

# THE SEWERS OF SILENCE

## INTRODUCTION

The *Sewers of Silence* is an adventure designed for five 8th-level player characters (PCs), and is part of the *D&D Delve Night* kit. Please review the instructions for use of the *D&D Delve Night* kit before using this adventure. The adventure uses *Streets of Shadow* dungeon tile set. The adventure takes place in the sewers beneath the city of Marburg.

Once the players are ready to begin play, read the following:

*It's late in the evening, and you're enjoying a drink in Marburg's finest tavern, the Dancing Lady. After a long week of tough adventuring, all seems quiet and peaceful. As you sip your ale, a cry suddenly breaks the air from somewhere in the tavern's kitchen. "Emma!" screams the tavern's proprietress. Rushing from the kitchen, she looks around frantically. "He's taken her. Please, someone, help!" she cries.*

## SETUP

The tavern's proprietress, who the PCs know as Mazelda, approaches the characters, desperate for their air. Mazelda is a tall woman in her thirties with bronze skin and dark features. She speaks with an accent, and is frantic over the disappearance of her eight-year-old daughter. She provides the following information:

- Emma is Mazelda's eight-year-old daughter, who helps in the kitchen of the Dancing Lady. She went down to the storeroom and never came up. When Mazelda went to check on the girl, she discovered that part of the wall had collapsed, revealing the sewers.
- The city recently sealed all access to the sewers due to a string of disappearances. All the victims have gone missing at night, but the town watch has been too terrified to do anything about it. The disappearances began when the captain of the watch, an evil man named Valandril, was executed for conspiring to overthrow the town authority.
- All the victims so far have been people who knew Valandril. Emma is the first child to be taken.
- Mazelda offers the PCs a silver circlet encrusted with alexandrite from her native country, worth 2000 gp, for the safe recovery of her daughter.



### Blood Sea Zombie (Z) Level 7 Brute

Medium elemental animate (undead, aquatic) XP 300

**Initiative** +4 **Senses** Perception +9; darkvision

**HP** 97; **Bloodied** 48; see also *gory death*

**AC** 19; **Fortitude** 21, **Reflex** 18, **Will** 18

**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant; see also *zombie weakness*

**Speed** 4, swim 8

⊕ **Slam** (standard; at-will)  
+10 vs. AC; 2d8 + 5 damage.

↓ **Zombie Grab** (standard; at-will)  
+8 vs. Fortitude; the target is grabbed. Attempts to escape the zombie's grab take a -5 penalty.

⚡ **Gory Death** (when reduced to 0 hit points) ♦ **Necrotic**  
Close burst 1; 4d6 + 4 necrotic damage, and the target is blinded (save ends).

#### Zombie Weakness

A critical hit scored against a blood sea zombie reduces the zombie to 0 hit points.

**Alignment** Unaligned

**Languages** –

**Str** 20 (+8)

**Dex** 13 (+4)

**Wis** 13 (+4)

**Con** 17 (+6)

**Int** 1 (-2)

**Cha** 3 (-1)

### Osteopede (O) Level 8 Elite Skirmisher

Medium natural animate (undead) XP 700

**Initiative** +14 **Senses** Perception +7; darkvision

**Bone Scraping Stone (Fear)** aura 5; any enemy within the aura takes a -2 penalty to attack rolls and damage rolls.

**HP** 178; **Bloodied** 89

**AC** 24; **Fortitude** 21, **Reflex** 22, **Will** 21

**Immune** disease, poison; **Resist** 10 necrotic

**Saving Throws** +2

**Speed** 9, climb 9; see also *bite* and *skittering rake*

#### Action Points 1

⊕ **Bite** (standard; at-will) ♦ **Necrotic**  
The osteopede shifts up to 2 squares before or after the attack; +13 vs. AC; 1d8 + 5 damage, and ongoing 5 necrotic damage (save ends).

↓ **Skittering Rake** (standard; recharge ☞☞☞) ♦ **Necrotic**  
The osteopede shifts up to 9 squares and makes up to three attacks during its move; +13 vs. Reflex; 2d4 + 6 damage, and ongoing 5 necrotic damage (save ends).

#### Deep Lacerations

An osteopede deals 2d6 extra damage when it hits a target it has combat advantage against.

#### Necrotic Advantage

An osteopede gains combat advantage against a creature affected by ongoing necrotic damage.

**Alignment** Unaligned

**Languages** –

**Str** 18 (+8)

**Dex** 26 (+12)

**Wis** 17 (+7)

**Con** 17 (+7)

**Int** 12 (+5)

**Cha** 14 (+6)

# ENCOUNTER 1: SEWER ENTRANCE

Encounter Level 8 (1,700 XP)

## SETUP

- 2 blazing skeletons (S) (level 5 artillery)
- 2 blood sea zombies (Z) (level 7 brute)
- 1 osteopede (O) (level 8 elite skirmisher)

Mazelda accompanies the characters down to the storeroom to show them where Emma was taken. The creatures dwelling in the sewers of Marlburg have broken through the southern wall. Although no creatures occupy the storeroom, several monsters wait just within the sewers. Mazelda wishes them luck, urging them to hurry before something happens to her daughter. She offers them a torch if the PCs have no light source and then returns upstairs.

When the characters enter the first storeroom, read the following:

*The Dancing Lady's storeroom is dark except for the dim illumination from a dying lamp sitting on the center table. A hole stands gaping in the southern wall, surrounded by rubble. The putrid scent of sewage wafts in from the dark chamber beyond the opening. The area is quiet except for the faint whisper of moving water. There is no sign of what happened to Emma.*

The PCs can learn a few important pieces of information from the room.

- **Nature (DC 15):** An examination of the heat from the lamp reveals that it has been burning about 15 minutes.

When a character comes to the southern section of the crumbling tunnel, read the following:

*The odor of the sewers hits you like a behemoth. The water—if you can call it that—flows lazily out of a grate to the west. On the opposite side of the sewer, two skeletal forms stand vigilantly. Upon seeing you, their bodies become wreathed in flame and they attack.*

## FEATURES OF THE AREA

**Illumination:** The storeroom has dim illumination. The sewers are dark except for whatever illumination the PCs provide.

**Bridge:** The rickety bridge of planks along the southern wall collapses if a creature moves into one of the squares. The fall deals no damage, but a creature must succeed at a DC 16 Acrobatics check to keep from falling prone.

**Ceiling:** The sewer's ceilings are 10 feet high.

**Corpse:** The body floating in the sewage is one of the blood sea zombies. A character who makes a DC 15 Perception check might notice it moving. The zombie threatens adjacent squares and takes an opportunity attack against a character that leaves one of those squares.

**Ladders:** The ladders lead up to the streets, but the city has sealed shut all the grates and manholes.

**Sewage:** The sewage is only 3-4 feet deep and is difficult terrain for any creature without a swim speed. A creature with a swim speed still uses its walk speed when moving through these squares. A PC who attempts to run or charge through a square of sewage must make a DC 15 Acrobatics check or fall prone after moving 2 squares.

## TACTICS

When the PCs enter the southern section of the crumbling tunnel, the skeletons ignite and attack. The osteopede delays, waiting farther down the tunnel until the zombies engage the PCs. As soon as the zombies have a turn, they rise from the sewage and attack the PCs. The osteopede then uses its climb speed and *skittering rake* to attack the characters.

Blazing Skeleton (S)		Level 5 Artillery
Medium natural animate (undead)		XP 200
Initiative +6	Senses Perception +4; darkvision	
Fiery Aura (Fire) aura 1; any creature 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)



## ENCOUNTER 2: SEWER CONFLUENCE

Encounter Level 8 (1,750 XP)

### SETUP

- 1 flameskull (F) (level 8 artillery)
- 2 sodden ghoul wailer (G) (level 9 soldier)
- 2 forsaken shell (S) (level 6 skirmisher)

Have the players position their miniatures in the northernmost rows of the encounter area. This encounter is triggered when a PC moves to within charging distance of the sodden ghoul wailers (just south of the pipe). When a PC enters the area, read the following:

*This confluence of sewers has several pipes and tunnels flowing into it. The main flow of water veers westward and seems to increase. The sewers are silent except for the splash of water.*

- **Perception (DC 19):** The character hears calls for help from a female voice somewhere to the southwest.
- **Perception (DC 24):** The character notices two misshapen forms hiding just beneath the surface of the sewage.

The flameskull hides within the pipe and has reduced its *illumination* to only 2 squares, so PCs can't make out the light until already within charging distance of the ghouls.

When the PCs are within charging distance of the ghouls, or when a PC succeeds at a DC 24 Perception check, read the following:

*Two muck-covered humanoid forms burst from the murky water. With claws outspread, they charge toward you.*

### FEATURES OF THE AREA

**Illumination:** The sewers are dark except for whatever illumination the PCs provide.

**Ceiling:** The sewer's ceilings are 10 feet high.

**Sewage:** The sewage is only 3-4 feet deep and is difficult terrain for any creature without a swim speed. A creature with a swim speed still uses its walk speed when moving through these squares. A PC who attempts to run or charge through a square of sewage must make a DC 15 Acrobatics check or fall prone after moving 2 squares.

**Pipe:** A character can make a DC 10 Acrobatics check to move across the pipe without hindrance. A failed check means that the character treats the pipe as difficult terrain.

### TACTICS

Regardless of the direction the PCs approach from, the ghouls are the first to engage the PCs. They remain hidden until the PCs are within charging distance, at which point they take the surprise round to charge. The forsaken shells and flameskull do not act during the surprise round. They wait until the ghouls fully engage the PCs before emerging from their hiding spots.

The forsaken shells and ghouls both use their attacks to grab enemies, trying to keep them from reaching the flameskull. The forsaken shells look for opportunities to flank with the ghouls. In the meantime, the flameskull bombards its enemies with *flame ray* until several enemies are clustered together, at which point it unleashes *fireball*.

### TREASURE

Each of the flameskull's eyes is encrusted with a fire opal, worth 1000 gp each.



**Flameskull (F)** **Level 8 Artillery**  
XP 350

Tiny natural animate (undead)

**Initiative** +7 **Senses Perception** +11  
**HP** 70; **Bloodied** 35  
**Regeneration** 5  
**AC** 21; **Fortitude** 18, **Reflex** 23, **Will** 21  
**Immune** disease, poison; **Resist** 10 fire, 5 necrotic; **Vulnerable** 5 radiant  
**Speed** fly 10 (hover)

⊕ **Fiery Bite** (standard; at-will) ♦ **Fire**  
Reach 0; +10 vs. AC; 1 damage plus 1d8 fire damage.

↘ **Flame Ray** (standard; at-will) ♦ **Fire**  
Ranged 10; +12 vs. Reflex; 2d6 + 6 fire damage.

✱ **Fireball** (standard; encounter) ♦ **Fire**  
Area burst 3 within 20; +12 vs. Reflex; 3d6 + 6 fire damage.  
**Miss:** Half damage. The flameskull can exclude two allies from the effect.

**Mage Hand** (minor; at-will) ♦ **Conjuration**  
As the wizard power *mage hand* (*Player's Handbook* 158).

**Illumination**  
The 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 +12  
**Str** 5 (+1) **Dex** 16 (+7) **Wis** 14 (+6)  
**Con** 16 (+7) **Int** 22 (+10) **Cha** 20 (+9)

**Sodden Ghoul Wailer (G)** **Level 9 Soldier**  
XP 400

Medium natural humanoid (aquatic, undead)

**Initiative** +10 **Senses Perception** +5; darkvision  
**HP** 85; **Bloodied** 42  
**Regeneration** 5  
**AC** 25; **Fortitude** 21, **Reflex** 22, **Will** 19  
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant  
**Speed** 6, climb 4, swim 8

⊕ **Claw** (standard; at-will)  
Requires a free hand; +16 vs. AC; 2d6 + 5 damage, and the target is grabbed; see also *lacedon bite*.

⊕ **Lacedon Bite** (standard; at-will)  
Targets a creature grabbed by the sodden ghoul wailer; +16 vs. AC; 1d10 + 7 damage, and the target is dazed (save ends).

⊕ **Rending Pounce** (standard; recharge Ⓜ Ⓜ Ⓜ)  
The sodden ghoul wailer makes two claw attacks, each at a -2 penalty to the attack roll. If both attacks hit the same target, the target is grabbed and takes ongoing 5 damage (save ends); see also *lacedon bite*.

⚡ **Frightful Dirge** (standard; encounter) ♦ **Fear**  
Close burst 2; targets enemies; +14 vs. Will; the target is stunned until end of its next turn.

**Alignment** Chaotic evil **Languages** Common  
**Skills** Athletics +13, Stealth +14  
**Str** 19 (+8) **Dex** 20 (+9) **Wis** 12 (+5)  
**Con** 15 (+6) **Int** 11 (+4) **Cha** 13 (+5)

**Forsaken Shell (S)** **Level 6 Skirmisher**  
XP 250

Medium natural animate (undead)

**Initiative** +12 **Senses Perception** +5; darkvision  
**HP** 70; **Bloodied** 35  
**AC** 20; **Fortitude** 16, **Reflex** 20, **Will** 18  
**Immune** disease, poison; **Resist** 10 necrotic  
**Speed** 8, climb 8; see also *envelop*

⊕ **Necrotic Slap** (standard; at-will) ♦ **Healing, Necrotic**  
+11 vs. AC; 1d6 damage plus 5 necrotic damage, and the target is grabbed; see also *envelop*. In addition, the target loses a healing surge, and the forsaken shell regains 5 hit points.

⊕ **Envelop** (standard; at-will) ♦ **Necrotic**  
Targets a creature grabbed by the forsaken shell; the forsaken shell shifts up to 3 squares before or after the attack, pulling the target with it; 2d6 + 3 necrotic damage (no attack roll required).

**Combat Advantage**  
A forsaken shell deals 2d6 extra damage when it hits a target it has combat advantage against.

**Flexibility** (immediate interrupt, when the forsaken shell would be immobilized, restrained, pushed, pulled, or slid; at-will)  
The forsaken shell makes a saving throw. On a save, the triggering effect is negated.

**Spawn Shell**  
When a forsaken shell kills a Medium living humanoid creature, the slain creature rises as a free-willed forsaken shell at the start of its creator's next turn.

**Alignment** Unaligned **Languages** –  
**Skills** Stealth +15  
**Str** 12 (+4) **Dex** 24 (+10) **Wis** 15 (+5)  
**Con** 14 (+5) **Int** 14 (+5) **Cha** 13 (+4)



## ENCOUNTER 3: CRUMBLING SEWERS

Encounter Level 8 (1,700 XP)

### SETUP

- 1 bloodrot (B) (level 7 elite soldier)
- 1 stonespawned skeleton (S) (level 7 lurker)
- 1 corpse vampires (C) (level 8 skirmishers)
- 3 skeletal archers (A) (level 3 artillery)

The PCs arrive in encounter area 3 from the south. Have the players position their miniatures in the southernmost area of the encounter area. The bloodrot and stonespawned skeleton are hidden when the PCs enter the area, and the other creatures are out sight. When the characters enter the area, read the following:

*Sewage flows languorously out of a pipe to the west, joining the stronger flowing water heading southward. A bridge extends across one of the sewers' channels, and beyond the bridge, several piles of rubble block off parts of the walkways.*

- **Perception (DC 17):** The character hears calls for help from a female voice somewhere to the southeast.
- **Perception (DC 22):** Something seems to be stirring in the nearest pile of rubble.

When the PCs come to the T-intersection or succeed at a DC 22 Perception check, read the following.

*The pile of rubble nearest to you seems suddenly to ooze with blood. The liquid congeals into a squirming, gelatinous form that lurches forward.*



### FEATURES OF THE AREA

**Illumination:** The sewers are dark except for whatever illumination the PCs provide.

**Bridge:** The bridge is slippery with mold. Any creature moved off the bridge through forced movement does not get a saving throw to catch itself. A creature forced from the bridge into a square of sewage takes no damage but is knocked prone.

**Ceiling:** The sewer's ceilings are 10 feet high.

**Crate:** A character can treat the crate's square as normal terrain with a DC 11 Acrobatics check. Otherwise, the square is difficult terrain. The crate also contains several items (see Treasure).

**Pipe:** The large pipe on the western has a valve that controls the flow. This valve can be turned once per round as a minor action to cause a cascade of sewage to spill along the northernmost channel. Any creatures (except for the ooze) currently in the sewage of that section are pushed 1 square and knocked prone. Any creature along the walkway can succeed at a DC 15 Acrobatics check to remain standing, otherwise it is also pushed 1 square and knocked prone.

**Rubble:** The rubble is difficult terrain.

**Sewage:** The sewage is only 3-4 feet deep and is difficult terrain for any creature without a swim speed. A creature with a swim speed still uses its walk speed when moving through these squares. A PC who attempts to run or charge through a square of sewage must make a DC 15 Acrobatics check or fall prone after moving 2 squares.

### TACTICS

If the PCs detect the bloodrot, then they are not surprised. Otherwise, the bloodrot and corpse vampire attack the nearest enemy in a surprise round, the bloodrot using *blood tendril* to try and grab a foe and the corpse vampire using *rending pounce* and *spider climb* to shift 6 squares around the wall and attack.

The stonespawned skeleton and skeletal archers do not participate in the surprise round. Once regular combat begins, they emerge from their hiding places and attack the PCs. The stonespawned skeleton tries to move along the northern wall and attack PCs near the rear of the party.

When the corpse vampire becomes bloodied, it retreats to the pipe (see Features of the Area) along the western wall, where it uses a minor action during each turn to open the valve and attempt to knock characters prone.

### TREASURE

The crate has an imprint from Marlburg's city authority. The chest is sealed tight but can be opened to reveal an assortment of uniforms and mundane gear for city guards. Amidst the gear is a *handy haversack* (PH 254) that contains 500 gp.

<b>Stonespawned Skeleton (S)</b>		<b>Level 7 Lurker</b>	
Medium natural animate (undead)		XP 300	
<b>Initiative</b> +9	<b>Senses</b> Perception +6; darkvision, tremorsense 3		
<b>HP</b> 64; <b>Bloodied</b> 32			
<b>AC</b> 20; <b>Fortitude</b> 21, <b>Reflex</b> 17, <b>Will</b> 17			
<b>Immune</b> disease, poison; <b>Resist</b> 10 necrotic; <b>Vulnerable</b> 5 radiant			
<b>Speed</b> 6; see also <i>merge with stone</i>			
⬇ <b>Slam</b> (standard; at-will)			
+12 vs. AC; 1d10 + 6 damage.			
⬇ <b>Stone Shunt</b> (standard; recharge ☼ ☼ ☼ ☼ ☼)			
+11 vs. Fortitude; 2d6 + 9 damage, and the target is restrained (save ends).			
<b>Merge With Stone</b> (move; at-will)			
The stonespawned skeleton merges with an adjacent stone surface of equal or greater size and then shifts up to 3 squares. The stone blocks line of sight and line of effect to the stonespawned skeleton. The skeleton can remain merged with stone indefinitely, but it can take only move actions while merged. A creature can attack a square in which the stonespawned skeleton is merged with the stone, but the skeleton has resist 20 to all damage while merged.			
<b>Alignment</b> Unaligned		<b>Languages</b> –	
<b>Skills</b> Stealth +10			
<b>Str</b> 22 (+9)	<b>Dex</b> 14 (+5)	<b>Wis</b> 16 (+6)	
<b>Con</b> 16 (+6)	<b>Int</b> 3 (-1)	<b>Cha</b> 3 (-1)	

<b>Bloodrot (B)</b>		<b>Level 7 Elite Soldier</b>	
Medium natural animate (blind, ooze, undead)		XP 600	
<b>Initiative</b> +9	<b>Senses</b> Perception +5; tremorsense 10		
<b>HP</b> 168; <b>Bloodied</b> 84; see also <i>split</i>			
<b>AC</b> 25; <b>Fortitude</b> 22, <b>Reflex</b> 21, <b>Will</b> 20			
<b>Immune</b> disease, gaze, poison; <b>Resist</b> 10 acid			
<b>Saving Throws</b> +2			
<b>Speed</b> 5, climb 3			
<b>Action Points</b> 1			
⬇ <b>Blood Tendril</b> (standard; at-will)			
+14 vs. Reflex; 2d6 + 4 damage, and the target is grabbed; see also <i>bloodsqueeze</i> .			
⬇ <b>Bloodsqueeze</b> (standard; at-will)			
Targets a creature grabbed by the bloodrot; 2d6 + 4 damage (no attack roll required).			
⬇ <b>Taint</b> (minor; recharge ☼ ☼ ☼ ☼ ☼) ◆ <b>Necrotic</b>			
+12 vs. Fortitude; 2d8 + 6 necrotic damage, and the target loses a healing surge.			
<b>Split</b> (when first bloodied; encounter)			
The bloodrot splits into two Medium individuals, the second one occupying a space adjacent to the original creature. Each of the two creatures has hit points equal to one-half the original's current hit points. Both creatures act on the original creature's initiative count. Effects applied to the original bloodrot do not apply to either of the individuals after the split occurs. A bloodrot can't split if reduced to 0 hit points by the attack that bloodied it.			
If out of combat for 5 minutes, the two halves combine back into one bloodrot, which has hit points equal to the combined value of the two halves.			
<b>Alignment</b> Unaligned		<b>Languages</b> –	
<b>Skills</b> Stealth +12			
<b>Str</b> 16 (+6)	<b>Dex</b> 18 (+7)	<b>Wis</b> 14 (+5)	
<b>Con</b> 20 (+8)	<b>Int</b> 1 (-2)	<b>Cha</b> 1 (-2)	

<b>Corpse Vampire (C)</b>		<b>Level 8 Skirmisher</b>	
Medium shadow humanoid (undead)		XP 350	
<b>Initiative</b> +10	<b>Senses</b> Perception +3; darkvision		
<b>HP</b> 88; <b>Bloodied</b> 48; see also <i>blood drain</i>			
<b>Regeneration</b> 5 (if a corpse vampire takes radiant damage, regeneration doesn't function until the end of its next turn)			
<b>AC</b> 22; <b>Fortitude</b> 21, <b>Reflex</b> 20, <b>Will</b> 18			
<b>Immune</b> disease, poison; <b>Resist</b> 5 necrotic			
<b>Speed</b> 4, burrow 1, climb 4 (spider climb); see also <i>rending pounce</i>			
⬇ <b>Claw</b> (standard; at-will)			
+13 vs. AC; 2d6 + 5 damage.			
⬇ <b>Blood Drain</b> (standard; recharges when an adjacent creature becomes bloodied) ◆ <b>Healing</b>			
Requires combat advantage against the target; +11 vs. Fortitude; 2d8 + 6 damage, and the target is weakened (save ends), and the corpse vampire regains 24 hit points.			
⬇ <b>Rending Pounce</b> (standard; at-will)			
The corpse vampire shifts up to 6 squares and makes a claw attack.			
<b>Alignment</b> Chaotic evil		<b>Languages</b> Common	
<b>Skills</b> Athletics +14, Stealth +13			
<b>Str</b> 20 (+9)	<b>Dex</b> 18 (+8)	<b>Wis</b> 8 (+3)	
<b>Con</b> 16 (+7)	<b>Int</b> 6 (+2)	<b>Cha</b> 13 (+5)	

<b>Skeletal Archer (A)</b>		<b>Level 3 Artillery</b>	
Medium natural animate (undead)		XP 150	
<b>Initiative</b> +5	<b>Senses</b> Perception +3; darkvision		
<b>HP</b> 37; <b>Bloodied</b> 18			
<b>AC</b> 16; <b>Fortitude</b> 14, <b>Reflex</b> 16, <b>Will</b> 15			
<b>Immune</b> disease, poison; <b>Resist</b> 10 necrotic; <b>Vulnerable</b> 5 radiant			
<b>Speed</b> 6			
⬇ <b>Short Sword</b> (standard; at-will) ◆ <b>Weapon</b>			
+10 vs. AC; 1d6 + 4 damage.			
⌘ <b>Longbow</b> (standard; at-will) ◆ <b>Weapon</b>			
Ranged 20/40; +10 (see also <i>prime shot</i> ) vs. AC; 1d10 + 4 damage.			
⌘ <b>Double Shot</b> (standard; encounter) ◆ <b>Weapon</b>			
Requires longbow; ranged 20/40; two attacks, each one against a different target; +8 (see also <i>prime shot</i> ) vs. AC each; 2d10 + 4 damage each.			
<b>Prime Shot</b>			
A skeletal archer gains a +1 bonus to ranged attack rolls against the closest enemy.			
<b>Alignment</b> Unaligned		<b>Languages</b> –	
<b>Str</b> 13 (+2)	<b>Dex</b> 18 (+5)	<b>Wis</b> 14 (+3)	
<b>Con</b> 13 (+2)	<b>Int</b> 3 (-3)	<b>Cha</b> 3 (-3)	
<b>Equipment</b> leather armor, longbow, short sword, quiver of 30 arrows			

## ENCOUNTER 4: THE WHIRLPOOL

Encounter Level 8 (1,750 XP)

### SETUP

- 1 Valandril, pale reaver lord (V) (level 8 elite controller)
- 1 poltergeist (P) (level 6 artillery)
- 2 battle wights (W) (level 9 soldier)
- Emma (E) (non-combatant)

Have the players place their miniatures along the northernmost section of the encounter area. The characters can then move their respective miniatures down the sewer. When the PCs enter the area, read the following:

*Nearby, you can hear the sound of swiftly moving liquid. The current of the sewage channel seems to pick up to the south.*

- **Perception (DC 14):** The character hears calls for help from a female voice somewhere to the southeast.

When the PCs come within sight of the wights, read the following:

*As you near the sound, you spot a swirling whirlpool of sewage to the east. Beyond the pool, you can make out the shadowy form of a young girl crying. Before you can approach, though, a raspy voice calls out, "Kill them!" and two undead forms stalk forward.*

- **Perception (DC 15):** The character notices that the barrel floating around the whirlpool writing that reads "Highly Combustible".

The source of the voice is Valandril, who has become a pale reaver lord. He seems as he did in life, though his uniform is torn and soiled. He appears as a broad-framed man with sharp, severe features, long brown hair, and a dark, hawklike countenance. Once he engages the PCs, he drops pretenses, growing pallid while his hair becomes white grasping strands that move like writhing snakes.



### FEATURES OF THE AREA

**Illumination:** The sewers are dark except for whatever illumination the PCs provide.

**Barrel:** The barrel is filled halfway with a highly combustible liquor. If the barrel takes any fire damage, it explodes in a close burst 2 that deals 5d6 fire damage, with half damage on a miss. The barrel moves 2 squares along the whirlpool's perimeter on an initiative check of 1.

**Ceiling:** The sewer's ceilings are 10 feet high.

**Ladders:** The ladders lead up to street level, but the city has sealed shut all the grates and manholes on account of the sewer's denizens.

**Sewage:** The sewage is only 3-4 feet deep and is difficult terrain for any creature without a swim speed. A creature with a swim speed still uses its walk speed when moving through these squares. A PC who attempts to run or charge through a square of sewage must make a DC 15 Acrobatics check or fall prone after moving 2 squares.

**Whirlpool:** The sewage in the 4x4 square of the whirlpool requires a DC 15 Athletics check to move through. A character who fails the check by 5 or more is immediately pulled into one of the center four squares.

### TACTICS

When the PCs come within sight of the wights, they move to intercept them. Valandril uses *entrapping gaze* early in combat to dominate a weak-willed adversary, who he then uses to attack other PCs or directs toward the whirlpool. He waits until several enemies are clumped together before unleashing his *terrifying shriek*. If engaged with too many enemies, he utilizes *insubstantial transformation* to retreat.

The poltergeist stays along the walls, trying to slide enemies into the whirlpool using *kinetic claw*. If any foes approach, it makes use of *flinging rebuke* and *hurl away* to sling the creature into the pool. The poltergeist also takes advantage of phasing to escape.

### ENDING THE ADVENTURE

The encounter ends when all the creatures are dead. The PCs can then return Emma to her mother without hassle.

### TREASURE

Valandril has one fine vestige left from his duty as captain of the guard. He has a *dynamic belt* (PH 253; level 9). The PCs also receive Mazelda's reward.

**Valandril, Pale Reaver Lord (V) Level 8 Elite Controller**  
 Medium shadow humanoid (undead) XP 700

**Initiative** +7      **Senses** Perception +10; darkvision  
**HP** 119; **Bloodied** 59  
**AC** 24; **Fortitude** 18, **Reflex** 22, **Will** 23  
**Immune** disease, poison; **Resist** 10 necrotic; see also *insubstantial transformation*; **Vulnerable** 10 radiant  
**Saving Throws** +2  
**Speed** 6; see also *insubstantial transformation*  
**Action Points** 1

⬇ **Deadly Mane** (standard, at-will) ♦ **Necrotic**  
 Reach 2; +13 vs. AC; 2d6 + 6 necrotic damage.

↘ **Entrapping Gaze** (minor; encounter) ♦ **Charm, Gaze**  
 Ranged 10; +12 vs. Will; the target is dominated (save ends).

↖ **Blood Drain** (standard; recharges when an adjacent creature becomes bloodied) ♦ **Healing**  
 Requires combat advantage against the target; reach 2; +11 vs. Fortitude; 2d12 + 8 damage, and the target loses a healing surge and is weakened (save ends). In addition, the pale reaver lord regains 29 hit points.

↖ **Terrifying Shriek** (standard; encounter) ♦ **Fear, Psychic**  
 Close burst 5; targets enemies; +12 vs. Will; 2d8 + 3 psychic damage, and the target is immobilized (save ends).

**Image of Life** (standard; encounter) ♦ **Illusion**  
 The pale reaver lord adopts the appearance of a living humanoid until it attacks or is hit by an attack.

**Insubstantial Transformation** (minor; at-will) ♦ **Polymorph**  
 The pale reaver lord becomes insubstantial and gains fly 8 (hover) and phasing until it attacks or becomes stunned or unconscious.

**Alignment** Evil      **Languages** Common  
**Skills** Bluff +13, Diplomacy +13, Intimidate +13, Stealth +12  
**Str** 8 (+3)      **Dex** 17 (+7)      **Wis** 12 (+5)  
**Con** 13 (+5)      **Int** 14 (+6)      **Cha** 19 (+8)

**Poltergeist (P) Level 6 Artillery**  
 Medium shadow humanoid (undead) XP 250

**Initiative** +8      **Senses** Perception +6; darkvision  
**HP** 42; **Bloodied** 21  
**AC** 18; **Fortitude** 17, **Reflex** 18, **Will** 18  
**Immune** disease, poison; **Resist** insubstantial  
**Speed** fly 6 (hover); phasing; see also *flinging rebuke*

⬇ **Spirit Touch** (standard; at-will) ♦ **Necrotic**  
 +13 vs. AC; 1d6 + 6 necrotic damage.

↘ **Hurl Away** (standard; at-will) ♦ **Necrotic**  
 Ranged 10; +11 vs. Reflex; 1d6 + 8 necrotic damage, and the target is pushed 3 squares.

↘ **Kinetic Claw** (standard; recharge ☞☞☞) ♦ **Necrotic**  
 Ranged 10; +11 vs. Fortitude; 2d6 + 10 necrotic damage, and the target slides 5 squares and is restrained (save ends).

**Flinging Rebuke** (immediate interrupt, when an enemy moves adjacent to the poltergeist; encounter) ♦ **Necrotic**  
 The poltergeist shifts up to 1 square and uses *hurl away* on the triggering enemy. If the attack hits, the target is knocked prone.

**Alignment** Unaligned      **Languages** Common  
**Skills** Stealth +15  
**Str** 15 (+5)      **Dex** 20 (+8)      **Wis** 16 (+6)  
**Con** 17 (+6)      **Int** 13 (+4)      **Cha** 20 (+8)

**Battle Wight (W) Level 9 Soldier**  
 Medium natural humanoid (undead) XP 400

**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

⬇ **Soulreaping 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

