider these additions.

- ◆ After thinking they've killed Dal'Sarnquin, the PCs learn that he has advanced toward godhood enough that he cannot truly die unless they undertake a quest to determine the source of his power.
- ◆ Add another room (perhaps branching off area 3 to the north) where the characters must go up against an ancient blue dragon (MM 79) that has been enslaved and brainwashed by Dal'Sarnquin. The dragon thrall is guarded by three sorrow-sworn deathlords (MM 242).
- ◆ A chamber that leads deeper into the complex is littered with traps and hazards that the PCs must bypass (perhaps as a prelude to accomplishing the quest mentioned above). You can use high-level traps and hazards from page 93 of the *Dungeon Master's Guide* such as the symbol of suffering, the soul gem, and the sphere of annihilation, or you can devise your own traps and skill challenges to test the characters in unique ways.

ENCOUNTER 30-1: ASH GUARDIANS

Encounter Level 30 (96,000 XP)

2 primordial nagas (N)
1 earthrage battlebriar

SETUP

The dragon has made his lair in a powerful volcano. Two primordial nagas and their pet earthrage battlebriar had already claimed the mountain, but Dal'Sarnquin lets them stay (for now) because they help keep out intruders.

This part of the dragon's lair is an old lava tube. The battlebriar is not shown on the map; it starts burrowed into the floor near where the PCs enter.

When the PCs enter the cave, read:

The large tube continues on into the darkness deeper into the mountain. The walls here give off a red glow and are warm to the touch. Ahead, two large serpentine creatures with multiple heads flank the tunnel. They stand motionless at first, then, silently, all ten heads turn to look at you.

Perception Check

DC 28: *The tunnel is rough from seismic activity, and you see several bore holes here and there.*

Insight Check

DC 33: *There is a vibration in the floor that feels like something scratching below the ground.*

TACTICS

The earthrage battlebriar is buried 20 feet under the entrance floor. On its turn it burrows up into the chamber using *trample*, possibly surprising the PCs. If half the PCs remain standing, it uses its action point to trample them again. Its aura pulls enemies closer, and it uses *threatening reach* to make opportunity attacks. Any PCs hit by its claw attack are slowed until the end of the battlebriar's next turn.

The primordial nagas allow the battlebriar to sow chaos while they use ranged powers each round until forced to engage in melee. If the PCs flank the battlebriar, they move up to flank the flankers and use *flailing heads* and *freezing breath*. If a PC moves past the battlebriar, the nagas use *wind slam* to push him

back into its reach. They save their action points to use *flailing heads* multiple times in one round on a single PC.

All monsters fight to the death.

Earthrage Battlebriar **Level 28 Elite Brute**
Huge elemental animate (plant) XP 26,000

Initiative +19 **Senses** Perception +17; tremorsense 5
Grasping Vines aura 3; at the start of the battlebriar's turn, enemies in the aura are pulled 1 square.
HP 634; **Bloodied** 317
AC 42; **Fortitude** 44, **Reflex** 38, **Will** 36
Saving Throws +2
Speed 8, burrow 6
Action Points 1

⊕ **Claw** (standard; at-will)
Reach 3; +32 vs. AC; 2d12 + 11 damage, and the target is slowed until the end of the earthrage battlebriar's next turn.

⊥ **Trample** (standard; at-will)
The earthrage battlebriar can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the battlebriar must end its move in an unoccupied space. When it enters an enemy's space, the battlebriar makes a trample attack: +30 vs. Reflex; 1d12 + 22 damage, and the target is knocked prone.

Threatening Reach
The earthrage battlebriar can make opportunity attacks against all enemies within its reach (3 squares).

Alignment Unaligned **Languages** –
Str 32 (+25) **Dex** 20 (+19) **Wis** 17 (+17)
Con 27 (+22) **Int** 3 (+10) **Cha** 16 (+17)

2 Primordial Nagas (N) **Level 25 Solo Artillery**
Large elemental magical beast (reptile) XP 35,000

Initiative +18 **Senses** Perception +24; darkvision
Energy Cascade (Fire, Lightning) aura 2; enemies that enter or start their turns in the aura take 10 fire and lightning damage.
HP 1,200; **Bloodied** 600
AC 41; **Fortitude** 40, **Reflex** 35, **Will** 38
Resist 20 acid, 40 cold, 30 fire
Saving Throws +5
Speed 8
Action Points 2

⊕ **Bite** (standard; at-will) ◆ **Acid**
Reach 3; +29 vs. AC; 3d6 + 9 damage plus 1d6 acid damage.

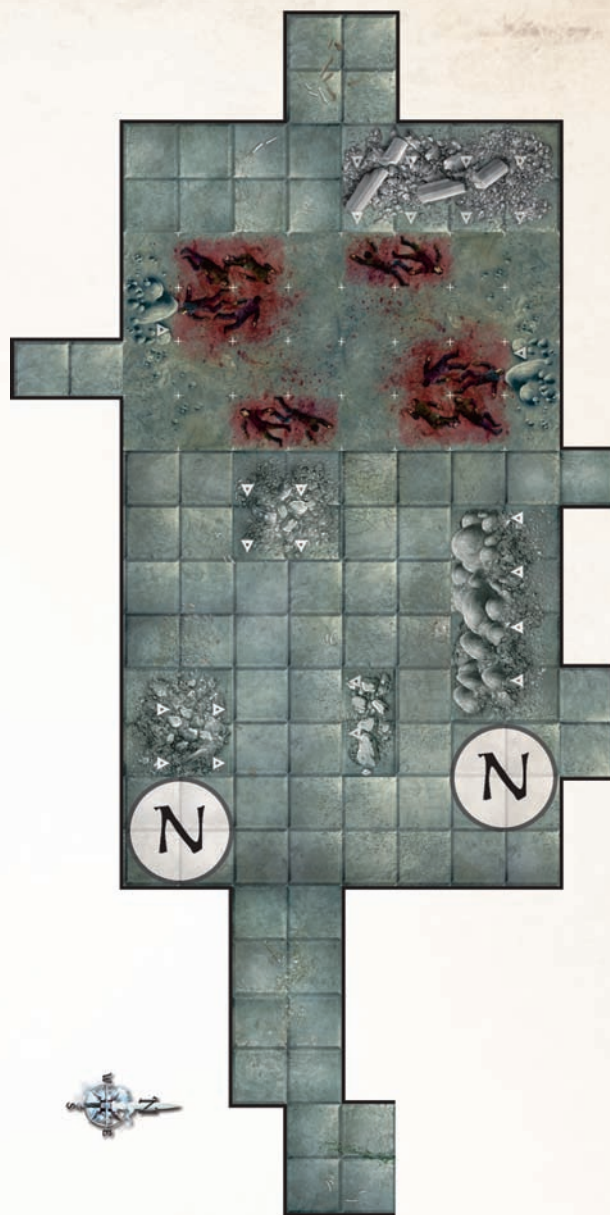
⊥ **Flailing Heads** (standard; at-will) ◆ **Acid**
The primordial naga makes five bite attacks. If the naga hits a single target with three or more heads, the target also takes ongoing 15 acid damage (save ends).

☞ **Spit Fire** (minor; at-will) ◆ **Fire**
Ranged 20; +30 vs. Reflex; 2d6 + 11 fire damage, and ongoing 10 fire damage (save ends).

☞ **Wind Slam** (minor; at-will)
Ranged 20; +30 vs. Fortitude; 3d6 + 11 damage, and the target is pushed 2 squares.

⬅ **Freezing Breath** (standard; recharge ☞☞) ◆ **Cold**
Close blast 5; +30 vs. Fortitude; 5d6 + 11 cold damage, and the target is slowed (save ends).

Alignment Chaotic evil **Languages** Primordial
Skills Arcana +22, History +22, Insight +24
Str 28 (+21) **Dex** 22 (+18) **Wis** 24 (+19)
Con 32 (+23) **Int** 20 (+17) **Cha** 28 (+21)



FEATURES OF THE AREA

Illumination: The walls glow with primal fire energy that dimly illuminates the chamber. They are not hot enough to deal damage when touched.

Ceiling: The ceiling in this area is 20 feet high.

ENCOUNTER 30–2: DRAGONFORGED COLOSSI

Encounter Level 31 (116,000 XP)

3 godforged colossi (C)
2 efreet karadjins

SETUP

This chamber is an unfinished temple to the dragon beyond. Three huge godforged colossi challenge intruders, and the orange flames etched into their chestplates allow them to summon efreet karadjin. (The City of Brass owes Dal’Sarnquin a favor for his help in putting down a past uprising.)

Don’t place the efreet until they are summoned.

When the PCs enter the room, read:

The tunnel continues to twist deeper into the volcano, and the hot walls glow even more brightly. Ahead, the tunnel widens into a large, much cooler cavern with a contrasting soft blue glow. A rune-scribed tunnel exits through the opposite wall. Standing over the doorway and to either side are three 25-foot-tall metallic statues with dragon heads and red-tinged plated armor. In the center of each chestplate is an orange flame that flickers and moves even though the statues do not.

Perception Check

DC 35: *The statues seem to move slightly, though it might be due to the constant rumbling of the volcano.*

TACTICS

When the PCs enter the room, the godforged colossus in the middle booms out in Draconic, “Welcome, petitioners, to the realm of the mighty Dal’Sarnquin. Subjugate yourself properly in reverence to him.” Those who display proper reverence and make a DC 30 Diplomacy check buy time before they are attacked. (A successful check buys 1 round plus 1 round for every point over 36.) During this time, such PCs are free to move around, but any hostile action or attempt to enter the runescribed tunnel causes the colossi to attack.

Once combat begins, the colossi use *voice of the demiurge* in successive rounds to stun the PCs for as long as possible. They use *force missile* only if they

3 Godforged Colossi (C)		Level 29 Elite Brute
Huge immortal animate (construct)		XP 30,000 each
Initiative +19	Senses Perception +26	
Reverberating Presence (Psychic) aura 5; an enemy that starts its turn in the aura takes 20 psychic damage.		
HP 662; Bloodied 331		
AC 43; Fortitude 48, Reflex 40, Will 45		
Immune disease, fear, poison, sleep; Resist 30 force, 30 psychic		
Saving Throws +2		
Speed 10		
Action Points 1		
⚔ Force Weapon (standard; at-will) ⚔ Force, Psychic, Weapon		
Reach 3; +32 vs. AC; 4d12 + 15 force damage, and the colossus makes a secondary attack against the same target. <i>Secondary Attack:</i> +25 vs. Will; 3d6 psychic damage, and the target is stunned until the end of the godforged colossus’s next turn.		
⚔ Defensive Strike (immediate reaction, when an enemy moves adjacent to the godforged colossus; recharge ☞ ☞) ⚔ Psychic		
+32 vs. AC; 4d12 + 15 damage plus 3d6 psychic damage, and the colossus makes a secondary attack against the same target. <i>Secondary Attack:</i> +30 vs. Fortitude; the target is pushed 5 squares, knocked prone, and dazed (save ends).		
🏹 Force Missile (standard; at-will) ⚔ Force		
Ranged 20; +30 vs. Reflex; 3d10 + 3 force damage, and the target is pushed 5 squares.		
⚔ Voice of the Demiurge (standard; encounter) ⚔ Psychic		
Close burst 10; targets enemies; +26 vs. Will; 3d8 + 11 psychic damage, and the target is stunned until the end of the godforged colossus’s next turn.		
Alignment Unaligned	Languages –	
Str 40 (+29)	Dex 21 (+19)	Wis 34 (+26)
Con 31 (+24)	Int 4 (+11)	Cha 17 (+17)

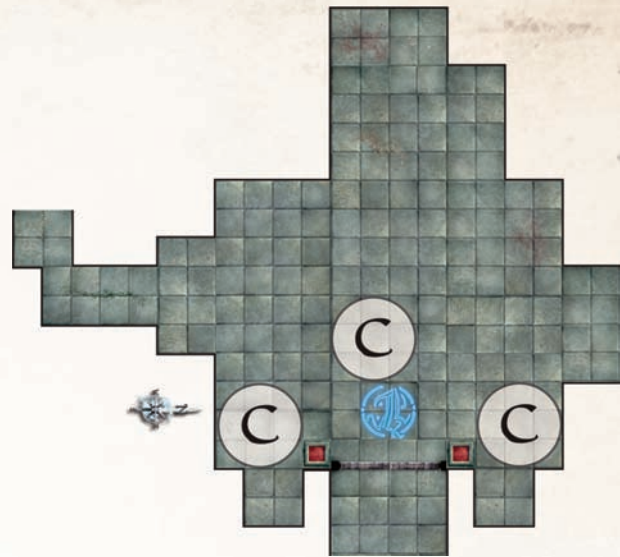
can’t make melee attacks on their turn. On round 1, the orange flame on a colossus’s chestplate roars to life, and an efreet karadjin appears within 5 squares of that colossus. On round 2, a different colossus summons the second efreet.

Each efreet karadjin stays close to a godforged colossus that is involved in melee combat to best use its *fiery vendetta* power. If a target is already taking ongoing fire damage from its melee attack, the efreet attacks a different target, if possible. Once both efreet have appeared, they use *elemental command* to shift each other around the room to flank PCs or escape from trouble spots. If two colossi are destroyed, the efreet flee to area 3 if they are bloodied or become bloodied.

2 Efreet Karadjins		Level 28 Soldier (Leader)	
Large elemental humanoid (fire)		XP 13,000 each	
Initiative +23	Senses Perception +23		
HP 260; Bloodied 130			
AC 44; Fortitude 45, Reflex 42, Will 42			
Immune fire			
Speed 6, fly 8 (hover)			
⊕ Scimitar of Horrendous Flame (standard; at-will) ♦ Fire, Weapon			
Reach 2; +35 vs. AC; 2d10 + 9 damage (crit 6d10 + 29) plus 1d10 fire damage, and the target takes ongoing 15 fire damage and is immobilized (save ends both). <i>Aftereffect:</i> Ongoing 15 fire damage (save ends). Saving throws against this power take a -2 penalty.			
⊕ Fiery Vengeance (immediate reaction, when an enemy within reach attacks one of the efreet karadjin's allies; at-will) ♦ Fire, Weapon			
The efreet karadjin makes a melee basic attack against the triggering enemy.			
Elemental Command (minor; at-will)			
One allied elemental creature within 10 squares of the efreet karadjin (and within its line of sight) shifts.			
Alignment Evil	Languages Primordial		
Skills Arcana +25, Bluff +26, Insight +23, Intimidate +26			
Str 28 (+23)	Dex 25 (+21)	Wis 18 (+18)	
Con 30 (+24)	Int 22 (+20)	Cha 25 (+21)	
Equipment scimitar			

PORTRAYING THE COLOSSI

As constructs, the colossi were created to be messengers of their “deity” and deliver programmed responses to questions or events. For example, if a PC tries to enter the runescribed tunnel, a colossus says, “Stop! Your lord god has not requested your presence,” and uses defensive strike to push the PC back. The colossi utter religious propaganda such as “Pain and fire are his lessons to the weak,” and “He goes before to pave the way with the souls of the meek.”



FEATURES OF THE AREA

Illumination: The blue glow provides dim illumination in the entire room.

Ceiling: The ceiling in this area is 30 feet high.

Runescribed Tunnel: The runes are in Draconic and speak of the dragon beyond as “the Master of Death Mountain.”

Blue Glowing Walls: The dragon designed the walls to lower resistances to elemental damage—especially fire damage, making the efrees more effective. Any creature that starts its turn in the room has any resistance to cold, lightning, or acid reduced by 10 and any resistance to fire reduced by 20. All resistances return to normal once the creature leaves this room.

ENCOUNTER 30–3: ASPECTS OF DIVINITY

Encounter Level 33 (157,150 XP)

Dal’Sarnquin, ancient red dragon (D)

2 balors (B)

3 great flameskulls (F)

SETUP

When the PCs arrive, Dal’Sarnquin is in the middle of the final epic spell that will propel him to demigod status. Using powerful magic, he has captured the aspects of six good-aligned deities—entities derived from their divine essence. (The aspects are in the squares marked A on the map.) The dragon plans to destroy them and use the energy to boost him over the last hurdle into godhood.

The great flameskulls begin hidden behind the dragon; don’t place them unless the PCs make the Perception check to see them.

If any efreets fled here from area 2 and had time to rest, they begin this encounter with a number of hit points equal to their bloodied value.

When the characters round the corner into the room, read:

A blast of superheated air hits you in the face. Ahead is an immense cavern with a high ceiling of black basalt rock, from which streams of lava pour down, forming pools and rivers on the floor. In the back sits a massive red dragon, eyes burning like hot coals, surrounded by six large angelic-looking figures with their heads down. Flanking this group are two demonic creatures wreathed in flames.

Perception Check

DC 30: *The way the six figures are arranged makes it apparent that there were once eight in the circle.*

DC 35: *Three small objects float behind the dragon.*

Religion Check

DC 21: *The angelic figures are aspects of deities—specifically, Avandra, Bahamut, Corellon, Erathis, Moradin, and Pelor are represented.*

DC 30: *The aspects appear to be bound by strands of necrotic energy.*

TACTICS

Dal’Sarnquin tries to complete the ritual while fighting the PCs. He charges straight at them and uses his *breath weapon* on as many as possible, spending an action point if necessary. He knows the signs of falling lava and automatically avoids it when flying over a lava pool or river. On round 2, he uses his *frightful presence* and spends his second action point to use *double attack* against the same target from the first round, if possible. If he drops below 1,000 hit points,

he uses *essence absorption* to destroy one of the aspects and gain the benefit of a healing surge. If he destroys all six aspects, all his powers automatically recharge and he is restored to full hit points.

The balors hope to be the highest in the dragon’s new order when he ascends and fight to the death for him. If they can position themselves correctly, they use *flame whip* to drag a PC into a pool of lava.

The great flameskulls target PCs according to the dragon’s instructions, lobbing *firestorm* to try to catch three or more in the burst at once. They do their best to stay out of melee.

Dal’Sarnquin (D)		Level 30 Solo Soldier
Ancient red dragon		
Gargantuan natural magical beast (dragon)		XP 95,000
Initiative +24	Senses Perception +26; darkvision	
Inferno (Fire) aura 5; creatures that enter or start their turns in the aura take 20 fire damage. Creatures in the aura have concealment against ranged attacks.		
HP 1,390; Bloodied 695; see also <i>bloodied breath</i>		
AC 48; Fortitude 48, Reflex 43, Will 42		
Resist 40 fire		
Saving Throws +5		
Speed 12, fly 12 (hover), overland flight 15		
Action Points 2		
⊕ Bite (standard; at-will) ♦ Fire		
Reach 4; +37 vs. AC; 2d12 + 12 plus 6d6 fire damage.		
⊕ Claw (standard; at-will)		
Reach 4; +37 vs. AC; 2d12 + 12 damage.		
↓ Double Attack (standard; at-will)		
The dragon makes two claw attacks.		
↓ Tail Strike (immediate reaction, when an enemy moves to a position where it flanks the red dragon; at-will)		
The dragon attacks the enemy with its tail: reach 4; +35 vs. Reflex; 4d10 + 12 damage, and the target is pushed 3 squares.		
↘ Immolate Foe (standard; recharge ☹ ☹) ♦ Fire		
Ranged 20; +35 vs. Reflex; 4d10 + 10 fire damage, and ongoing 15 fire damage (save ends).		
↔ Breath Weapon (standard; recharge ☹ ☹) ♦ Fire		
Close blast 5; +35 vs. Reflex; 4d12 + 10 fire damage, and the red dragon makes a secondary attack against the same target. Secondary Attack: +33 vs. Fortitude; the target’s fire resistance is negated until the end of the encounter. Miss: Half damage, and no secondary attack.		
↔ Bloodied Breath (free, when first bloodied; encounter) ♦ Fire		
The dragon’s breath weapon recharges, and the dragon uses it immediately.		
↔ Frightful Presence (standard; encounter) ♦ Fear		
Close burst 10; targets enemies; +35 vs. Will; the target is stunned until the end of the dragon’s next turn. Aftereffect: The target takes a –2 penalty to attack rolls (save ends).		
Essence Absorption (standard; recharge ☹ ☹)		
If an aspect of a nonevil god is within 30 squares of Dal’Sarnquin, he can destroy it and gain the benefit of a healing surge.		
Alignment Evil	Languages Common, Draconic	
Skills Bluff +24, Insight +26, Intimidate +29		
Str 34 (+27)	Dex 25 (+22)	Wis 22 (+21)
Con 30 (+25)	Int 18 (+19)	Cha 19 (+19)

2 Balors (B) **Level 27 Elite Brute**
Huge elemental humanoid (demon) XP 22,000 each

Initiative +17 **Senses** Perception +23; truesight 6

Flaming Body (Fire) aura 2 (aura 3 while the balor is bloodied); enemies that start their turns in the aura takes 10 fire damage (20 fire damage while the balor is bloodied).

HP 624; **Bloodied** 312; see also *death burst*

AC 42; **Fortitude** 46, **Reflex** 39, **Will** 40

Immune fear; **Resist** 40 fire, 20 variable (3/encounter; see “Resist,” *Monster Manual*, page 282)

Saving Throws +2

Speed 8, fly 12 (clumsy)

Action Points 1

⊕ **Lightning Sword** (standard; at-will) ♦ **Lightning, Weapon**
Reach 3; +32 vs. AC; 2d10 + 10 lightning damage, or 3d10 + 30 lightning damage on a critical hit.

⊕ **Flame Whip** (standard; at-will) ♦ **Fire, Weapon**
Reach 5; +30 vs. Reflex; 3d8 + 5 fire damage, and ongoing 5 fire damage (save ends). Also, the target is pulled into an unoccupied space adjacent to the balor.

⊕ **Fire and Lightning** (standard; at-will) ♦ **Fire, Lightning, Weapon**
The balor makes a lightning sword attack and a flame whip attack.

Demonic Accuracy (free, when the balor misses with an attack; encounter)
The balor rerolls the attack and gains a +5 bonus to the roll.

↔ **Death Burst** (when reduced to 0 hit points) ♦ **Fire**
The balor explodes in a burst of flame: close burst 10; +29 vs. Reflex; 7d10 fire damage. *Miss*: Half damage. The balor and its weapons are completely destroyed.

Alignment Chaotic evil **Languages** Abyssal, Common

Skills Bluff +20, Insight +23, Intimidate +20

Str 30 (+23) **Dex** 19 (+17) **Wis** 21 (+18)
Con 32 (+24) **Int** 12 (+14) **Cha** 14 (+15)

3 Great Flameskulls (F) **Level 24 Artillery**
Small natural animate (undead) XP 6,050 each

Initiative +19 **Senses** Perception +22; truesight 6

HP 174; **Bloodied** 87

Regeneration 10

AC 37; **Fortitude** 34, **Reflex** 39, **Will** 37

Immune disease, poison; **Resist** 20 fire, 10 necrotic; **Vulnerable** 5 radiant

Speed fly 10 (hover)

⊕ **Fiery Bite** (standard; at-will) ♦ **Fire**
+26 vs. AC; 1d4 damage plus 2d6 fire damage.

↘ **Flame Ray** (standard; at-will) ♦ **Fire**
Ranged 20; +28 vs. Reflex; 2d8 + 10 fire damage, and the target is dazed until the end of the great flameskull's next turn.

✱ **Firestorm** (standard; encounter) ♦ **Fire**
Area burst 4 within 20; +27 vs. Reflex; 3d6 + 10 fire damage. *Miss*: Half damage. The firestorm blocks line of sight, deals 10 fire damage to any creature that starts its turn in the area, and disappears at the end of the great flameskull's next turn. The great flameskull can exclude allies from the effect.

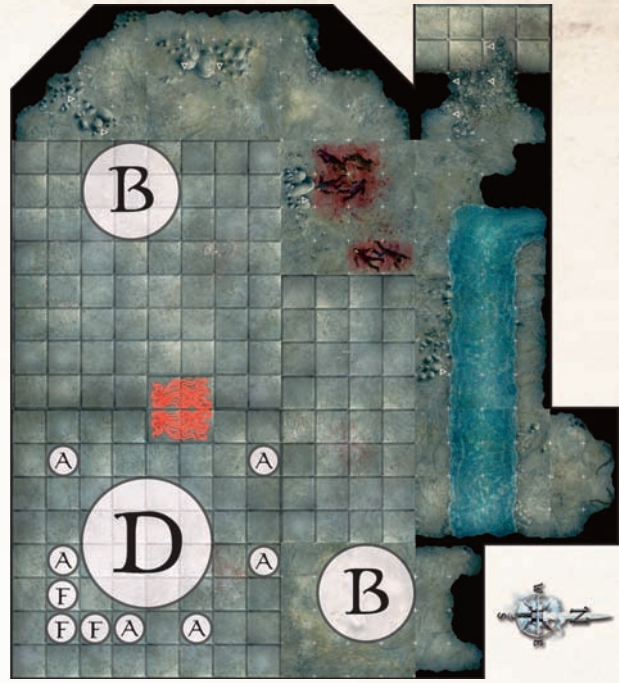
Mage Hand (minor; at-will) ♦ **Conjuration**
As the wizard power *mage hand* (PH 158).

Illumination
A great flameskull sheds bright light out to 5 squares, but it can reduce its brightness to dim light out to 2 squares as a free action.

Alignment Unaligned **Languages** Common, one other

Skills Stealth +24

Str 10 (+12) **Dex** 25 (+19) **Wis** 21 (+17)
Con 24 (+19) **Int** 30 (+22) **Cha** 28 (+21)



ENCOUNTER 30-3: ASPECTS OF DIVINITY

FEATURES OF THE AREA

Illumination: The pools of lava cast bright light throughout the entire chamber.

Ceiling: The ceiling in this area is 50 feet high.

Lava Pools/River: Each creature standing adjacent to a square of lava takes 3d8 + 10 fire damage. Each creature that moves or is moved into a square of lava (see *Catching Yourself*, PH 284) takes 5d12 + 9 fire damage and ongoing 20 fire damage (save ends).

Lava Streams: At random intervals, globs of lava fall from the ceiling. Anyone flying over a pool or river risks being hit by a glob. The PCs can avoid them with a DC 30 Dungeoneering check; otherwise, there is a 25% chance for each square crossed that a glob attacks (+32 vs. Reflex, 3d8 + 10 fire damage and the target is knocked prone to the ground in that square, taking falling damage if applicable, and is immobilized [save ends]).

Aspects: When the encounter begins, six aspects remain, rendered helpless by necrotic bindings. Dal’Sarnquin destroys them as described in “Tactics” unless they are freed. The PCs can free an aspect by dealing at least 20 radiant damage to it in 1 round, breaking the bindings and sending them home. Area spells can release multiple aspects as long as each takes at least 20 radiant damage.

Treasure: The dragon has spent most of his hoard on preparing for the ritual. What’s left is piled in the back corner of the room: 20,000 pp; 25 ad; 10 art objects worth 50,000 gp each; and a level 30 magic item.



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