

# THE DISQUIET SPIRITS

## INTRODUCTION

The *Disquiet Spirits* is an adventure designed for five 5th-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 tiles from the *DT4 Ruins of the Wild* and *DU3 Caves of Carnage*. The ancient, protective spirits in a stretch of primeval wilderness have become restless. The people living there are being attacked, both by creatures no longer afraid of the spirits' wrath and—the people say—the unleashed spirits themselves.

## SETUP

The PCs are traveling through a wild area at the start of this adventure. Most of the setup happens after the first encounter, when they find people set on by animals.

## ADJUSTING THE ENCOUNTERS

While this adventure is designed to be played with 5 5th-level characters, you can make some simple adjustments to the adventure to account for 4 or 6 5th-level characters. Simply remove or add a foe of roughly the same level as the encounter that is listed in that encounter's setup.



JIM NELSON

<b>Fierce Bear Spirit (B)</b>		<b>Level 5 Elite Soldier</b>
Large natural beast (undead)		XP 400
<b>Initiative</b> +6	<b>Senses</b> Perception +6	
<b>HP</b> 128; <b>Bloodied</b> 64; see also <i>spirit's lament</i>		
<b>AC</b> 23; <b>Fortitude</b> 19, <b>Reflex</b> 16, <b>Will</b> 20		
<b>Resist</b> insubstantial		
<b>Saving Throws</b> +2		
<b>Speed</b> 8, phasing		
<b>Action Points</b> 1		
⊕ <b>Spirit Claw</b> (standard; at-will)		
Melee 2; +10 vs. Reflex; 1d10 + 4 damage, and the target is marked until the end of the fierce bear spirit's next turn.		
⊕ <b>Double Claw</b> (standard; at-will)		
Melee 2; the fierce bear spirit makes two <i>spirit claw</i> attacks, and regains 5 hit points if each one hits a different target.		
↩ <b>Spirit's Lament</b> (when reduced to 0 hit points)		
Close burst 5; each beast ally in the burst can make a melee basic attack as an immediate action.		
<b>Wild Vengeance</b> (immediate, when a beast ally is reduced to 0 hit points; at-will)		
The enemy that reduced the ally to 0 hit points is marked by the bear spirit until the end of the bear spirit's next turn, and the bear spirit gets a +5 bonus to damage rolls against marked creatures until the end of its next turn.		
<b>Alignment</b> Unaligned		<b>Languages</b> –
<b>Str</b> 16 (+5)	<b>Dex</b> 14 (+4)	<b>Wis</b> 19 (+6)
<b>Con</b> 16 (+5)	<b>Int</b> 2 (-2)	<b>Cha</b> 14 (+4)

<b>Deathrattle Viper (V)</b>		<b>Level 5 Brute</b>
Medium natural beast (reptile)		XP 200
<b>Initiative</b> +6	<b>Senses</b> Perception +7; low-light vision	
<b>Death Rattle (Fear)</b> aura 2; enemies in the aura take a -2 penalty to attack rolls.		
<b>HP</b> 75; <b>Bloodied</b> 37		
<b>AC</b> 17; <b>Fortitude</b> 16, <b>Reflex</b> 18, <b>Will</b> 16		
<b>Resist</b> 10 poison		
<b>Speed</b> 4, climb 4		
⊕ <b>Bite</b> (standard; at-will) ◆ <b>Poison</b>		
+8 vs. AC; 1d6 + 4 damage, and the deathrattle viper makes a secondary attack against the same target. <i>Secondary Attack</i> : +6 vs. Fortitude; 1d8 + 2 poison damage, and ongoing 5 poison damage (save ends).		
<b>Alignment</b> Unaligned		<b>Languages</b> –
<b>Str</b> 12 (+3)	<b>Dex</b> 19 (+6)	<b>Wis</b> 10 (+2)
<b>Con</b> 15 (+4)	<b>Int</b> 2 (-2)	<b>Cha</b> 14 (+4)

<b>Fey Panther (P)</b>		<b>Level 4 Skirmisher</b>
Medium fey beast		XP 175
<b>Initiative</b> +8	<b>Senses</b> Perception +8; low-light vision	
<b>HP</b> 54; <b>Bloodied</b> 27		
<b>AC</b> 18; <b>Fortitude</b> 16, <b>Reflex</b> 18, <b>Will</b> 15		
<b>Speed</b> 8, climb 6; see also <i>fey step</i>		
⊕ <b>Bite</b> (standard; at-will)		
+9 vs. AC; 1d6 + 4 damage, and the fey panther shifts 1 square.		
<b>Charging Pounce</b>		
When the fey panther charges, it deals an extra 1d6 damage and knocks the target prone.		
<b>Fey Step</b> (move; encounter) ◆ <b>Teleportation</b>		
The fey panther can teleport 5 squares.		
<b>Alignment</b> Unaligned		<b>Languages</b> –
<b>Skills</b> Stealth +11		
<b>Str</b> 14 (+4)	<b>Dex</b> 18 (+6)	<b>Wis</b> 13 (+3)
<b>Con</b> 14 (+4)	<b>Int</b> 2 (-2)	<b>Cha</b> 11 (+2)

# ENCOUNTER 1: RAMPAGING BEASTS

Encounter Level 6 (1,325 XP)

## SETUP

- 1 fierce bear spirit (B) (level 5 elite soldier)
- 2 deathrattle vipers (V) (level 5 brute)
- 3 fey panthers (P) (level 4 skirmisher)
- 4 tribespeople (T)

Once the players begin to play, read:

*As you travel through a lush, hilly region, you see a faint path through the brush and trees. You suddenly hear screaming: A short distance down the road, a group of elves, half-orcs, humans, and shifters are under attack by a variety of animals, including a large, ghostly bear. The people are carrying weapons, but don't seem able to defend themselves from these predators.*

Have the players place their minis on the road in the northwest corner of the map.

When a PC enters the battle, read:

*As you join the fight, a half-orc who with a jagged scar running across his forehead and nose yells to you. He shouts, "We have no need to kill these creatures! We beg you not to slay them!"*

## FEATURES OF THE AREA

**Illumination:** Bright light.

**Briars:** The briar patches are difficult terrain, and any creature moving into a square of briar must make a DC 12 Acrobatics check or take 2d6 damage.

**Stones:** The large clusters of stone are blocking terrain. A creature can climb onto the stones with a DC 15 Athletics check.

**Trees:** A creature in the same square as a tree gains cover. The trunks of the large trees are blocking terrain.

## TACTICS

The fierce bear spirit focuses on melee combatants, trying to keep at least two nearby to use its double claw (though it will attack the same creature twice if it can't reach others). The other animals stay close to the bear spirit (within 5 squares if possible), and will fight until incapacitated, but might retreat when near death if the spirit bear has already been defeated.

The NPCs usually take the total defense action. If you need statistics, use the following (they have already taken damage from the animals' attacks):

HP 45; Bloodied 30  
AC 19; Fortitude 16, Reflex 17, Will 18  
Speed 6  
⊕ Club (standard; at-will)  
Melee 1; +10 vs. AC; 1d6 + 5 damage.

## ENDING THE ENCOUNTER

When all the animals have been defeated or have retreated, the encounter ends.

When things settle down, the scarred half-orc introduces himself as Korgg, Winter Oracle among the Clan of Three Trees. Most likely, Korgg is glad to meet the PCs, and eager to speak with them. If the PCs didn't heed his warning and killed the animals they were fighting, he's reticent to speak to them, but does so out of necessity.

With Korgg are members of his clan, who had come with him to search for the cairn of Ardaz, a long-dead Spring Oracle. They had hoped to contact his spirit for advice, but found the cairn stones scattered and the site desecrated. Animal attacks have been frequent of late, and horrible storms and supernatural events have stripped the fruit from the vegetation. The ancient spirit protectors of the clan have turned on them. The storms are their doing, and they no longer keep the animals (living or spirit) from killing the folk of the clan.

Korgg seeks to know why the spirits are angry, and knows of three places where the spirits are powerful: the Land's Wounds, the Mouth of Father Storm, and the Heart of Sleeping Stone. The people have long avoided the last, but ancient glyphs at the other locations point the way there.

**Quest XP:** 1,000 (major quest) for discovering the cause of the spirits' anger and bringing the spirits back into peace with the people from the Clan of Three Trees.

## TREASURE

The PCs receive a +2 *amulet of protection* and 100 gp from Korgg in thanks. It's carved from sacred wood and adorned with feathers and teeth Korgg has found in the forest.



## ENCOUNTER 2: THE LAND'S WOUNDS

Encounter Level 6 (1,425 XP)

### SETUP

- 1 death boar (B) (level 6 elite brute)
- 3 ambush drakes (D) (level 6 skirmisher)
- 1 adult faerie dragon windgleam (W) (level 4 lurker)

Following Korgg's directions, the PCs make their way to a grove the people of the Clan of Three Trees call the Land's Wounds. In some dangerous past event, the trees were tumbled and the ground ripped apart, and the land hasn't recovered in all those years. According to the people of the Clan of Three Trees, this was caused by a spirit's angry thrashing.

Have the players place their minis along the edge of the map to the west of the stream.

When the PCs see the grove, read:

*All around the clearing ahead of you lie fallen trees. They clearly fell long ago, and little remains most of them. Inside the grove, new trees have grown and a small stream flows in, terminating in a small, muddy pool. You also see this area's namesake: giant gashes torn into the earth like claw marks.*

*Across the clearing is an immense, two-headed boar that glowers at you, preparing to charge.*

Place the death boar on the map. Make Stealth checks for the ambush drakes and compare them to the PCs' passive Perception checks. When a PC sees an ambush drake (now or when they come out of hiding), read:

*An orange-and-gray, reptilian creature with small wings stalks you, a look of bloodlust in its eyes.*

The faerie dragon windgleam is invisible and off the map. It appears later, drawn by the sounds of battle. See "Development."

**Nature (DC 12):** The trenches in the earth carry magical echoes of the violence that created them. A creature who moves into the trenches or ends its turn in one will take damage.

### FEATURES OF THE AREA

**Illumination:** The grove has little tree cover, so this area is in bright light during the day, or dim light if the PCs arrived at night.

**Stream:** The shallow stream and pool are difficult terrain.

**Trenches:** First, the tears in the ground are difficult terrain. Also, they are supernatural as well as physical. A creature that moves into a trench or ends its turn there takes  $1d6 + 4$  psychic damage and takes a  $-2$  penalty to attack rolls until the end of its next turn.

Each time a creature becomes bloodied or reduced to 0 hit points or fewer in this area, the wounds pulse, letting off a deep, resounding roar. Each creature on the trench or within 1 square takes  $2d6 + 4$  psychic damage, and the trench's regular damage increases by 2 until the end of the encounter. If that damage causes any creatures to become bloodied or be reduced to 0 hit points, it doesn't trigger the effect again.

**Trees:** A creature in the same square as a tree gains cover. The trunks of the large trees are blocking terrain.

### TACTICS

Vicious and relentless, the death boar focuses on one target, trying to batter the same enemy repeatedly. It begins the battle by charging an enemy, then proceeds to use *frenzied gore* on that enemy. The boar continues to pursue its quarry, ignoring the threat of opportunity attacks. The boar isn't intelligent or cunning, and is easy to trick.

The ambush drakes move in to flank with the death boar, usually using *shifting strike* to get into or out of position. They use *ravenous* as often as they can, usually against enemies the death boar has bloodied. They rarely fly, only doing so to cross the trenches or go over other obstacles.



## DEVELOPMENT

The faerie dragon appears after at least one PC has become bloodied, to make sport. It arrives in the square indicated on the map, but remains invisible until it attacks.

When the faerie dragon appears, read:

*You see a small, dragonlike creature with iridescent scales and rapidly fluttering wings. It has a mischievous smile on its fanged maw.*

It uses its *breath weapon* early, and picks on characters who are too busy dealing with the other monsters to attack it. When it's truly in danger, it uses *invisibility* to attempt an escape. (The PCs still get XP for the faerie dragon if it escapes.)

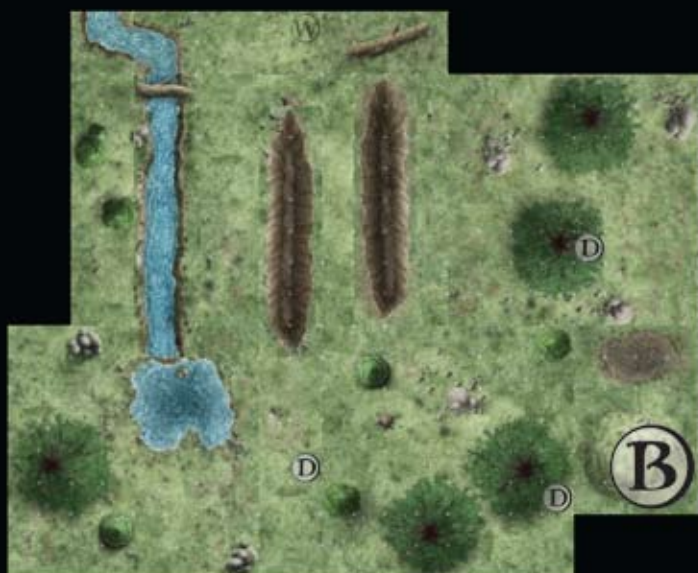
## TREASURE

After a thorough search, the PCs can find a few dead bodies among the trees and in the nearby regions of forest—tribesfolk mauled by the animals when they journeyed to the lands' wounds. On their bodies, the PCs find 100 gp worth of roughly cut gems and bars of metal.

## ENDING THE ENCOUNTER

The fight ends when all the animals have died. Like those in other encounters, the beasts here have been driven into a frothing rage.

The first clue to find the Heart of Sleeping Stone is written in scattered fragments across the many fallen trees that surround this grove. After a bit of time, the PCs discover that the entrance to the Heart lies “concealed among the golden leaves.” This isn't enough information alone, but Korgg spoke of multiple clues scattered here and at the Mouth of Father Storm.



### Death Boar (B) Level 6 Elite Brute

Huge natural beast (mount)

XP 500

**Initiative** +3      **Senses** Perception +2  
**HP** 170; **Bloodied** 85; see also **death strike**  
**AC** 19; **Fortitude** 23, **Reflex** 19, **Will** 18  
**Saving Throws** +2  
**Speed** 8  
**Action Points** 1

⊕ **Gore** (standard; at-will)  
+9 vs. AC; 1d10 + 4 damage, or 1d10 + 9 damage against a prone target.

⊖ **Frenzied Gore** (standard; at-will)  
The death boar makes two gore attacks. If it hits with both attacks against the same target, the target is knocked prone.

⊖ **Death Strike** (when reduced to 0 hit points)  
The death boar makes a gore attack.

**Furious Charge**  
When a death boar charges, its gore attacks deal an extra 5 damage, pushes the targets 2 squares, and knocks the targets prone on a hit.

**Alignment** Unaligned      **Languages** –  
**Str** 19 (+7)      **Dex** 10 (+3)      **Wis** 9 (+2)  
**Con** 15 (+5)      **Int** 2 (-1)      **Cha** 8 (+2)

### Ambush Drake (D) Level 6 Skirmisher

Medium natural beast (reptile)

XP 250

**Initiative** +7      **Senses** Perception +3  
**HP** 71; **Bloodied** 35  
**AC** 20; **Fortitude** 19, **Reflex** 18, **Will** 16  
**Speed** 6, fly 4 (clumsy); see also **ravenous**

⊕ **Claws** (standard; at-will)  
+11 vs. AC; 2d6 + 3 damage.

⊖ **Shifting Strike** (standard; at-will)  
+11 vs. AC; 2d6 + 3 damage. The ambush drake can shift 1 square before or after the attack.

**Ravenous** (minor; at-will)  
The ambush drake shifts 2 squares toward a bloodied enemy.

**Alignment** Unaligned      **Languages** –  
**Skills** Stealth +10  
**Str** 16 (+6)      **Dex** 14 (+5)      **Wis** 11 (+3)  
**Con** 15 (+5)      **Int** 3 (-1)      **Cha** 6 (+1)

### Adult Faerie Dragon Windgleam (W) Level 4 Lurker

Medium fey magical beast (dragon)

XP 175

**Initiative** +9      **Senses** Perception +6; darkvision  
**HP** 43; **Bloodied** 21  
**AC** 18; **Fortitude** 16, **Reflex** 18, **Will** 17  
**Speed** 5, fly 8 (hover)

⊕ **Tail Spike** (standard; at-will)  
+7 vs. AC; 1d6 + 2 damage.

↶ **Breath Weapon** (standard; encounter) ◆ **Illusion, Radiant, Teleportation**  
Close blast 4; +8 vs. Reflex; 2d6 + 2 radiant damage, and the faerie dragon becomes invisible if two or more enemies are caught in the blast. *Miss*: Half damage, and the faerie dragon does not become invisible.

**Invisibility** (standard; at-will) ◆ **Illusion**  
The faerie dragon becomes invisible until it attacks or until it is hit by an attack.

**Alignment** Unaligned      **Languages** Draconic, Elven  
**Skills** Bluff +9, Stealth +10, Thievery +10  
**Str** 10 (+2)      **Dex** 16 (+5)      **Wis** 8 (+1)  
**Con** 13 (+3)      **Int** 6 (+0)      **Cha** 15 (+4)

# ENCOUNTER 3: MOUTH OF FATHER STORM

Encounter Level 6 (1,325 XP)

## SETUP

3 phantom warriors (P) (level 4 soldier)  
2 vine horror spellfiends (V) (level 7 artillery)  
1 tangler beetle (B) (level 5 controller)

On the way to the Mouth of Father Storm, the PCs begin to hear the tremendous winds that blast from it even when they are many miles away. They know they're near when they see shaking trees ahead, and blowing leaves and dust flying into the air.

At first, only the beetle is visible. The vine horrors start the encounter as vines tangled in the trees, and the phantom warriors dwell in a barrow under the mound shown on the map.

Make a Stealth check for each vine horror spellfiend against the PCs' passive Perception checks.

**Have the players place their minis along the western edge of the map.**

**When the PCs get close, read:**

*The violent winds that beat against the rocks and trees around you come from a wide cave mouth dead ahead. You can see that the winds will keep you from approaching quickly, though there appear to be a few safe spots behind large objects.*

*You also see an enormous beetle taking shelter to the side of the cave. Viscous spittle drips from its mandibles, clinging to the grass underneath it. As soon as it sees you, it begins to chitter loudly, but you can barely make out the sound over the roar of the winds.*

**Perception (DC 12):** The remaining instructions that will allow the PCs to find the Heart of Sleeping Stone are carved on the floor of the cave, but can only be read from up close.

Have the PCs roll initiative, and roll initiative for the beetle and vine horrors. Roll initiative for the phantom warriors at the end of the first round of combat (see Tactics).

**When the vine horror spellfiends appear, read:**

*What looked like ordinary vines hanging from the trees drop down and coil into a humanoid shape that sparks with arcane energy.*

**When the phantom warriors appear, read:**

*Spectral forms charge out from inside a grassy mound of soil. They appear human, with the trappings and weapons of ancient warriors of some primal tribe.*

## FEATURES OF THE AREA

**Illumination:** This area is in bright light during the day, or dim light if the PCs arrived at night.

**Stones:** The large clusters of stone are blocking terrain. A creature can climb onto the stones with a DC 15 Athletics check.

**Trees:** A creature in the same square as a tree gains cover. The trunks of the large trees are blocking terrain.

**Winds:** The cave mouth called the Mouth of Father Storm blasts the area with powerful winds. This has a variety of effects:

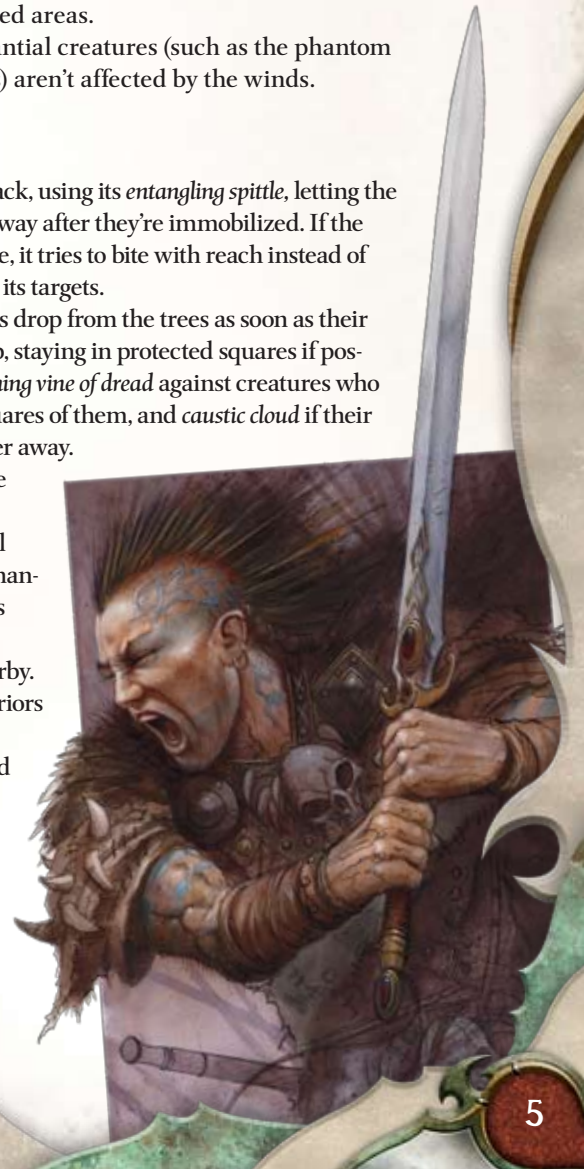
- Moving into a square to the east, northeast, or southeast costs a creature 1 extra square of movement.
- At the end of each round, each creature must make an Endurance check (DC 17) or be pushed 2 squares away from the cave mouth
- Blocking terrain creates a square behind it that is immune to the wind's effects. These squares are marked on the map, but powers that create blocking terrain (such as some walls) can create more unaffected areas.
- Insubstantial creatures (such as the phantom warriors) aren't affected by the winds.

## TACTICS

The beetle stays back, using its *entangling spittle*, letting the wind push them away after they're immobilized. If the beetle enters melee, it tries to bite with reach instead of getting adjacent to its targets.

The vine horrors drop from the trees as soon as their initiative comes up, staying in protected squares if possible. They use *lashing vine of dread* against creatures who come within 6 squares of them, and *caustic cloud* if their enemies are farther away.

At the end of the first round after combat begins, roll initiative for the phantom warrior ghosts who reside in the burial mound nearby. The phantom warriors mix flanking with *phantom tactics*, and therefore usually stay near one another. They target foes who attack the vine horrors if able.



## TREASURE

Inside the caves are manacles used for human sacrifice long ago. Attached are smashed skeletons with 200 gp worth of gems and metal ingots littered about them. Collecting this treasure requires moving into the cave mouth, but this is harmless apart from the severe winds.

## ENDING THE ENCOUNTER

The encounter ends when all the monsters are defeated.

There's no clear way to stop the roaring winds from the Mouth of Father Storm, but its likely that if the Heart of Sleeping Stone is the cause of these troubles, setting it right will also end this effect.

The second clue to the location of the Heart of Sleeping Stone is chiseled into the stone of the cave mouth. It reads, "Seek the Heart along the banks of the White-Ringed Lake." By following this instruction, along with the one retrieved from the Land's Wounds, the PCs know what they seek.

<b>Phantom Warrior (P)</b>		<b>Level 4 Soldier</b>	
Medium shadow humanoid (undead)		XP 175	
<b>Initiative</b> +8 <b>Senses</b> Perception +13; darkvision			
<b>HP</b> 40; <b>Bloodied</b> 20			
<b>AC</b> 18; <b>Fortitude</b> 16, <b>Reflex</b> 15, <b>Will</b> 16			
<b>Immune</b> disease, poison; <b>Resist</b> insubstantial			
<b>Speed</b> 6, fly 6 (hover); phasing			
⊕ <b>Phantom Sword</b> (standard; at-will) ♦ <b>Necrotic</b> +9 vs. Reflex; 1d8 + 2 necrotic damage, and the target is marked until the end of the phantom warrior's next turn.			
<b>Phantom Tactics</b> A phantom warrior has combat advantage against any target that has another phantom warrior adjacent to it.			
<b>Alignment</b> Any	<b>Languages</b> Common		
<b>Str</b> 14 (+4)	<b>Dex</b> 12 (+3)	<b>Wis</b> 11 (+2)	
<b>Con</b> 12 (+3)	<b>Int</b> 10 (+2)	<b>Cha</b> 14 (+4)	

<b>Vine Horror Spellfiend (V)</b>		<b>Level 7 Artillery</b>	
Medium natural humanoid (plant)		XP 300	
<b>Initiative</b> +7 <b>Senses</b> Perception +10; blindsight 10			
<b>HP</b> 65; <b>Bloodied</b> 32			
<b>AC</b> 19; <b>Fortitude</b> 18, <b>Reflex</b> 17, <b>Will</b> 15			
<b>Speed</b> 6 (forest walk, swamp walk), swim 6			
⊕ <b>Claw</b> (standard; at-will) +10 vs. AC; 1d8 + 4 damage.			
⊗ <b>Shock Orb</b> (standard; at-will) ♦ <b>Lightning</b> Ranged 10; +12 vs. AC; 1d8 + 4 lightning damage.			
⤴ <b>Lashing Vine of Dread</b> (standard; at-will) ♦ <b>Fear</b> Ranged 5; +10 vs. Reflex; 1d6 + 4 damage, and the target is pushed 5 squares.			
✱ <b>Caustic Cloud</b> (standard; recharge ☐☐☐☐☐☐) ♦ <b>Acid</b> Area burst 1 within 10; +10 vs. Fortitude; 1d6 + 3 acid damage, and the target takes ongoing 5 acid damage and is blinded (save ends both).			
<b>Malleability</b> The vine horror can compress its body enough to squeeze through a 1-inch-wide crack. Cracks and other openings that are more than 1 inch wide do not slow the vine horror at all.			
<b>Alignment</b> Evil	<b>Languages</b> Common, Elven		
<b>Skills</b> Stealth +12			
<b>Str</b> 18 (+7)	<b>Dex</b> 18 (+7)	<b>Wis</b> 14 (+5)	
<b>Con</b> 17 (+6)	<b>Int</b> 11 (+3)	<b>Cha</b> 10 (+3)	

<b>Tangler Beetle (B)</b>		<b>Level 5 Controller</b>	
Large natural beast		XP 200	
<b>Initiative</b> +2 <b>Senses</b> Perception +3; darkvision			
<b>HP</b> 62; <b>Bloodied</b> 31			
<b>AC</b> 19; <b>Fortitude</b> 17, <b>Reflex</b> 13, <b>Will</b> 14			
<b>Speed</b> 6			
⊕ <b>Bite</b> (standard; at-will) Reach 2; +10 vs. AC; 1d10 + 4 damage.			
⤴ <b>Entangling Spit</b> (standard; recharge ☐☐☐☐☐☐) Ranged 5; +8 vs. Reflex; the target is immobilized (save ends).			
<b>Alignment</b> Unaligned		<b>Languages</b> –	
<b>Str</b> 18 (+6)	<b>Dex</b> 10 (+2)	<b>Wis</b> 12 (+3)	
<b>Con</b> 14 (+4)	<b>Int</b> 1 (-3)	<b>Cha</b> 8 (+1)	



## ENCOUNTER 4: HEART OF SLEEPING STONE

Encounter Level 8 (1,850 XP)

### SETUP

- 1 **oni night hunter (O)** (level 8 elite controller)
- 3 **gricks (G)** (level 7 brute)
- 1 **iron cobra (C)** (level 6 skirmisher)

The PCs are able to find their destination: a rippling lake surrounded by white stones. One small stream that feeds into the lake is shaded by trees with brilliant golden leaves. Where the stream begins, the PCs find a cave mouth set low into the ground.

**Have the players place their minis in the cave entrance on the northern edge of the map.**

**When the PCs enter the cave, read:**

*The cave before you is lit by torches, which illuminate walls with riblike stone struts that make the cavern appear like the inside of a great beast. You can see that a shallow river runs through the cavern, pulsing with a faint red light.*

*At the far side of the room, you can see the edge of an immense crystal that burns far brighter, with an angry scarlet hue. The water flows from this crystal, and near it, the water boils and is coated with black slime.*

*In several spots around the room, corpses lie surrounded by their dried blood. By their garb, they look like warriors from the Clan of Three Trees, and appear to have been mauled, and giant chunks of flesh have been bitten from their bodies.*

**When the oni appears, read:**

*From the shadows steps a creature with long horns, vicious fangs and cold eyes. It says, "Do you come to defend those pathetic tribes? Perhaps you're not as weak as they. In fact, I hope you're not too stringy. Just know that I'll have centuries to live after I harness this stone's power, and you'll be long forgotten—as adversaries and as a meal—by the time my life ends."*

When their initiatives come up, the gricks slither out of holes in the ceiling and drop to the ground. The iron cobra, wrapped around the oni's neck like a necklace, slithers over to be near the Heart.

**Arcana or Nature (DC 12):** The black slime in the water is a corruption of the natural properties of the river, and is likely caused by a ritual used upon the crystal. A modified version of the ritual could reverse the damage.

### FEATURES OF THE AREA

**Illumination:** Torches provide dim light.

**Rubble:** Difficult terrain.

**Pelts:** A pile of pelts taken from the clanfolk is difficult terrain.

**Bodies:** The corpses lie in dried pools of blood. They carried various items, and a character might be able to grab a magic item or mundane item during combat. See the treasure section for magical gear.

**Water:** The water here is tinted red, and the sections of algae are actually dark and slimy. All the water is difficult terrain. Any time a creature ends its turn in the water, it takes 1d10 damage and the oni regains that many hit points. Increase the damage to 2d10 if the creature ends its turn in the slimy area.

**The Heart:** The red crystal known as the Heart of Sleeping Stone (represented by the statue on the map) is extremely durable (AC 4, Defenses 12, HP 200, resist 10 all), and damaging it causes a brief flash of light, then makes the water bubble even more angrily.

### TACTICS

The oni stays back, letting the gricks move forward to engage the PCs in melee. It only gets close to use *hypnotic breath*, then retreats. It moves back in only to use *devour soul* if a target falls unconscious. If it is clearly about to suffer defeat, the oni uses *gaseous form* to escape. The other creatures fight to the death. It can escape only through the cave mouth—there are no other cracks or tunnels that lead outdoors.

The gricks flank with one another, using their climb speeds to move into position.

The iron cobra guards the Heart of Sleeping Stone and all squares adjacent to it, as shown on the map.



## TREASURE

The oni's possessions contain numerous volumes on creating eternal life, all of them highly dubious. The oni has a hoard of 600 gp, and within the pile of pelts lies either a +2 *rod of corruption* or a +2 *frost weapon* of a type decided by the PC who claims it.

## ENDING THE ENCOUNTER

The encounter ends when all the enemies are dead, or after the oni escapes and the others are dead. If the PCs choose to chase down the oni, they can do so. Use tiles from Ruins of the Wild for such an encounter. The oni will continue sustaining its *gaseous form* and trying to get away. Destroying the oni's ritual and texts will neutralize most of its power over the

region if the PCs decide not to chase it down.

Any ritual-using PC can reverse the oni's ritual to heal the Heart of Sleeping Stone, which will restore the natural order. Leaving the stone alone will heal it in time, but the forest remains dangerous for a while. Either path will give the PCs the reward for finishing a major quest, and they will be considered honorary members of the Clan of Three Trees for all time.



### Grick (G) Level 7 Brute Medium aberrant beast XP 300

**Initiative** +4 **Senses** Perception +10; darkvision  
**HP** 96; **Bloodied** 48  
**AC** 19; **Fortitude** 19, **Reflex** 14, **Will** 15  
**Resist** 5 against effects that target AC  
**Speed** 6, climb 4

⊕ **Tentacle Rake** (standard; at-will)  
+10 vs. AC; 2d6 + 4 damage, and ongoing 5 damage (save ends).

#### Expert Flanker

The grick gains a +2 bonus to attack rolls against an enemy it is flanking.

**Alignment** Unaligned **Languages** –  
**Skills** Endurance +11, Stealth +9  
**Str** 18 (+7) **Dex** 13 (+4) **Wis** 14 (+5)  
**Con** 16 (+6) **Int** 2 (-1) **Cha** 7 (+1)

### Oni Night Haunter (O) 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 the oni night haunter regains 10 hit points. This attack does not wake the unconscious target.

**Deceptive Veil** (minor; at-will) ♦ **Illusion**

The oni night haunter can disguise itself 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**

The oni night haunter becomes insubstantial and gains a fly speed of 8 (hover). It can enter and move through a porous obstacle that would otherwise prevent movement (such as a door or a cracked window). It remains in this form as long as it 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

### Iron Cobra (C) Level 6 Skirmisher Medium natural animate (construct, homunculus) XP 250

**Initiative** +7 **Senses** Perception +9; darkvision  
**HP** 75; **Bloodied** 37  
**AC** 20; **Fortitude** 20, **Reflex** 18, **Will** 17  
**Immune** disease, poison  
**Speed** 7; see also *slithering shift*

⊕ **Bite** (standard; at-will) ♦ **Poison**  
+11 vs. AC; 1d8 + 3 damage, and ongoing 5 poison damage (save ends).

☞ **Poison the Mind** (standard; recharge ☞☞☞☞) ♦ **Psychic**  
Ranged 10; affects only creatures taking ongoing poison damage; +8 vs. Will; the target is dazed and slowed (save ends both); see also *guard area*.

#### Guard Area

An iron cobra can use its *poison the mind* power against any creature in its guarded area (see the "Guard" sidebar), even if the power hasn't recharged and even if the target isn't taking ongoing poison damage.

**Slithering Shift** (move; at-will)

The iron cobra shifts 3 squares as a move action.

**Alignment** Unaligned **Languages** –  
**Skills** Stealth +10  
**Str** 17 (+6) **Dex** 15 (+5) **Wis** 13 (+4)  
**Con** 19 (+7) **Int** 5 (+0) **Cha** 12 (+4)