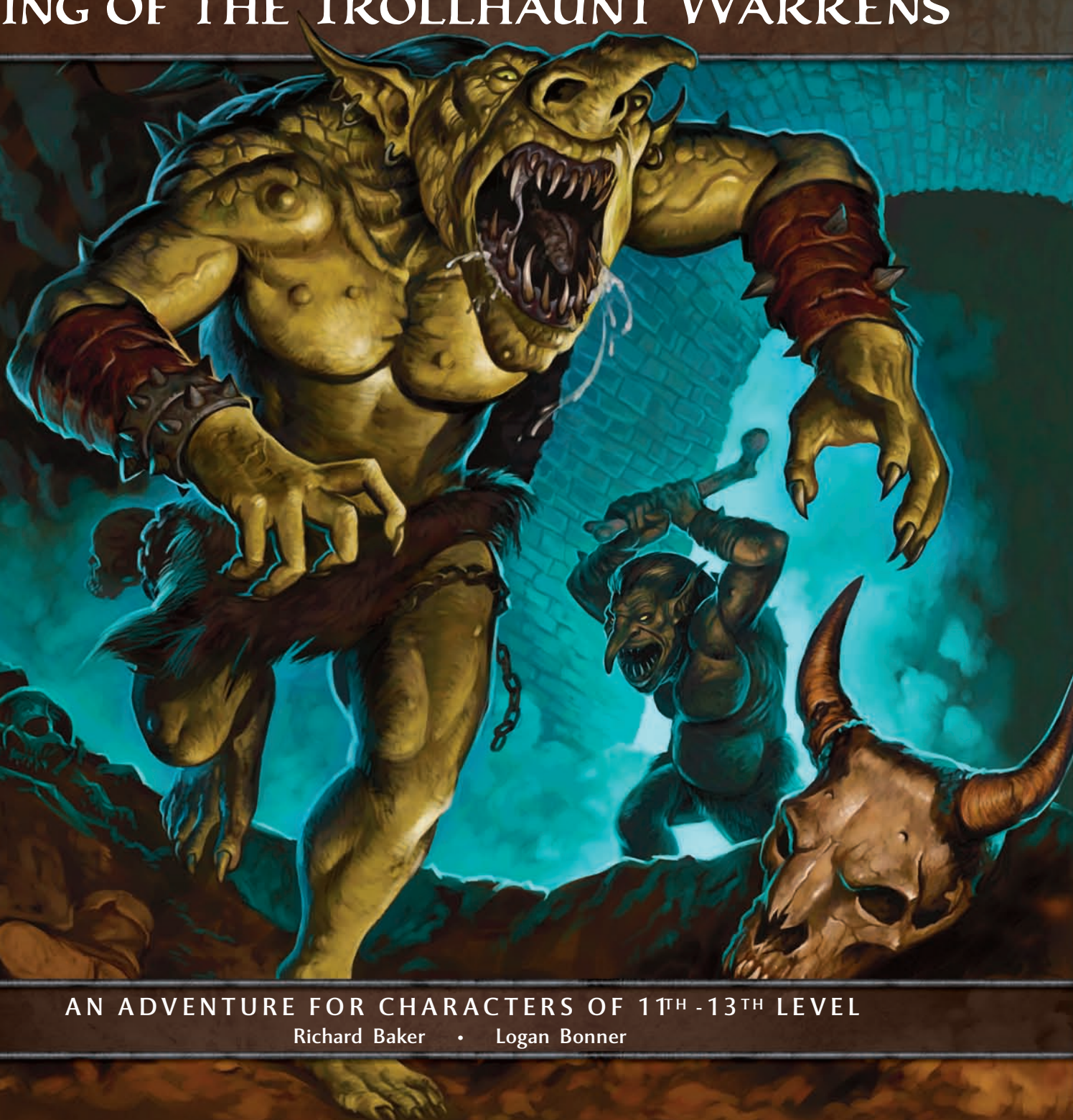


A PARAGON TIER ADVENTURE

DUNGEONS & DRAGONS

KING OF THE TROLLHAUNT WARRENS™



AN ADVENTURE FOR CHARACTERS OF 11TH - 13TH LEVEL

Richard Baker • Logan Bonner

KING OF THE
TROLLHAUNT
WARRENS™



ADVENTURE BOOK ONE

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INTRODUCTION

The small town of Moonstair lies on the far frontier of the barony of Therund. A central stop on the north-south trade road, Moonstair was the site of an ancient portal to the Feywild.

East of the town lies the dangerous wilderness known as the Trollhaunt—a maze of swampland, thickets, gullies, and forested ridges. In ages past, this area was part of a land called Vardar, a violent realm of troll war-clans and the monsters that served them. Vardar fell into ruin centuries ago, leaving only dank barrows and a few fog-shrouded stone forts to mark its existence. The trolls and other foul creatures dwelling in the Trollhaunt degenerated into savagery, preying on each other and any travelers foolish enough to venture into their lands. However, things in the Trollhaunt are about to change . . .

The great troll chieftain Skalmad has put an end to the feuds and squabbling of his kin, using ancient fomorian magic to declare himself King of the Trollhaunt. Now, Skalmad and his monstrous followers are turning their malice toward neighboring human lands. For the first time in centuries, the trolls of the Trollhaunt have a leader with the will and the wits to forge his lesser fellows into a conquering army. Vardar lives again, and if nothing is done to check Skalmad's power, Moonstair will be just the first of many settlements to fall.

King of the Trollhaunt Warrens is a DUNGEONS & DRAGONS® adventure for characters of 11th to 13th level. You need the *Player's Handbook*®, the *Monster Manual*®, and the *Dungeon Master's Guide*® to play.

BACKGROUND

While exploring the old barrows of the Trollhaunt, the troll-chieftain Skalmad discovered *Moran's Eye*, a potent fomorian relic wielded by the first king of ancient Vardar. Lost for untold years, the *Eye* quickly corrupted the avaricious Skalmad, inspiring him to tear out his own eye in order to claim the relic's full power.

As it directed Skalmad's ambition, the *Eye* showed him a portal to the Feywild in the heart of an ancient troll ruin known as the Great Warren. Within the Feywild, the *Eye* led the would-be troll king to a site of great power and even greater evil—the *Stone Cauldron*. There, Skalmad's plans for domination were born.

With the power of the *Eye*, Skalmad set about bringing the monsters of the Trollhaunt under his dominion. He saw himself as the founder of a new Vardar, establishing a stronghold in the Great Warren. Under Skalmad's leadership, the trolls of the Trollhaunt began to terrorize neighboring lands with a fury not seen in generations.

Even as the depredations of the trolls grew worse, hope arrived along the frontier in the person of Etheran of Therund. With a band of heroic companions, Etheran was returning home after having defeated the operatives of a deadly cult in a far-off land.

With troll warbands on the move, Etheran delayed his return home and established a base in the town of Moonstair, west of the Trollhaunt. He and his companions made three raids into the swamps, routing Skalmad's forces before setting out on a fourth sortie to face the troll king.

Three days later, a band of troll warriors appeared at the town gates, their leader issuing a challenge as he tossed Etheran's head over the wall. "Your hero is dead, puny humans! Skalmad the Great killed him. Soon Skalmad, King of Vardar, will claim Moonstair and lands beyond, and all humans will die!"

As the son of the baron of Therund, Etheran carried the heirloom sword of the barony, a magic blade known as *Sunwrath*. The sword is now rumored to be a trophy of the troll king Skalmad. For the first time in centuries, the trolls are gathering for war, and Therund stands in their sights.

ADVENTURE SYNOPSIS

Near the town of Moonstair, the adventurers encounter a gang of trolls attacking a courier from the town. They discover that Skalmad, the self-proclaimed "King of the Trolls," has slain Etheran of Therund and his companions. Further, they learn that Skalmad and his troll armies now threaten the town.

To deal with Skalmad and his followers, the adventurers must assault the Great Warren. This ancient cavern complex was sacred to Vardar's shamans in its day, but now it is infested with trolls and other creatures loyal to Skalmad. While the adventurers work their way through the complex, they learn that Skalmad has already launched a raid against Moonstair.

Fighting their way back to the town, the adventurers must defeat Skalmad's elite forces in a climactic battle at the Old Troll Wall. In this battle, the adventurers kill Skalmad. All that remains, the town elders explain, is to clear out the remnants still in the ruins.

Back in the Great Warrens, in an ancient throne room, the adventurers discover that Skalmad has been reborn with even greater power at his command. The troll king retreats through a portal to the Feywild. Now the adventurers must follow or risk allowing Skalmad to grow even more powerful thanks to magic he has drawn from ancient fomorian lords.

In the Feywild, the adventurers follow Skalmad into caverns hidden beneath an ancient fortress infused with dark power. Here, within the chamber of a powerful relic known as the Stone Cauldron, the adventurers must put a final end to Skalmad, the chamber's guardians, and an ancient evil trying to exert its influence into the natural world.

HOW TO USE THIS ADVENTURE

King of the Trollhaunt Warrens is a DUNGEONS & DRAGONS adventure in three distinct parts. The adventure's encounters are designed to take a party of five player characters (PCs) through the early stages of Paragon tier, from 11th level through 13th level. The adventure includes guidelines for adding your own encounters and plot hooks.

The two booklets in this adventure are for the Dungeon Master (DM). If you are planning to experience *King of the Trollhaunt Warrens* as a player, don't read any further.

King of the Trollhaunt Warrens contains these components:

1. *Adventure Book One* (this booklet) provides the Dungeon Master with an overview of the town of Moonstair and the wilderness region known as the Trollhaunt. This includes descriptions of important nonplayer characters (NPCs), descriptions of key locations, illustrations of places and adversaries, background information, and several new monsters.
2. *Adventure Book Two* contains the bulk of the adventure, including more than twenty-five encounters and challenges that take place in and around Moonstair, in the Great Warren at the center of the Trollhaunt, and in the Feywild.
3. A poster map featuring some of the most important encounter areas. The map is rendered in a scale that allows you to place your *D&D*® *Miniatures* directly on the map.
4. A folder to hold the booklets and the poster map.

If You're the DM. . .

Read *Adventure Book One* first and then familiarize yourself with the first part of *Adventure Book Two* to get a sense of the flow of the adventure.

Getting Started

Provide the players information from "Starting the Adventure" (page 4), and then run the Encounter 1: The Messenger (page 12).

STARTING THE ADVENTURE

As the adventure begins, the player characters are on their way to Moonstair. You can place Moonstair and its environs wherever you want in your campaign world. If you are using the map of Nentir Vale in the *Dungeon Master's Guide*, then Moonstair is located to the southwest.

To begin this adventure:

- ◆ Run Encounter 1: The Messenger on pages 12-13 of this booklet.
- ◆ After the adventurers defeat the creatures in the initial encounter, show the players the handout on the back of this booklet. This is the message the rider was carrying.
- ◆ Continue the adventure with the PCs' arrival in Moonstair. See "Trouble in Moonstair" on page 2 of *Adventure Book Two*.

The message is addressed to the Baron of Therund, and it is woeful indeed. It relays news of Etheran's death, the loss of his legendary sword, and the challenge thrown down by the trolls. The message ends with a desperate plea for help.

Use one or more of the hooks below to provide PCs with motivations and reasons to participate in this adventure.

HOOK: AID THE BARON

The Baron of Therund is worried. His son, Etheran, has not yet returned from business abroad, and he is overdue. He asks the adventurers to be on the look out for Etheran and his companions as they travel the roads beyond the barony.



Quest XP: 500 (minor quest) for discovering the fate of Etheran and his companions, and for bringing the news to the Baron of Therund. The baron awards the PCs 1,000 gp for the information, then asks them to avenge his son's death and destroy Skalmad (major quest, 3,500 XP).

HOOK: PROPHECY OF THE TROLLHAUNT

During their travels, the adventurers meet Kiera, an oracle of dubious power. She is ridiculed and often run out of any settlement she enters, mostly because her omens concern death and destruction. This time, she seeks out the adventurers and offers them her most recent vision. "A terrible power has returned to the Trollhaunt Warrens, near the town of Moonstair," she explains. "This power takes the form of a troll king and a cauldron of solid stone. What's more, this troll king cannot die. Only you can kill the thing that cannot die. Only you."

Quest XP: 700 (minor quest) if the adventurers investigate the truth of Kiera's vision. 3,500 (major quest) if they totally destroy Skalmad.

HOOK: THE CALL FOR HELP

One of the adventurers has a relative, a mentor, or an old friend residing in the town of Moonstair. This non-player character (NPC) contacts the adventurers through the use of a Sending ritual. He or she begs the adventurers to come to Moonstair's aid before the trolls overrun the town.

Quest XP: 3,500 (major quest) for coming to the aid of Moonstair and defeating the menace of Skalmad and the Trollhaunt Warrens.

HOOK: SPECIAL DELIVERY

The adventurers agree to deliver a package to the town of Moonstair. This delivery mission puts them into the area for the adventure at just the right time, even though they have come to the place for a totally different reason. The package, a small box wrapped in plain paper that weighs about four pounds, is to be delivered personally to Kelana Dhoram, mayor of Moonstair. The contents of the package are of a personal nature and have no additional bearing upon this adventure (unless you want them to).

Quest XP: 500 (minor quest) for delivering the unopened package to Kelana. In addition, Kelana gives the adventurers 500 gp for their trouble and then asks them to investigate the situation in the Trollhaunt Warrens.

THE TOWN OF MOONSTAIR

Built among the ruins of the troll kingdom of Vardar, the town of Moonstair is a trade outpost that lies at the confluence of two rivers. The town's most renowned feature is the Moon Door, a portal to the Feywild that opens when the moon is full and the sky is clear.

Geography: The peninsula on which Moonstair was built starts as rocky hills jutting up from the river at its westernmost tip. The western high ground is heavily settled, with the population thinning to the east as the ground slopes away. There, the town gives way to fertile farmland that borders the swamps of the Trollhaunt.

Population: Just over a thousand people live in and around Moonstair. With the river serving as a natural protective barrier on two sides, the town has grown up rather than out, and multistory buildings are common. Situated as it is on a major trade route, Moonstair's population fluctuates (sometimes drastically) depending on the number of travelers passing through.

Government: Moonstair is led by a half-elf mayor, Kelana Dhoram (see page xx). Her primary focus is in maintaining the town's prosperity through trade, and her leadership is more about commerce than security. As a result, the town watch is small and poorly equipped. The monsters to the east have long been quiet, but Moonstair is ill equipped to deal with the new power in the Trollhaunt.

1. THE MOON DOOR

An island of stone juts from a stretch of white water beyond the westernmost point of the town. Atop this crag stands a wide ring of moss and flowering plants. Under especially clear skies within a few nights of the full moon, a portal opens to the Feywild. The Moon Door is reached by traversing a series of smaller, rocky islets—the “moon stair” for which the town is named.

This portal serves as a regular pathway between this part of the natural world and the Feywild, specifically to an eladrin castle-city on the other side.

Though the full moon approaches when the adventurers arrive in Moonstair, heavy black clouds initially keep the portal closed.

2. MOONSTAIR KEEP

This small keep is built upon Vardari ruins. Great slabs of stone make up its foundation, with walls of stone and mortar above. The mayor lives and works here, and the barracks for the town watch (such as it is) are located within.

3. CLOUDWATCH INN

Operated by a halfling named Cham (see page xx), the Cloudwatch Inn offers the most luxurious accommodations in town. Its clientele consists primarily of travelers on the trade road or the rivers, and hopefuls waiting for a chance to take the Moon Door to the Feywild. Either way, bad weather is good for Cham's business.

One of the Cloudwatch's current residents is Bax (page 6), the only surviving member of Ethern's party.

4. TEMPLE

The temple here is small, but it features a few capable ritual casters. The adventurers can have divination and restoration rituals of up to 8th level performed for them (including *raise dead*), with a Religion bonus of +12. Rituals cost 20 percent over their normal cost. Once the adventurers have demonstrated their intent to defend the town, this premium is waived.

The most prominent shrines here are dedicated to Sehanine, Melora, and Avandra. Sehanine's whims are said to control the operation of the Moon Door, while Melora and Avandra protect those who pass through Moonstair by road or water.

5. FERRY LANDINGS

Trade caravans crossing from one side of the river to the other must pass by ferry through Moonstair. The town watch spends much of its time patrolling these landings, keeping them secure.

6. OLD TROLL WALL

Dating from when these lands were part of the kingdom of Vardar, this 20-foot-high wall is built from enormous unmortared stones. Though sturdy, the moss-covered wall has suffered neglect for untold years. In many places, gaps and cracks are visible.

7. RUALISS'S ISLAND

An eladrin emissary from the Feywild, Rualiss (page 6) lives on this small island just a short boat ride from town. The island is overgrown with thick trees and brush, concealing Rualiss's small stone house.

8. OUTER WALL

When humans first settled this area, they turned the land east of the Old Troll Wall into farmsteads. The outer wall they built is not as thick as the Old Troll Wall, but it is in better repair.

PEOPLE OF MOONSTAIR

The town's important characters, as well as quests the adventurers can undertake, are described below.

RUALISS

Eight years ago, the eladrin emissary Rualiss traveled from the Feywild to the natural world to keep watch over the Moon Door.

Rualiss wears formal blue robes decorated with messages of peace and cooperation in Rellanic when interacting with the people of Moonstair. At home on his island, he wears simpler robes.

Rualiss is not particularly happy to be living outside the Feywild, and the eladrin is gruff and impatient to anyone he is not required to be polite to (a group that initially includes the adventurers.) Rualiss can be helpful, but he usually dispenses a measure of condescension along with his advice.

Rualiss is an emissary from the eladrin castle-city of Celduilon, located a few days from the Feywild side of the Moon Door. He is a learned scholar, and is Moonstair's best source of arcane lore, history, and knowledge of the Feywild. He can answer questions on those subjects, though he does so grudgingly.

Even if they don't seek him out earlier, the adventurers require Rualiss's assistance to interpret what they discover on their incursion into the Great Warren. See "Lore of the Stone Cauldron," page 48 of *Adventure Book Two*.

KELANA DHORAM

As mayor of Moonstair, Kelana Dhoram has been in office for a decade of peace and prosperity. She takes a largely hands-off attitude toward leadership, and the town runs itself for the most part.

Kelana is a tall half-elf with black hair and light brown skin. Her clothing is well made but not extravagant, and she wears a silver chain of office.

Kelana carries herself with an air of perpetual calm, showing emotion only in extreme circumstances. Though she holds a position of power, she is friendly to strangers. In her dealings with the adventurers, she is never anything but respectful and gracious.

Kelana's leadership is based on the strategies of trade, not warfare. As such, she is more than happy to let the adventurers take the initiative in dealing with Skalmad. At the DM's discretion, she can use the resources of the town to equip the party with nonmagical weapons, armor, and other gear.



HOOK: COMMANDING THE WATCH

Kelana is more than willing to allow the adventurers to train the town watch during the party's downtime, offering a modest 100 gp per day stipend for their service. If the party undertakes this quest, add members of the town watch to some of the encounters in the Moonstair raid (starting on page 37 of *Adventure Book Two*). You don't need to play every one of them as NPCs, but let the adventurers set their tactics and order them into battle.

Quest XP: 500 XP (minor quest) plus the stipend.

CHAM

The Cloudwatch Inn is widely regarded as the best in town, and its proprietor Cham makes sure that everyone knows it. Cham is portly for a halfling—one of the perks of his considerable wealth. He dresses well but covers his clothes with a ratty apron, supposedly the same one he has worn since he opened the inn.

Cham is incredibly talkative and more than a little boastful, but he is helpful and eager to please. As a traveling merchant, the halfling passed through Moonstair numerous times and was annoyed at the poor service in the town's inns. Eventually, he opened his own.

Cham loves to talk to the adventurers who pass through the Cloudwatch Inn, though he's met only a few as powerful as the player characters. The number of people passing through the Cloudwatch makes Cham an excellent source of rumors and information that he is more than willing to share.

BAX

One of Etheran's companions, Bax was the only survivor of a deadly battle with Skalmad's forces. Though badly injured, he made his way back to Moonstair and has mostly recovered.

A tall, muscular dragonborn, Bax is an imposing figure. His bronze scales are covered in fine black spots. He wears elegant scale armor and has a flail slung across his back.

Bax is singularly courageous, but seeing Etheran and his companions butchered by the trolls has shaken him badly. He now stays at the Cloudwatch Inn, drowning his sorrows in expensive drink and speaking to as few people as possible.

On the adventurers' initial attempts to question Bax, he can tell them only that Etheran believed the Great Warren to lie somewhere south of Bravak, the ruin where their party was ambushed. (See "The Trollhaunt," page 8, for more information on these locations.)

If the adventurers attempt to snap Bax out of his depression (see the hook on the next page), you can use the dragonborn as a powerful ally or a source of information regarding Skalmad's plans. Bax can even join the party if you feel that the PCs have insufficient power to tackle the later stages of the adventure.

Bax	Level 12 Soldier
Medium natural humanoid, dragonborn	XP 700
Initiative +9	Senses Perception +7
HP 115; Bloodied 57; Healing Surges 2; see also <i>dragonborn fury</i>	AC 32; Fortitude 26, Reflex 26, Will 23
Speed 5	
⚔ Flail (standard; at-will) ♦ Weapon	+18 vs. AC (+19 while bloodied); 2d10 + 12 damage (crit 2d12 + 32).
⚔ Tide of Iron (standard; at-will) ♦ Martial, Weapon	+18 vs. AC (+19 while bloodied); 2d10 + 12 damage (crit 2d12 + 32), and the target is pushed 1 square if it is Large or smaller. Bax can shift into the space the creature occupied.
⚔ Sweeping Blow (standard; encounter) ♦ Martial, Weapon	Close burst 1; +20 vs. AC (+21 while bloodied); 1d10 + 12 damage (crit 2d12 + 22).
⚔ Come And Get It (standard; encounter) ♦ Martial, Weapon	Close burst 3; enemies in the burst are pulled 2 squares, then Bax makes an attack against any that are adjacent to him: close burst 1; +18 vs. AC (+19 while bloodied); 1d10 + 12 damage (crit 2d12 + 22).
⚔ Stalwart Guard (minor; daily) ♦ Martial	Close burst 1; allies in the burst gain a +2 shield bonus to AC and Reflex until the end of the encounter.
⚔ Dragon Breath (minor; encounter) ♦ Cold	Close blast 3; +15 vs. Reflex (+16 while bloodied); 2d10 + 2 cold damage.
Dragonborn Fury (only while bloodied)	A dragonborn gains a +1 racial bonus to attack rolls while bloodied.
Alignment Good	Languages Common, Draconic
Skills Athletics +14, Endurance +11, History +8, Intimidate +15	
Feats Empowered Dragon Breath, Toughness, Weapon Focus (flail)	
Str 21 (+11)	Dex 17 (+9) Wis 13 (+7)
Con 14 (+8)	Int 11 (+6) Cha 14 (+8)
Equipment scale armor, heavy shield, +2 vicious flail, potion of healing	

HOOK: RESTORING CONFIDENCE

In the course of their downtime in Moonstair, the adventurers can try to befriend Bax in an attempt to get him back on his feet. This quest involves recruiting the dragonborn for one of the party's forays through the Trollhaunt. Create additional Trollhaunt encounters (page 8) if necessary to help the PCs complete this quest.

If the adventurers undertake this quest before the raid on Moonstair, have Bax come to their assistance as a sign of their success. Otherwise, you can have the dragonborn offer to join the party or take up a position as head of the town watch so that the adventurers know Moonstair will be safe without them.

In addition to XP, use the successful completion of this quest to provide the adventurers with any important information they have failed to collect regarding Skalmad's plans. For example, Bax might have overheard the troll king bragging about the power of the *Stone Cauldron* to Etheran before slaying him. See "Lore of the Stone Cauldron" (page 48 of *Adventure Book Two*) for more information.

Quest XP: 400 XP (minor quest), as well as any aid that you decide Bax can provide.

THE TROLLHAUNT

This murky realm of bogs and thickets marks the frontier of civilized lands. Once part of the monstrous kingdom of Vardar, the area is dotted by ancient ruins that now serve as home to a new generation of trolls and other foul creatures.

1. MOONSTAIR

The town of Moonstair (page 5) serves as the adventurers' home base for this adventure. It becomes the target of a raid by the forces of the self-proclaimed troll king, Skalmad, and it falls to the adventurers to defend the town and defeat the trolls.

2. TRADE ROAD

This well-traveled road runs north and south, crossing the river by way of the ferries at Moonstair. The road has traditionally been safe, as long as you stay to its well-traveled path. Travelers venture off the road at their own peril. Moonstair's trade and industry depend almost exclusively on the movement of goods and people along the road.

3. SWAMPS

Much of the Trollhaunt consists of swamps and marshland that is home to all manner of dangerous creatures. Traveling through the swamps can be hazardous to those who aren't prepared for anything.

4. FORESTS

The patchy woodlands within the Trollhaunt are wet and murky like the surrounding swamps. Wandering packs of trolls make these groves their homes.

5. WESTERN RUIN (ORRAK)

This ruin is one of the many remnants of the ancient troll kingdom of Vardar. A partially broken stone marked with Giant runes identifies this as the town of Orrak. Crumbled stone walls flank the remnants of a dirt road, the area around it overgrown with tall grass, moss, and a few scraggly trees. This location can be used for one of the additional Trollhaunt encounters (page 10) that you might decide to run to help the adventurers fulfill a quest or to fill in between other encounters.

6. NORTHERN RUIN (MAVGAR)

This large troll ruin has weathered the years well. Its outer walls remain mostly intact, while a few buildings still stand within. A fallen stone near the road is scribed with Giant runes that identify this as Mavgar, City of Pain.

A field of a dozen large barrows stands on the east side of the city, all broken and empty. The largest barrow was better sealed than the rest, and a DC 22 Perception check notes that it was first broken into approximately a year ago. This was the barrow of Vard, first king of Vardar, where Skalmad discovered the relic known as *Moran's Eye*.

7. CENTRAL RUIN (BRAVAK)

As with the western ruin of Orrak, little remains of this site. A DC 22 Perception check allows passing adventurers to find signs of battle and the remains of a recent campsite. A few torn pages of parchment are trodden into the dirt—diary entries written by one of Etheran's companions before they were ambushed here. The fragments reveal that the group was camping in the ancient outpost of Bravak, and were about to head southeast in search of the Great Warren. The writing ends abruptly, as though the author was interrupted in the middle of completing his or her thoughts.

8. FOREST RUIN (TROZAD)

This small ruin is surrounded on all sides by forest, with trees growing inside and through the buildings. One crumbling structure has its door scribed with Giant runes identifying it as the Hall of Trozad. A DC 25 Perception check while exploring this ruined building reveals a loose stone that conceals a small compartment. Within the compartment, the adventurers find the tatters of a pouch and six large gold coins engraved with the seal of the ancient dragonborn empire. These ancient coins are worth a total of 2,500 gp if sold to an antiques dealer in any city.

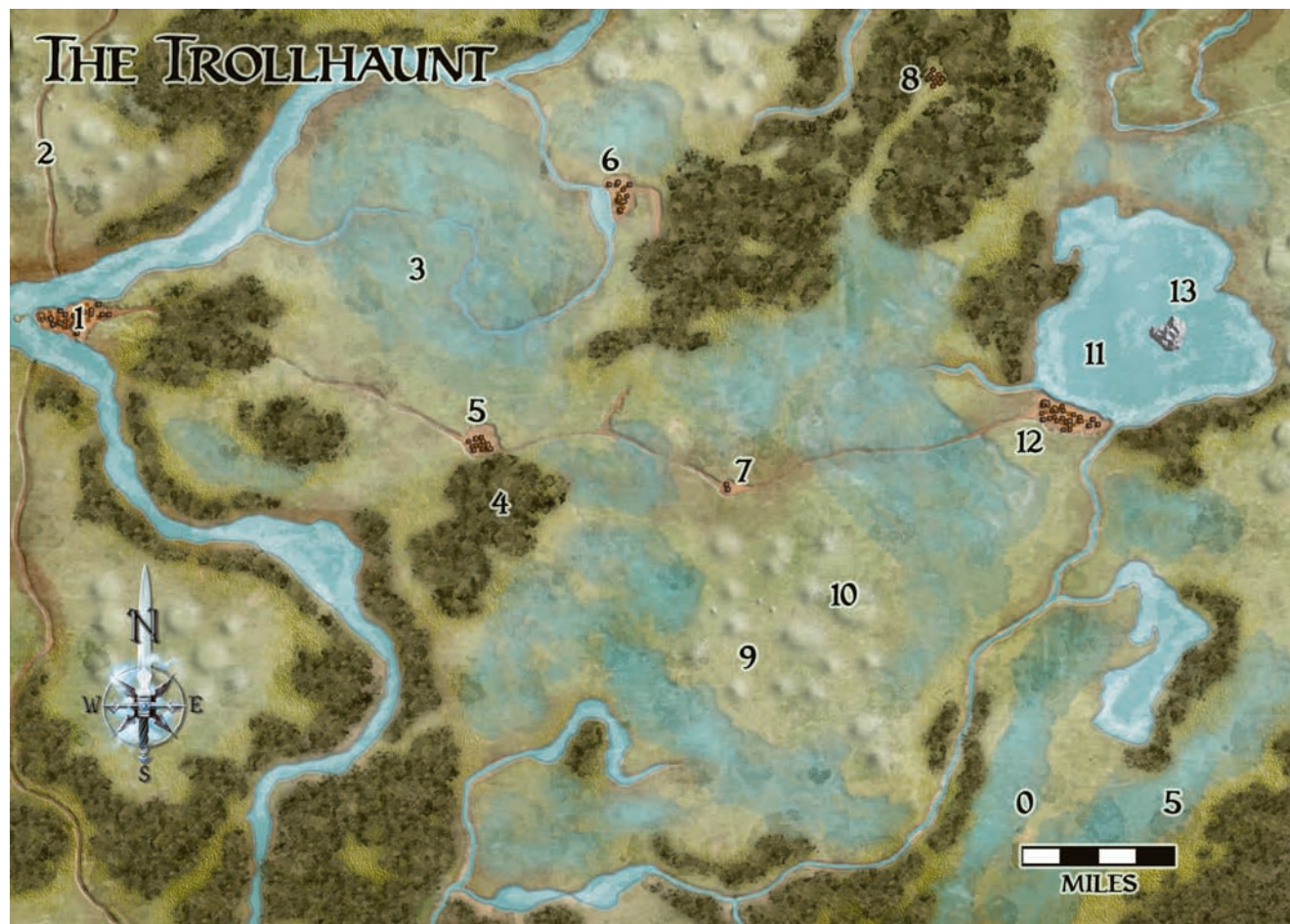
The trees in the area are tall enough that anyone who climbs one can make out the lake to the southeast and the hills to the south.

9. HILLS

These low hills rise out of the murky swamp, surrounded on all sides by pools of stagnant water. This area is where the adventurers arrive if they are successful in the skill challenge to find the track leading to the Great Warren (refer to Encounter T1, page 3 of *Adventure Book Two*).

10. TROLLHAUNT WARRENS

These warrens are the lair of the troll king Skalmad and his followers. This series of interconnected tunnels and caves has been repopulated by Skalmad and his eager trolls. The Great Warren, the largest of these complexes, is detailed in *Adventure Book Two*.



11. LAKE KADOR

This cold and murky lake teems with life. The area nearest the lakeside ruin is strewn with the bones of animals and sentient creatures alike, all recent kills made by the area's hungry and dangerous predators.

12. LAKESIDE RUIN (KADORHAK)

The largest aboveground ruin in the Trollhaunt sits at the edge of Lake Kador. Much of this ruin is flooded with murky water. Most of its buildings have been leveled to the foundations, though a few shattered walls still stand. In several places, the name of the town is written in Davek as Kadorhak.

One building here has all four walls intact. Inside stands a dais built of large stone slabs, and a stone altar sits atop it. A message is scrawled across one of the walls in red chalk. It reads (in Davek):

“THE ALTER SHALL RETURN TO ITS RIGHTFAL PLACE IN MORVOZ.”

A PC can make a DC 25 History check to recall that this is the trolls' name for Moonstair. Alternatively, they can find this out from Rualiss.

Several troll-sized canoes lie abandoned along the lakeshore. The adventurers can use these canoes to cross to the Unholy Crag.

13. UNHOLY CRAG

This jagged stone isle rises from the brackish surface of the lake. Adventurers exploring the island find scattered bones and stone braziers marking several sites where ancient troll rituals appear to have taken place. A thorough search (requiring 30 minutes and a DC 26 Perception check) locates a hidden cache containing ritual components (500 gp worth of mystic salves and 500 gp worth of rare herbs), as well as a ritual scroll of Detect Object (see the *Player's Handbook* for details on this magic item).

ADDITIONAL TROLLHAUNT ENCOUNTERS

Although this adventure isn't short on danger, the adventurers can seek out additional action in a number of places. The party's long trek through the Trollhaunt (whether in the wilderness or in the ruins), the aftermath of the troll raid on Moonstair, and the adventurers' entry into the Feywild all offer chances to cover for previously missed encounters, to bump up the party's experience, or to fill in slow periods with some kind of action.

THE TROLLHAUNT WILDERNESS

SNAKE CHARMERS

Level 10 Encounter, 2,300 XP

2 **crushgrip constrictors** (MM page 240)
3 **bog hags** (MM page 150)

Two bog hags have set a trap for any potential meals that might wander through the swamp. In a grassy clearing ringed by trees, their pet snakes lie in wait for unsuspecting creatures. The hags attempt to draw the adventurers into an ambush by using their *change shape* ability to pose as fugitives from a troll raid. Their favorite tactic is to wait until a PC is grabbed by a crushgrip constrictor, then make use of their *evasive charge* ability to attack and immediately shift away.

METALVEIN GROVE

Level 10 Encounter, 2,650 XP

1 **stormrage shambler** (MM page 232)
2 **shambling mounds** (MM page 232)
Lightning jet trap
Magnetic briar hazard

Magical phenomena manifest in many areas of the Trollhaunt, including this lonely grove. The branches of the huge trees that grow here are laced with veins of mystical metal. Lightning arcs between the trees, protecting the shambling mounds that make the area their home. Treat this as a flame jet trap (see *Dungeon Master's Guide* page 90, 350 XP) that deals lightning damage. Additionally, strong magnetic fields generated by some of the trees can slow the adventurers' movement. Treat this as a daggerthorn briar (see *Dungeon Master's Guide* page 89, 300 XP) that affects only characters wearing heavy armor.

THE TROLLHAUNT RUINS

DUMB AND UGLY

Level 9 Encounter, 2,200 XP

1 **ettin marauder** (MM page 108)
3 **trolls** (MM page 254)

A group of Skalmad's troll soldiers, accompanied by an ettin mercenary, carouse inside a ruined building with three casks of ale stolen from a trade caravan. The trolls are no worse for the wear for their celebration, but the drink has had a debilitating effect on the ettin's *dual brain*. The creature does not automatically save against dazed and stunned conditions (though it can make saving throws against those conditions if a save can end them). Additionally, until it is bloodied, the ettin can take only one immediate action per turn.

MERCENARY BAND

Level 10 Encounter, 2,500 XP

5 **dragonborn gladiators** (MM page 86)

This band of dragonborn mercenaries makes its way east one step ahead of the law in Therund. The dragonborn sneaked through Moonstair and now take temporary refuge in the shelter of a Vardar ruin. Huddled around their small fire, they keep a watch out for any passing creatures. The dragonborn attack the party if they think they are in any danger of being detected, or if the adventurers display any obvious signs of wealth (including magic weapons or armor).

As a hook for future adventures, the PCs can find stolen treasure on the dragonborn that can be returned to Therund when this adventure ends.

SIGHT UNSEEN

Level 10 Encounter, 2,600 XP

1 **medusa archer** (MM page 186)
1 **detrachan** (MM page 59)
2 **grimlock ambushers** (MM page 148)

A medusa and its band of allies are attempting to secure a small area of the Trollhaunt to call their own. They are fiercely territorial, attacking anyone who enters what they consider to be their domain. The grimlocks stay in front of the medusa and the detrachan. The medusa's *petrifying gaze* does not affect her blind allies, and she uses it with impunity. She has no problem with adding the adventurers to her new lair's collection of decorative statuary.

AFTER THE MOONSTAIR RAID

STRIKE TEAM

Level 11 Encounter, 2,800 XP

- 2 dragonborn gladiators (MM page 86)
- 3 banshrae dartswarmers (MM page 25)

After sneaking into Moonstair in the aftermath of the failed raid, these loyal followers of Skalmad are staking out a well-known landmark (Moonstair Keep, Cloudwatch Inn, Rualiss's island, or any other location the adventurers are likely to check up on). The strike team hopes to kidnap one or more prominent individuals from the town. These hostages might already have been captured by Skalmad's team when the adventurers encounter them, or they might be innocent bystanders that the adventurers must save and protect before the strike team can capture them.

INFILTRATION EXPERTS

Level 11 Encounter, 3,200 XP

- 4 dragonborn raiders (MM page 86)

Posing as traveling merchants, these dragonborn have been staying at the Cloudwatch Inn for two weeks. Because Skalmad's forces failed to secure the town, they were unable to complete their mission of sabotage. Instead, they have decided to take matters into their own hands in preparation for the troll king's next assault. This might mean killing the guards of the watch, permanently disabling the portcullis in the Old Troll Wall, or sinking the ferries to prevent supplies from reaching the town. The adventurers can discover that the band is plotting something terrible in town, or they can run into the false merchants just as they are about to put their plans into motion.

THE FEYWILD

HUNTING PARTY

Level 13 Encounter, 3,900 XP

- 3 banshrae warriors (MM page 25)
- 3 banshrae dartswarmers (MM page 25)

As they wander the Feywild, the adventurers inadvertently pass through territory that these savage banshraes consider their sacred hunting grounds. With no thought of or interest in parley, the banshrae attack on sight.

FOREST FIENDS

Level 13 Encounter, 4,400 XP

- 2 stormrage shamblers (MM page 232)
- 1 blightborn demonthorn (page 14)
- 2 banshrae warriors (MM page 25)

These two sadistic banshrae have created a false path that leads travelers into a deadly trap. The banshrae let their trained plant creatures wear foes down for a round or two before they personally enter the attack, eager for blood and hungry for gold.

UNWELCOME ALLY

Level 14 Encounter, 4,600 XP

- 1 lamia (MM page 174)
- 4 hook horrors (MM page 158)

The adventurers happen upon a cavern entrance mimicking the one leading into the Great Warren in the natural world. (A DC 25 Nature check reveals that the real Feywild warren is a half-mile to the west). Within the cavern, sheets of vines and moss hang from the dripping walls and ceiling.

The lamia takes the form of an eladrin sage who asks the adventurers what they seek. She then offers them a magic map that she says can help them find the object of their quest. Any character reading the map is subject to a +15 attack vs. Will. On a hit, the target is blinded (save ends). When the map is read (or if the adventurers refuse to read the map), the lamia reveals her true form. Her pet hook horrors then drop out of total concealment from behind the vines on the ceiling, joining her in attacking the adventurers.

ENCOUNTER 1: THE MESSENGER

Encounter Level 11 (XP 3,000)

After you've selected one or more hooks to get the player characters into the adventure, start the action as the adventurers travel toward the frontier town of Moonstair. Read:

As you crest a small rise, a scene of horror unfolds on the road ahead. A gang of ferocious trolls is pulling apart the carcass of a horse, squabbling over the choicer parts. The monsters are some 300 feet ahead of you, and appear to have not spotted you as yet.

SETUP

5 trolls (T)
1 oni mage (O)

Because the trolls and the oni mage are preoccupied, the adventurers can approach to a distance of 10 squares (50 feet) without fear of being spotted. If the adventurers attack from at least 10 squares away, they automatically gain surprise.

If the adventurers try to sneak closer before attacking, they must succeed on DC 21 Stealth checks. If the adventurers fail, the trolls break off their squabble and attack as soon as they become aware of the party.

The adventurers cannot initially see the oni mage through the thickets. When any PC moves to a position where he or she has a clear line of sight, read:

Nearby lies the mangled body of a human rider. A hulking blue-skinned creature paws through his gear.

5 Trolls (T)		Level 9 Brute
Large natural humanoid		XP 400 each
Initiative +7	Senses Perception +11	
HP 100; Bloodied 50; see also <i>troll healing</i>		
Regeneration 10 (if the troll takes acid or fire damage, regeneration does not function until the end of its next turn)		
AC 20; Fortitude 21, Reflex 18, Will 17		
Speed 8		
⊕ Claw (standard; at-will)		
Reach 2; +13 vs. AC; 2d6 + 6 damage; see also <i>frenzied strike</i> .		
⚡ Frenzied Strike (free, when the troll's attack bloodies an enemy; at-will)		
The troll makes a claw attack.		
Troll Healing ◆ Healing		
If the troll is reduced to 0 hit points by an attack that does not deal acid or fire damage, it rises on its next turn (as a move action) with 10 hit points.		
Alignment	Chaotic evil	
Skills	Athletics +15, Endurance +14	
Str 22 (+10)	Dex 16 (+7)	Wis 14 (+6)
Con 20 (+9)	Int 5 (+1)	Cha 10 (+4)

Oni Mage (O)		Level 10 Elite Lurker
Large natural humanoid		XP 1,000
Initiative +10	Senses Perception +7; darkvision	
HP 172; Bloodied 86		
Regeneration 5		
AC 26; Fortitude 25, Reflex 24, Will 24		
Saving Throws +2		
Speed 7, fly 8 (clumsy)		
Action Points 1		
⊕ Greatsword (standard; at-will) ◆ Weapon		
Reach 2; +15 vs. AC; 2d6 + 6 damage.		
⚡ Freezing Blast (standard; recharge 1/1) ◆ Cold		
Close blast 5; +15 vs. Fortitude; 1d8 + 6 cold damage, and the target is slowed (save ends).		
⚡ Lightning Storm (standard; recharge 2/2) ◆ Lightning		
Area burst 2 within 10; +15 vs. Reflex; 2d6 + 4 lightning damage.		
Combat Advantage		
The oni mage deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.		
Deceptive Veil (minor; at-will) ◆ Illusion		
The oni mage can disguise itself to appear as any Medium or Large humanoid. A successful Insight check (opposed by the oni's Bluff check) pierces the disguise.		
Invisibility (standard; at-will) ◆ Illusion		
The oni turns invisible until it attacks.		
Alignment	Evil	
Skills	Arcana +14, Bluff +15, Insight +12	
Str 22 (+11)	Dex 13 (+6)	Wis 14 (+7)
Con 20 (+10)	Int 18 (+9)	Cha 21 (+10)
Equipment chainmail, greatsword		

TACTICS

The trolls are all too eager to add more meat to their meal, charging as soon as they spot the adventurers. They split up to take on individual targets, intent on not having to share their victims once the battle ends.

One of the trolls stands back, next to the old wall. It uses chunks of the wall as a missile weapon, hurling pieces of stone at the adventurers. It does this for a few rounds, until a PC moves closer to engage it in melee, or once it sees a good opportunity to charge into the thick of things. Hurling a chunk of the wall is a +13 vs. AC attack that deals 1d6 + 6 damage if the hurled stone hits.

The oni mage is more patient, employing *invisibility* to circle around the trolls and set up attacks with *freezing blast* or *lightning storm* (gaining combat advantage while invisible). While it waits for its offensive powers to recharge, the oni mage makes flanking greatsword attacks with any troll having trouble against its opponent. If the battle isn't going well, the oni mage turns invisible and moves into the thicket. It emerges from a different direction and uses *deceptive veil* to pretend to be the dead courier.

As long as the oni mage lives, the trolls stand their ground and fight. If the oni mage and at least two trolls are defeated, the surviving trolls flee the scene.

ROLEPLAYING THE ONI MAGE

The oni mage is patient, confident, and very loyal to Skalmad and the return of the troll kingdom. He believes that other beings are lesser beings, and is especially dismissive of humans and dwarves. He is arrogant, boastful, and insulting. He constantly drops Skalmad's name as he taunts the adventurers, repeating over and over how great and powerful King Skalmad is, and how he will crush the lesser races beneath his mighty heel.

If the oni mage uses *deceptive veil*, it takes on the appearance of the dead courier. In this form, the oni mage thanks the adventurers for coming to his aid and begs them to accompany him back to Moonstair. If the adventurers are fooled, he agrees to lead them to town by using a short cut. This short cut takes the party off the road and through the woods, leading them into hostile and dangerous territory. Use one of the Trollhaunt Wilderness encounters on page 10. Once the disguised oni mage leads the adventurers into another dangerous encounter, it turns invisible and attempts to escape. If it does escape, it drops the pouch containing the parchment sheet (see "Development") as it pushes through the thickets.

DEVELOPMENT

If the adventurers defeat the oni mage, they discover a parchment sheet in one of its pouches. Show the players the handout on the back of this booklet. This is the parchment the oni mage took from the dead courier (a young man named Perrol).

If the adventurers capture the oni mage or any of the trolls, the creatures behave in a boastful and threatening manner. They tell any interrogators that "Skalmad has great magic powers, and he will destroy you all!" They don't hide the fact that they came out of the Trollhaunt, but they do not know the exact location of the Great Warren or how many monsters are working for Skalmad.

The adventure continues in *Adventure Book Two*. "Trouble in Moonstair" covers the adventurers' arrival in town.

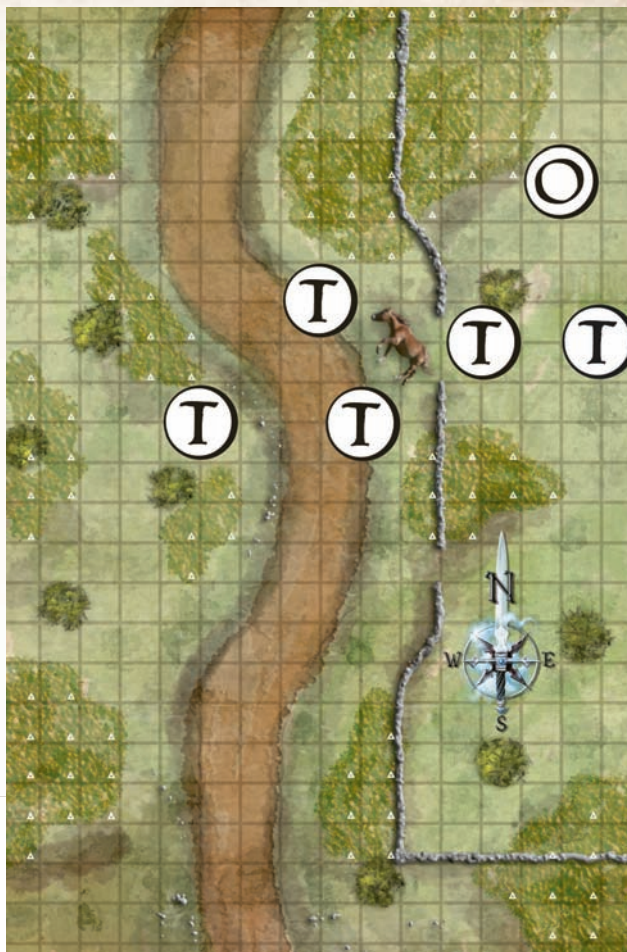
FEATURES OF THE AREA

Illumination: Daylight.

Thickets: These areas of dense undergrowth provide concealment (-2 to attack rolls) and are difficult terrain (requiring 1 extra square of movement to enter).

Trees: A tree's trunk provides cover (-2 to attack rolls) to anyone standing adjacent to it.

Wall: This old wall of unmortared fieldstone stands 4 feet high. It provides cover against attacks originating on the other side. It costs 2 squares of movement to cross the wall.



ENCOUNTER 1: THE MESSENGER

NEW MONSTERS

BLIGHTBORN

The blightborn are corrupt fey creatures twisted by the darkest aspects of nature, which subtly or dramatically changes them into something evil and unnatural. Taking delight in decay, famine, and death, the blightborn hate beauty and prosperity. They yearn only to spread entropy and ruin wherever they can.

All blightborn have some lesser or greater plant-like aspect to their makeup, and they become fey plant creatures through the twisting magics that spawn them, regardless of their original nature and makeup.

Blightborn reflect the natural trappings of death and decay in their forms or clothing. An intelligent blightborn might adorn itself with skulls or dead flowers, or paint its body in smears of blood.

Blightborn Demonthorn Level 11 Controller Large fey beast (plant) XP 600

Initiative +9	Senses Perception +6
Tangling Roots aura 2; squares are difficult terrain for creatures without forest walk.	
HP 110; Bloodied 55	
AC 25; Fortitude 21, Reflex 25, Will 23	
Speed 4	
⊕ Vine Slash (standard; at-will) +16 vs. AC; 2d4 + 6 damage.	
← Seed Pods (standard; at-will) Close burst 1; +13 vs. Reflex; 1d8 + 4 damage, plus ongoing 5 damage and all creatures have concealment against the target (save ends both).	
⊥ Root Grab (minor; at-will) Make an attack against every creature without forest walk in a square of tangling roots: +14 vs. Reflex; the target is restrained (save ends). The blightborn can use this power only once per turn.	
⚡ Expansive Roots (minor; recharge ⓂⓂⓂ) Create two squares of tangling roots adjacent to other tangling roots.	
🌀 Root Move (move; encounter) The mandrake teleports to any space where at least one square of its space occupies a square that has tangling roots in it.	
🌱 Dying Roots When the demonthorn mandrake is reduced to 0 hit points or fewer, all spaces affected by its tangling roots remain difficult terrain until the end of the encounter.	
Alignment Chaotic evil	Languages –
Str 23 (+11)	Dex 18 (+9) Wis 13 (+6)
Con 14 (+7)	Int 2 (+1) Cha 6 (+3)

BLIGHTBORN DEMONTHORN TACTICS

This mass of grasping vines and roots wraps around a thorny seed pod tipped by red stalks with star-shaped leaves. Countless vines sprout from the creature, while grasping roots shoot up through the surrounding ground.

A blightborn demonthorn works well with skirmishers that can press foes hindered by its *tangling roots*. These plant creatures are often found alongside demons working in the natural world or the Feywild.

Blightborn Thorndrake	Level 11 Brute	
Large fey beast (plant)	XP 600	
Initiative +8	Senses Perception +8	
HP 138; Bloodied 69		
AC 23; Fortitude 24, Reflex 22, Will 22		
Speed 6		
⊕ Thorn Claw (standard; at-will) Reach 2; +14 vs. AC; 2d6 +5 damage.		
⊥ Poison Bite (standard; encounter) ⚡ Poison +15 vs. AC; 3d6 + 5 poison damage, plus ongoing 5 poison damage and the target is immobilized (save ends both).		
Tactical Shift (immediate reaction; when the blightborn hits a target with its poison bite) The blightborn can shift 1 square.		
Alignment Chaotic evil	Languages –	
Str 22 (+10)	Dex 16 (+8)	Wis 16 (+8)
Con 18 (+9)	Int 4 (+2)	Cha 5 (+3)

BLIGHTBORN THORNDRAKE

A blightborn thorndrake is a drake that has been corrupted by the blightborn and transformed into a creature that is as much plant as it is animal.

Thorndrakes are solid brutes with a singleminded aggressiveness. They attempt to rake with their thorn-covered claws while enemies are within reach, but they try to employ their poison bite against adjacent targets. They immediately shift away when they deliver their poison, striking with claw attacks while their target is immobilized.

Blightborn Troglodyte Level 10 Controller (Leader) Medium fey humanoid (plant) XP 500

Initiative +4	Senses Perception +8; darkvision	
Troglodyte Stench aura 2; enemies in the aura take a -2 penalty to attack rolls.		
HP 105; Bloodied 41		
AC 23; Fortitude 21, Reflex 20, Will 25		
Speed 5		
⊕ Claw (standard; at-will) +15 vs. AC; 1d8 damage.		
🌀 Acid Lance (standard; at-will) ⚡ Acid Ranged 10; +14 vs. Reflex; 2d4 + 6 acid damage, plus 5 acid damage to each creature adjacent to the target.		
⚡ Black Roots (standard; recharge ⓂⓂⓂ) ⚡ Fear, Necrotic Area burst 2 within 10; +14 vs. Fortitude; Restrained (save ends). <i>Aftereffect:</i> Ongoing 10 necrotic damage and the target can't move closer to the blightborn (save ends both).		
Instinctual Shift (minor; encounter) All allies within 20 squares of the blightborn can shift 2.		
Alignment Chaotic evil	Languages Common, Draconic	
Skills Nature +13		
Str 10 (+5)	Dex 8 (+4)	Wis 16 (+8)
Con 17 (+8)	Int 12 (+6)	Cha 22 (+11)

BLIGHTBORN TROGLODYTE TACTICS

This wiry troglodyte wears a grimy robe and a sash made of dead vines. A row of deer ribs hangs across its chest, strung on a leather cord and coated with chunks of decaying flesh.

The blightborn troglodyte uses *black roots* as early and often as possible, then strafes enemies with *acid lance* while relying on its allies to protect it from melee attacks. Its *instinctual shift* ability allows it to work well with lurkers and artillery (who can typically use the protection) and skirmishers (who can use the movement to set up flanking attacks).

Blightborn Twig Blight		Level 1 Minion
Small fey humanoid (plant)		XP 25
Initiative +3	Senses Perception +6	
HP 1; a missed attack never damages a minion.		
AC 15; Fortitude 11, Reflex 15, Will 13		
Speed 7 (forest walk), climb 5		
⊕ Claw (standard; at-will) ◆ Poison		
+6 vs. AC; 2 poison damage (3 poison damage with combat advantage).		
Alignment Chaotic evil	Languages Elven	
Skills Perception +6, Stealth +16		
Str 7 (-2)	Dex 17 (+3)	Wis 12 (+1)
Con 7 (-2)	Int 5 (-3)	Cha 10 (+0)

BLIGHTBORN TWIG BLIGHT TACTICS

A twig blight is a vaguely humanoid mass of branches and twigs that ooze an oily venom. The area around its hideous mouth is stained with dried blood, while pulsing motes of red light blaze like eyes above.

Twig blights are straightforward minions with a skirmisher bent. They attempt to surround and flank foes whenever possible, maximizing the effectiveness of their poison by maintaining combat advantage.

Blightborn Thorn Blight		Level 11 Minion
Medium fey humanoid (plant)		XP 150
Initiative +11	Senses Perception +14	
HP 1; a missed attack never damages a minion.		
AC 25; Fortitude 21, Reflex 25, Will 23		
Speed 8 (forest walk), climb 5		
⊕ Thorns (standard; at-will) ◆ Poison		
+16 vs. AC; 4 poison damage (5 poison damage with combat advantage).		
Alignment Chaotic evil	Languages Elven	
Skills Perception +14, Stealth +16		
Str 12 (+6)	Dex 23 (+11)	Wis 18 (+9)
Con 13 (+6)	Int 5 (+2)	Cha 11 (+0)

BLIGHTBORN THORN BLIGHT TACTICS

A thorn blight is a larger version of a twig blight, covered in finger-long poisoned thorns. Thorn blights are straightforward minions with a skirmisher bent. They attempt to surround and flank foes whenever possible, maximizing the effectiveness of their poison by maintaining combat advantage.

BLIGHTBORN LORE

A character knows the following information about blightborn with a successful Arcana check.

DC 15: Blightborn are creatures twisted in a cruel mockery of nature. The essence of death is a blightborn's life force, and it attempts to spread decay wherever it can.

DC 20: Ancient trees, serene groves, and pristine lakes are all targets for the destructive madness of the blightborn. The more natural beauty in a particular place, the more the blightborn are driven to destroy it.

ENCOUNTER GROUPS

Blightborn encounters often feature other forest or plant creatures corrupted by magical forces or under the control of powerful fey.

Level 11 Encounter (XP 3,150)

- ◆ 2 blightborn demonthorns (level 11 controller)
- ◆ 5 thorn blights (level 11 minion)
- ◆ 2 blightborn thorndrakes (level 11 brute)

Level 10 Encounter (XP 2,500)

- ◆ 2 blightborn troglodytes (level 10 controller)
- ◆ 4 thorn blights (level 11 minion)
- ◆ 2 shambling mounds (level 9 brute)



FOMORIAN

Fomorian are an ancient and wicked race native to the Underdark of the Feywild. One type of fomorian is a unique practitioner of the darkest arts known as a dark initiate. This fomorian eschews the combat focus of its more common warrior and painbringer kin, channeling the power of its ancient race into sinister magic. A dark initiate is rarely found in fomorian warbands, but they often sell their mercenary services to other creatures, especially evil fey.

With its malformed limbs and purple-gray skin, a dark initiate's grotesque figure resembles that of other fomorians. One of its eyes is larger than the other, and possesses a catlike iris shot through with black veins. A dark initiate carries a gnarled staff through which it channels the magic of death and decay.

Fomorian Dark initiate		Level 13 Solo Controller
Huge fey humanoid (giant)		XP 4,000
Initiative +7	Senses Perception +13; truesight 6	
HP 650; Bloodied 325; see also <i>bloodied invisibility</i>		
AC 29; Fortitude 27, Reflex 24, Will 27		
Resist 10 necrotic, 10 poison		
Saving Throws +5		
Speed 8		
Action Points 2		
⊕ Necrotic Staff (standard; at-will) ◆ Necrotic		
Reach 3; +17 vs. Reflex; 1d10 + 7 necrotic damage, and the target is pushed 1 square.		
↗ Evil Eye (minor; at-will) ◆ Illusion		
Ranged 5; +17 vs. Will, and the dark initiate is invisible to the target until the start of the dark initiate's next turn. If the dark initiate uses this power against a new target, the previous target is no longer affected.		
✂ Black Flame (standard; at-will) ◆ Fire, Necrotic		
Area burst 1 within 10; +17 vs. Reflex; 2d8 + 7 fire and necrotic damage.		
↖ Mind Wrack (standard; at-will) ◆ Psychic		
Close blast 5; +15 vs. Will; 2d6 + 7 psychic damage, and the target is dazed (save ends).		
Double Spell (standard; recharge ☞ ☞ ☞ ☞ ☞ ☞)		
The dark initiate makes a <i>black flame</i> attack and a <i>mind wrack</i> attack.		
↙ Dark Step (move; encounter) ◆ Necrotic, Teleportation		
Close burst 1; +17 vs. Fortitude; 1d10 + 7 necrotic damage and the target is immobilized (save ends). The dark initiate teleports 10 squares, and can teleport creatures in the burst into a square the dark initiate occupied before teleporting.		
Bloodied Invisibility (immediate reaction, when first bloodied; encounter) ◆ Illusion		
The dark initiate teleports 10 squares and becomes invisible until the end of its next turn.		
Shadow Gaze (immediate reaction, when damaged by an attack; at-will) ◆ Teleportation, Necrotic		
The triggering attacker is teleported 3 squares and takes ongoing 5 necrotic damage (save ends).		
Alignment Evil	Languages Common, Elven	
Skills Insight +13, Stealth +12		
Str 20 (+11)	Dex 12 (+7)	Wis 14 (+8)
Con 18 (+10)	Int 13 (+7)	Cha 24 (+13)

FOMORIAN DARK INITIATE TACTICS

A dark initiate uses its *evil eye* against the most powerful looking foes, repeatedly targeting those with weak Will defenses. If it is pressed in combat, the fomorian uses *mind wrack* on nearby foes, employing *double spell* when a maximum number of targets are in range. If surrounded, it uses its *dark step* to regroup or flee the battlefield.

Fomorian Dark Master		Level 19 Solo Controller
Huge fey humanoid (giant)		XP 12,000
Initiative +9	Senses Perception +16; truesight 6	
HP 890; Bloodied 445; see also <i>bloodied invisibility</i>		
AC 35; Fortitude 33, Reflex 30, Will 34		
Resist 10 necrotic, 10 poison		
Saving Throws +5		
Speed 8		
Action Points 2		
⊕ Necrotic Staff (standard; at-will) ◆ Necrotic		
Reach 3; +23 vs. Reflex; 1d12 + 9 necrotic damage, and the target is pushed 1 square.		
↗ Evil Eye (minor; at-will) ◆ Illusion		
Ranged 5; +23 vs. Will, and the dark master is invisible to the target until the start of the dark master's next turn. If the dark master uses this power against a new target, the previous target is no longer affected.		
✂ Black Flame (standard; at-will) ◆ Fire, Necrotic		
Area burst 1 within 10; +23 vs. Reflex; 3d8 + 7 fire and necrotic damage.		
↖ Mind Wrack (standard; at-will) ◆ Psychic		
Close blast 5; +21 vs. Will; 3d6 + 7 psychic damage, and the target is dazed (save ends).		
Double Spell (standard; recharge ☞ ☞ ☞ ☞ ☞ ☞)		
The dark master makes a <i>black flame</i> attack and a <i>mind wrack</i> attack.		
↙ Dark Step (move; encounter) ◆ Necrotic, Teleportation		
Close burst 1; +23 vs. Fortitude; 1d12 + 9 necrotic damage and the target is immobilized (save ends). The dark master teleports 10 squares, and can teleport creatures in the burst into a square the dark master occupied before teleporting.		
Bloodied Invisibility (immediate reaction, when first bloodied; encounter) ◆ Illusion		
The dark master teleports 10 squares and becomes invisible until the end of its next turn.		
Shadow Gaze (immediate reaction, when damaged by an attack; at-will) ◆ Teleportation, Necrotic		
The triggering attacker is teleported 3 squares and takes ongoing 10 necrotic damage (save ends).		
Alignment Evil	Languages Common, Elven	
Skills Insight +13, Stealth +12		
Str 20 (+13)	Dex 12 (+9)	Wis 14 (+10)
Con 18 (+12)	Int 15 (+10)	Cha 26 (+16)

FOMORIAN DARK MASTER TACTICS

When a dark initiate completes its training and fully accepts its pack with the sinister arts of its ancient kin, it becomes a dark master. A dark master is even more rare and mysterious than a dark initiate, seen only at the most momentous events or working for the most powerful fomorian leaders.

A dark master uses similar tactics to the dark initiate, except that it sometimes calls upon a loyal and deadly

pet twisted by the dark forces that flows around it. This nightmare creature, a two-headed displacer beast of great power, works as an extension of the dark master, setting up flanks, harrying foes, and otherwise helping the dark master to deal as much damage as possible when the two are drawn into a battle.

Displacer Beast Nightmare		Level 15 Elite Skirmisher	
Large fey magical beast		XP 2,400	
Initiative +13	Senses Perception +12; low-light vision		
HP 292; Bloodied 146			
AC 29; Fortitude 26, Reflex 28, Will 26; see also <i>displacement</i>			
Saving Throws +2			
Speed 12			
Action Points 1			
⊕ Tentacle (standard; at-will)			
Reach 2; +19 vs. AC; 2d8 + 6 damage.			
↓ Bite (standard; at-will)			
+19 vs. AC; 1d10 + 7 damage.			
↓ Beast's Fury (standard; at-will)			
Requires combat advantage; the displacer beast makes two tentacle attacks and two bite attacks against a single target.			
↓ Nightmare Rend (standard; at-will)			
The displacer beast nightmare makes two bite attacks against a single target within reach. If the two attacks hit, the target takes an additional 1d10 + 7 damage and the target is dazed (save ends).			
↶ Nightmare Tentacles (standard; recharge 5/6)			
Close burst 2; +17 vs. Reflex; 2d8 + 6 damage and the target is pushed 1 square and knocked prone.			
Displacement ◆ Illusion			
All melee and ranged attacks have a 50% chance to miss the displacer beast. The effect ends when the displacer beast is hit by an attack, but it recharges as soon as the displacer beast moves 2 or more squares on its turn. Critical hits ignore displacement. (See also <i>shifting tactics</i> .)			
Shifting Tactics (free, when an attack misses the displacer beast because of its displacement; at-will)			
The displacer beast shifts 2 squares.			
Threatening Reach			
The displacer beast can make opportunity attacks against all enemies within its reach (2 squares).			
Alignment Unaligned		Languages –	
Skills Stealth +14			
Str 19 (+11)	Dex 22 (+13)	Wis 18 (+11)	
Con 18 (+11)	Int 6 (+5)	Cha 11 (+7)	

DISPLACER BEAST NIGHTMARE TACTICS

The two-headed displacer beast, corrupted by the dark powers of its fomorian master, shows a supernatural level of cunning and ruthlessness in battle. It revels in gaining combat advantage by flanking with its dark master, applying *beast's fury* in such situations. Without combat advantage, it falls back on *nightmare rend* to make two bite attacks against an opponent. If both heads hit, they pull in opposite directions to pile on additional damage and daze the opponent. When the displacer beast has three or more targets around it, it uses *nightmare tentacles* to attack all nearby foes.

FOMORIAN LORE

A character knows the following information about fomorian dark initiates and dark masters with a successful Arcana check.

DC 15: Though less common than their warrior kin, dark initiate fomorians are powerful foes. They are more often found in the service of other dark fey than among the warbands of their own kind.

DC 20: Dark initiates are masters of powerful magic, granting them potent necrotic attacks and teleportation abilities.

DC 25: Dark masters are the pinnacle that dark initiates aspire to be. They are known to work with creatures twisted by the dark power that flows around them. If you let a dark initiate escape, there's a good chance it will return at a later date as a dark master.

ENCOUNTER GROUPS

Dark initiate and dark master fomorians are almost always encountered singly, usually in the mercenary service of other powerful creatures.

Level 14 Encounter (XP 5,400)

- ◆ 1 fomorian dark initiate (level 13 solo controller)
- ◆ 2 drow arachnomancers (level 13 artillery)

Level 21 Encounter (XP 16,800)

- ◆ 1 fomorian dark master (level 19 solo controller)
- ◆ 2 displacer beast nightmares (level 15 elite skirmisher)



HAG

Hags are fey creatures that are wise in the ways of dark magic and cures. Briar hags, like other hags, are cruel fey creatures that delight in causing pain and suffering. They are skilled at reading fortunes, casting curses, and using ritual magic.

In her natural form, a briar hag resembles a gaunt human female in tattered robes. Her spindly fingers end in iron-hard nails, and her skin is a light yellow-green color with small thorny snags. Tangled braids hang like a thicket of thorny vines over her beady black eyes.

Briar Hag		Level 12 Controller
Medium fey humanoid		XP 700
Initiative +11	Senses Perception +14; low-light vision	
Feverish Presence aura 3; bloodied enemies in the aura are weakened.		
HP 123; Bloodied 61		
AC 26; Fortitude 23, Reflex 25, Will 24		
Speed 7 (forest walk)		
⊕ Claw (standard; at-will)		
+16 vs. AC; 1d6 + 5 damage.		
↓ Rake the Eyes (standard; at-will)		
+16 vs. AC; 1d6 + 5 damage, and the target is blinded until the end of the briar hag's next turn. The briar hag shifts 2 squares before or after making this attack.		
✦ Call Briar (standard; recharge ☐ ☐ ☐) ◆ Conjuration, Zone		
Area burst 2 within 10; +15 vs. Reflex; 2d4 + 5 damage and the target is immobilized (save ends). This attack's area becomes a zone of difficult terrain until the end of the encounter. Any creature that enters or starts its turn in the zone takes 1d4 damage. A briar hag is immune to its own briars.		
↷ Curse of Thorns (standard; encounter)		
Ranged 10; +17 vs. AC; 3d4 + 5 damage and the target is restrained (save ends).		
Change Shape (minor; at-will) ◆ Polymorph		
A briar hag can alter its physical form to appear as a young human woman or an old crone (MM page 280).		
Alignment Evil	Languages Common, Elven	
Skills Arcana +13, Intimidate +14, Nature +14, Perception +14		
Str 18 (+10)	Dex 21 (+11)	Wis 17 (+9)
Con 19 (+10)	Int 14 (+8)	Cha 16 (+9)

BRIAR HAG TACTICS

A briar hag begins a fight by using *call briar* to conjure an impassible thicket around her foes. She uses *curse of thorns* to neutralize the threat of ranged attackers, making blinding *rake the eyes* attacks against foes within melee range.

BRIAR HAG LORE

A character knows the following information about briar hags with a successful Nature check.

DC 15: Like some other hags, briar hags can change shape, appearing as human females of any age.

DC 20: Briar hags know many magic rituals. They can scry, see into the future, manipulate the weather, or create oaths that bind those who swear them.

DC 25: Briar hags can sometimes be bribed to tell fortunes or cast curses on behalf of others. In exchange for their aid, they demand terrible services such as killing good fey, kidnapping children, or stealing items of great power.

ENCOUNTER GROUPS

Pairs of briar hags often work together, protected by powerful soldiers or brutes.

Level 11 Encounter (XP 3,200)

- ◆ 1 briar hag (level 12 controller)
- ◆ 1 bog hag (level 10 skirmisher)
- ◆ 3 trolls (level 9 brute)
- ◆ 2 shambling mounds (level 9 brute)

Level 13 Encounter (XP 4,200)

- ◆ 2 briar hags (level 12 controller)
- ◆ 1 ogre warhulk (level 11 elite brute)
- ◆ 2 hill giants (level 13 brute)



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NOTHIC

Nothics are foul creatures that live in deep caves and ruins, feasting on the flesh of whatever creatures they can catch. A hunched humanoid with mottled gray-green skin, a nothic's features are dominated by a single huge eye. It has an awkward, hopping gait, but is capable of moving surprisingly fast when it wants to.

Nothic Gazer		Level 11 Artillery
Medium aberrant humanoid		XP 600
Initiative +8	Senses Perception +6; darkvision, truesight 10	
HP 91; Bloodied 45		
AC 23; Fortitude 24, Reflex 23, Will 21		
Speed 6		
⊕ Claw (standard; at-will)		
+17 vs. AC; 1d6 + 4 damage.		
⤵ Rotting Gaze (standard; at-will) ◆ Necrotic		
Ranged 10; +16 vs. Fortitude; 1d12 + 5 necrotic damage, plus the target is slowed and takes a -2 penalty to attack rolls (save ends both). The nothic gazer loses this power while blinded.		
Retaliate (immediate reaction, when hit by a melee or close attack; encounter)		
The nothic shifts and makes a claw attack or a <i>rotting gaze</i> attack against the triggering attacker.		
Alignment Unaligned	Languages Deep Speech	
Skills Stealth +13		
Str 18 (+9)	Dex 17 (+8)	Wis 12 (+6)
Con 19 (+9)	Int 8 (+4)	Cha 9 (+4)

NOTHIC GAZER TACTICS

Nothic gazers do not hesitate to attack anything they think they can kill, but they are cowardly creatures that prefer to ambush prey when they can. A nothic gazer stays at range, using *rotting gaze* to weaken targets before it closes to finish them off with its claw attacks.

Nothic Stalker		Level 11 Skirmisher
Medium aberrant humanoid		XP 600
Initiative +11	Senses Perception +7; darkvision, truesight 10	
HP 115; Bloodied 57		
AC 25; Fortitude 23, Reflex 23, Will 21		
Speed 6		
⊕ Claw (standard; at-will)		
+14 vs. AC; 2d6 + 5 damage.		
⊖ Dazing Gaze (standard; at-will) ◆ Necrotic		
Close blast 3; +14 vs. Reflex; 1d8 + 5 necrotic damage, plus the target is dazed until the end of the nothic stalker's next turn. The nothic stalker loses this power while blinded.		
Combat Advantage		
When the nothic stalker has combat advantage, its melee attacks deal an extra 2d6 damage on a hit.		
Retaliate (immediate reaction, when hit by a melee or close attack; encounter)		
The nothic shifts and makes a claw attack or a <i>dazing gaze</i> attack against the triggering attacker.		
Alignment Unaligned	Languages Deep Speech	
Skills Stealth +14		
Str 18 (+9)	Dex 18 (+9)	Wis 14 (+7)
Con 19 (+9)	Int 8 (+4)	Cha 9 (+4)



NOTHIC STALKER TACTICS

Nothic stalkers are dangerous predators, known to follow prey for days to patiently wait for the best opportunity to attack. A nothic stalker starts a battle by trying to daze as many opponents as it can, using *dazing gaze*. Then it attacks any dazed creatures, making full use of its extra damage from combat advantage.

NOTHIC LORE

A character knows the following information about nothics with a successful Dungeoneering check.

DC 15: A nothic perpetuates its kind by removing the eyes of a humanoid victim and filling the stolen orbs with drops of ichor from its own eye. These gruesome trophies grow into new nothics in 24 hours.

DC 20: Vecna created the first nothics from the eyes of his enemies, using them as spies and assassins.

ENCOUNTER GROUPS

Nothics are weak-willed, cravenly, and easily influenced. They often serve more powerful monsters as spies or trackers.

Level 11 Encounter (XP 3,000)

- ◆ 1 nothic gazer (level 11 artillery)
- ◆ 2 nothic stalkers (level 11 skirmisher)
- ◆ 2 drow warriors (level 11 lurker)

TROLL

Trolls come in a variety of types, all known for their regenerative powers. They all have ravenous appetites and a cruel and deadly cunning.

Ghost trolls are the malicious spirits of trolls, as cruel in death as they were in life. Though they resemble trolls, their translucent gray bodies are wrapped in wisps of shadow. A ghost troll render's claws are elongated and serrated, while a ghost troll devourer has an enormous, drooping jaw filled with teeth like obsidian shards.

Ghost Troll Render		Level 13 Brute
Large shadow humanoid XP 800		
Initiative +10	Senses Perception +14	
HP 121; Bloodied 60		
AC 25; Fortitude 27, Reflex 24, Will 23		
Immune disease, poison; Resist insubstantial (MM page 282)		
Corporealize If a ghost troll takes acid, fire, or radiant damage, it loses the insubstantial quality until the end of its next turn.		
Speed fly 7 (hover); phasing (MM page 282)		
⊕ Spirit Claw (standard; at-will)		
Reach 2; +15 vs. Reflex; 2d10 + 7 damage.		
⊖ Terror Strike (standard; encounter) ◆ Psychic		
Reach 2; bloodied target only; +14 vs. Will; 3d6 + 3 psychic damage and the target is slowed (save ends).		
Failed Save: The target is unconscious (save ends). If the target takes damage, it is no longer unconscious.		
Alignment Chaotic evil	Languages Giant	
Str 24 (+13)	Dex 18 (+10)	Wis 16 (+9)
Con 21 (+11)	Int 5 (+3)	Cha 11 (+6)

GHOST TROLL RENDER TACTICS

A ghost troll render phases through any obstacles to reach its foes, targeting its *terror strike* against the first combatant to deal it damage. As soon as the render drops a target, it ignores it, turning its attention to fresh meat.

GHOST TROLL LORE

A character knows the following information about ghost trolls with a successful Arcana or Religion check.

DC 15: Ghost trolls are insubstantial and difficult to harm. Radiant damage, acid, and fire can make them temporarily take on a more solid form.

DC 20: Trolls do not normally become ghost trolls when they are killed. Only powerful magic and necromantic rituals can turn a troll into a ghost troll, and such effects work even on trolls long dead or those that are still alive.

Ghost Troll Devourer		Level 13 Lurker
Large shadow humanoid XP 800		
Initiative +14	Senses Perception +14	
HP 82; Bloodied 41		
AC 27; Fortitude 27, Reflex 24, Will 23		
Immune disease, poison; Resist insubstantial (MM page 282)		
Corporealize If a ghost troll takes acid, fire, or radiant damage, it loses the insubstantial quality until the end of its next turn.		
Speed fly 7 (hover); phasing (MM page 282)		
⊕ Spirit Bite (standard; at-will) ◆ Necrotic		
Reach 2; +18 vs. Fortitude; 1d8 + 5 damage, and ongoing 5 necrotic damage (save ends).		
Frenzied Jaws (free, when the ghost troll's attack bloodies an enemy; at-will)		
The ghost troll recharges <i>entrapping jaws</i> .		
⊖ Entrapping Jaws (standard; recharge ☞☞☞☞☞☞☞☞☞☞)		
+20 vs. AC; 2d6 + 7 damage, plus the target is restrained (save ends) and the ghost troll devourer gains +2 to all defenses. The restrained condition and defense bonus end automatically when the ghost troll is no longer adjacent to the target.		
Alignment Chaotic evil	Languages Giant	
Str 20 (+11)	Dex 18 (+10)	Wis 16 (+9)
Con 25 (+13)	Int 5 (+3)	Cha 11 (+6)

GHOST TROLL DEVOURER TACTICS

A ghost troll devourer phases into the thick of combat, using its *entrapping jaws* on foes that move adjacent to it.

Ice trolls can be found in the frozen north, the Frostfell, and anywhere that supernatural cold persists, including many dungeons and dungeon settings. Skilled armorers and weaponsmiths among the ice trolls provide deadly weapons which these trolls employ in combat.

Ice Troll		Level 10 Soldier
Large natural humanoid XP 500		
Initiative +9	Senses Perception +15	
Emanating Cold aura 1; any enemy that starts its turn in the aura is slowed by the numbing cold until the start of its next turn.		
HP 109; Bloodied 54; see also <i>troll healing</i>		
Regeneration 10 (if the troll takes acid or fire damage, regeneration does not function until the end of its next turn)		
AC 26; Fortitude 23, Reflex 19, Will 17		
Speed 8		
⊕ Maul (standard; at-will) • Weapon		
Reach 2; +17 vs. AC; 2d6 + 6 damage.		
⊖ Frenzied Strike (free, when the troll's attack bloodies an enemy; at-will)		
The troll makes a maul attack.		
Troll Healing ◆ Healing		
If the troll is reduced to 0 hit points by an attack that does not deal acid or fire damage, it rises on its next turn (as a move action) with 10 hit points.		
Alignment Chaotic evil	Languages Giant	
Skills Athletics +16, Endurance +15		
Str 22 (+11)	Dex 15 (+7)	Wis 10 (+5)
Con 21 (+10)	Int 9 (+4)	Cha 8 (+4)
Equipment scalemail, maul		

ICE TROLL TACTICS

An ice troll wades into combat, confident in its armor and weapons, and its skill with each. It also knows full well the effect its aura has on creatures not accustomed to supernatural cold, and it tries to position itself to keep its enemies slowed and locked down so that it can pound on them with its powerful maul.

Troll vinespeakers are effectively the shamans of the troll communities. They can only be found among the largest troll packs and warbands. They often adorn themselves in mantles made of thorny vines that hang like drapes upon their massive forms, covering them from head to foot.



Troll Vinespeaker		Level 14 Controller
Large natural humanoid		XP 1,000
Initiative +10	Senses Perception +13	
HP 142; Bloodied 71; see also <i>troll healing</i>		
Regeneration 10 (if the troll takes acid or fire damage, regeneration does not function until the end of its next turn)		
AC 28; Fortitude 26, Reflex 23, Will 21		
Speed 8		
⊕ Claw (standard; at-will)		
Reach 2; +19 vs. AC; 2d6 + 7 damage.		
⊕ Frenzied Strike (free, when the troll's attack bloodies an enemy; at-will)		
The troll makes a claw attack.		
⊖ Ray of Thorns (standard; at-will)		
Ranged 10; +18 vs. Reflex; 2d8 + 6 damage.		
✦ Thorny Burst (standard; at-will) ✦ Conjuration, Zone		
Area burst 1 within 10; +18 vs. Reflex; 1d10 + 6 damage and the target is immobilized (save ends). This attack's area becomes a zone of difficult terrain until the end of the encounter. Any creature that enters or starts its turn in the zone takes 1d8 damage.		
⊖ Chant of Power (standard; encounter) ✦ Healing		
Close burst 5; allies in the burst gain 10 temporary hit points and a +4 bonus to damage while the temporary hit points remain.		
Troll Healing ✦ Healing		
If the troll is reduced to 0 hit points by an attack that does not deal acid or fire damage, it rises on its next turn (as a move action) with 10 hit points.		
Alignment Chaotic evil	Languages Common, Giant	
Skills Athletics +16, Endurance +15		
Str 18 (+11)	Dex 16 (+10)	Wis 12 (+8)
Con 22 (+13)	Int 16 (+10)	Cha 10 (+7)
Equipment mantle of thorny vines, gnarled staff		

ENCOUNTER GROUPS

Ghost trolls are often encountered under the control of powerful undead or shadow creatures. The other trolls usually work with others of their own kind, though brief alliances are often entered into for specific purposes.

Level 13 Encounter (XP 4,000)

- ◆ 2 ghost troll renders (level 13 brute)
- ◆ 1 ghost troll devourer (level 13 lurker)
- ◆ 1 mummy lord (level 13 elite controller)

Level 13 Encounter (XP 4,200)

- ◆ 2 ghost troll renders (level 13 brute)
- ◆ 2 ghost troll devourer (level 13 lurker)
- ◆ 1 troll vinespeaker (level 14 controller)

Level 14 Encounter (XP 5,400)

- ◆ 6 ice trolls (level 10 soldier)
- ◆ 1 troll vinespeaker (level 14 controller)
- ◆ 2 briar hags (level 12 controller)

Level 16 Encounter (XP 7,000)

- ◆ 1 treant (level 16 elite controller)
- ◆ 1 troll vinespeaker (level 14 controller)
- ◆ 2 war trolls (level 14 soldier)
- ◆ 3 trolls (level 9 brute)

WILL-O'-WISP

Will-o'-wisps are malicious creatures that feed on the powerful emotions associated with fear, horror, and death. A will-o'-wisp appears as a ball of luminous gas 1 to 2 feet in diameter, and its physical form has a spongy, almost liquid consistency. It glows with a blue-white, green, or purple light (bright or dim 5, as it chooses) that crackles and sparks. A wisp speaks in a high, buzzing voice by vibrating its body at different frequencies.

Will-o'-Wisp		Level 10 Lurker
Small fey magical beast		XP 500
Initiative +15	Senses Perception +11; low-light vision	
HP 57; Bloodied 28		
AC 22; Fortitude 19, Reflex 24, Will 22		
Resist insubstantial (MM page 282)		
Speed fly 6 (hover; maximum altitude 2 squares)		
⊕ Glimmer Wisp (standard; at-will) ◆ Radiant		
Reach 2; +13 vs. Reflex; 2d6 + 6 radiant damage.		
↓ Life Drain (standard; encounter) ◆ Healing, Psychic		
Reach 3; bloodied target only; +12 vs. Fortitude; 2d8 + 3 psychic damage, the target is weakened (save ends), and the wisp regains 14 hit points.		
↖ Luring Glow (standard; sustain minor; at-will)		
Close burst 20; blind creatures are immune; one target in the burst; +13 vs. Will; the target is pulled 3 squares and dazed (save ends).		
Blink Out (immediate interrupt when missed by an attack; at-will) ◆ Teleportation		
The will-o'-wisp teleports 5 squares and extinguishes its <i>fey light</i> .		
Fey Light (free; at-will)		
A will-o'-wisp can give off light as a torch or extinguish this light. Fey light must be on for the will-o'-wisp to make any attack. When darkened, the will-o'-wisp has concealment and can make a Stealth check to remain unnoticed.		
Alignment Evil	Languages Elven	
Skills Stealth +16		
Str 4 (+2)	Dex 22 (+11)	Wis 12 (+6)
Con 13 (+6)	Int 8 (+4)	Cha 18 (+9)

WILL-O'-WISP TACTICS

A will-o'-wisp prefers prey distracted by other dangers, such as terrain hazards or another battle. It illuminates its *fey light* when it wishes to be seen, or to draw prey into danger with *luring glow*. In battle, it relies on *glimmer wisp*. As soon as it is aware of bloodied prey, though, it closes to employ *life drain*. If it can, it douses its *fey light* and uses Stealth to move close enough to the bloodied target to attack with combat advantage.

WILL-O'-WISP LORE

A character knows the following information about will-o'-wisps with a successful Arcana check:

DC 15: Will-o'-wisps lurk near hazardous terrain or the lairs of powerful monsters, attempting to lead unwary travelers into danger. Such monsters willingly accept the presence of the wisps, counting on them to lure easy meals within reach.

DC 20: Wisps sometimes follow adventurers into dangerous areas, entering the fray once potential targets have already taken damage.

ENCOUNTER GROUPS

Will-o'-wisps prefer to haunt swamps and marshes, where fog and burning swamp gas offers them plenty of opportunities to hide.

Level 10 Encounter (XP 2,500)

- ◆ 2 will-o'-wisps (level 10 lurker)
- ◆ 1 bog hag (level 10 skirmisher)
- ◆ 1 feymire crocodile (level 10 elite soldier)

Level 12 Encounter (XP 3,800)

- ◆ 2 will-o'-wisps (level 10 lurker)
- ◆ 4 trolls (level 9 brute)
- ◆ 1 stormrage shambler (level 11 elite controller)



MAGIC ITEMS

The following new items appear as treasure in this adventure. Four are regular magic items suitable for general use in your campaign. Three items—*Sunwrath*, *Moran's Eye*, and the *Stone Cauldron*—are specific to this adventure and fully detailed below.

Eladrin Ring of Passage

Level 14

This mithral ring enhances your teleportation abilities.

Item Slot: Ring 21,000 gp

Property: When you teleport, increase the distance of your teleport by 1. If you are an eladrin, increase the distance of your teleport by 2.

Power (Daily ♦ Teleportation): Move Action. You teleport 6 squares (not including additional distance gained from this item's property).

If you have reached at least one milestone today, you do not need line of sight for this teleport. However, if you attempt to teleport to an occupied space, this power fails to function and is expended.

Life Force Amulet

Level 17+

This beautifully crafted amulet of fomorian make uses the life force of your slain foes to heal your allies.

Lvl 17 +4 65,000 gp Lvl 27 +6 1,625,000 gp

Lvl 22 +5 325,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: The first time each day that you reduce an enemy to 0 hit points, increase the healing provided by the next use of this item's power by 4 points.

Power (Daily ♦ Healing): Minor Action. Target creature within 5 squares of you regains 20 hit points.

Level 22: The target regains 30 hit points.

Level 27: The target regains 40 hit points.

Mordant Weapon

Level 8+

Tempered in the black blood of a mordant hydra, the etched steel of this weapon strikes with bitter fury.

Lvl 8 +2 3,400 gp Lvl 23 +5 425,000 gp

Lvl 13 +3 17,000 gp Lvl 28 +6 2,125,000 gp

Lvl 18 +4 85,000 gp

Weapon: Heavy Blade, Light Blade, Spear

Enhancement: Attack rolls and damage rolls

Critical: +1d6 acid damage per plus

Power (At-Will ♦ Acid, Poison): Free Action. All damage dealt by this weapon is acid damage and poison damage. Another free action returns the damage to normal.

Power (Daily ♦ Acid, Poison): Standard Action. Close blast 3; Strength vs. Fortitude; 2d8 + Strength modifier poison and acid damage.

Level 13: 3d8 damage.

Level 23: 4d8 damage.

Torc of Fortune

Level 14+

This large silver hoop of eladrin make is worn around the neck. It is decorated with a fine pattern resembling dragon scales.

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

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: You can shift 2 when you succeed on a saving throw on your turn.

Power (Daily): Free Action. Add 2 to the result of a d20 roll you just made. Use the new result.

SUNWRATH

The ancestral sword of the ruling family of the barony of Therund, *Sunwrath* was wielded by Etheran when he entered the Trollhaunt to face Skalmad. When he and his allies were defeated, the sword was taken by the troll king and hidden away in his secret treasure hoard in the Feywild.

Sunwrath (+3)

Level 12

The glistening silver-white metal of this blade is inscribed with flowing arabesques. Its hilt is adorned with gold, with a ruby set in the middle of the handguard.

Weapon: Longsword 13,000 gp

Enhancement: Attack rolls and damage rolls

Critical: +3d6 fire and radiant damage

Property: The wielder of *Sunwrath* instinctively knows in which direction the barony of Therund lies.

Power (Encounter ♦ Fire): Minor Action. All damage dealt by this weapon is fire and radiant damage until the end of your current turn.

SUNWRATH LORE

A character knows the following information about *Sunwrath* with a successful History check.

DC 20: *Sunwrath* has been the heirloom sword of Therund's barons for six generations. Each baron who wore the blade has carried it into battle at least once, and the flag of the Baron's Guard is emblazoned with *Sunwrath's* image.

DC 25: *Sunwrath* was forged by artisans of the dwarf kingdom of Zormundar for Lady Kandra. The blade was crafted in the human style as a symbol of the strong alliance of both peoples.

MORAN'S EYE

Moran's Eye is a magic orb that confers several powers on its possessor. Though the *Eye* can be used as a wizard's implement, it is designed to confer its powers on a creature large enough to fit it into an empty eye socket.

Moran's Eye

Level 14

This sphere of translucent orange crystal is 6 inches in diameter and warm to the touch. One side of the orb features a gold-flecked disk split by a vertical black slash, like a cat's eye.

Lvl 14 +3 21,000 gp

Implement (Orb) or Wondrous Item

Enhancement: Attack rolls and damage rolls

Critical: +3d6 damage

Property: You gain a +5 bonus to Arcana checks as long as you have the *Eye* in your possession.

Power (Daily ♦ Arcane, Implement): *Smoldering Eye*.

Standard Action. Close blast 5; Intelligence vs. Reflex; target takes ongoing 10 fire damage and a -2 penalty to attack rolls (save ends both).

Power (Encounter ♦ Arcane, Implement): *Baleful Eye*. Minor

Action. Ranged 10; Intelligence vs. Will; the target is slowed and cannot teleport (save ends both). The effect ends if the wielder uses *baleful eye* on another creature.

Ritual of Retrieval: The wielder of *Moran's Eye* can perform a unique ritual (see below).

Special: A humanoid of Large size can fit the orb into an empty eye socket. When worn in this fashion, *Moran's Eye* functions as a wondrous item and its powers change as follows.

Baleful Eye: At-will; Constitution vs. Will.

Smoldering Eye: Encounter; Constitution vs. Reflex; using the power deals 10 psychic damage to the wearer.

MORAN'S EYE LORE

A character knows the following information about *Moran's Eye* with a successful Arcana or History check.

DC 20: The ancient fomorian king Moran was known for his pursuit of fell magic. He transformed his evil eye into a crystal vessel filled with fire. He then crafted several lesser eyes of similar design, naming them *Moran's Eyes* and giving them to powerful monsters in exchange for fealty. The *Eye* worn by Skalmad is one of these.

DC 25: The troll king Vard, founder of the realm of Vardar, wielded one of *Moran's Eyes*, using it to dominate his violent subjects. When Vardar was sacked, Vard was killed in battle at Kadorhak, his body vanishing in a sheet of orange flame. The forces of good assumed he had been incinerated, but the power of *Moran's Eye* carried his body back to the Great Warren. Troll shamans later interred Vard's remains and the *Eye* in a great barrow hidden in the Trollhaunt.



RITUAL OF RETRIEVAL

You attune a specific location to your own life energy—creating a place of sanctuary for your body after death.

Level: 14

Category: Teleportation

Time: 10 minutes

Duration: Special

Component Cost: 250 gp

Market Price: Unique

Key Skill: Arcana

Check: Arcana

You perform this ritual at a specific safe location, attuning the site so that your body returns to it if you are killed. On the first round after you die, your body and all your possessions burn away to ash, reforming (still dead) in the locale you attune with this ritual. If the attuned location has been destroyed or altered in a way that prevents your body's return, the ritual fails.

Your Arcana check determines how long your retrieval site remains attuned.

Arcana Check Result	
19 or lower	1 week
20-29	1 month
30-39	1 year
40 or higher	Permanent

THE STONE CAULDRON

Created by the fomorians in ancient times, the *Stone Cauldron* harnesses the power of a natural spring of magic water bubbling up from deep within the earth. The *Cauldron* is built of slabs of black stone arrayed in a cylinder. The water that fills it glows and pulses with an eerie blue light.

The power of the *Stone Cauldron* creates a trap for foes who attempt to approach it. Those who submit to the *Cauldron*'s power can use it to perform a ritual that returns dead creatures to a ghostly reflection of life. (This adventure assumes that the adventurers have no interest in doing so. If they do, you should impose restrictions or further prerequisites on the ritual.)

Stone Cauldron	Level 14 Controller
Trap	XP 1,000
<i>As you approach it, the blue light shining forth from the Stone Cauldron begins to pulse.</i>	
Trap: The area within 10 squares of the <i>Cauldron</i> is protected by its magical power.	
Perception No check is required to see the <i>Cauldron</i> .	
Additional Skill: Arcana ◆ DC 22: The character deduces the effect of the magical field protecting the <i>Cauldron</i> .	
Initiative +6	
Trigger The trap rolls initiative when an enemy moves within 10 squares of it.	
Attack	
Standard Action Ranged 10	
Target: The enemy closest to the <i>Cauldron</i> .	
Attack: +18 vs. Will	
Hit: 6d6 psychic damage and the target is pushed 3 squares.	
Miss: The trap targets the next-nearest creature. Do not repeat the attack if the second attack misses.	
Trigger Immediate Interrupt	
When a creature teleports to a destination within 10 squares of the <i>Cauldron</i> , the creature instead arrives in an empty square within 2 squares of its intended destination.	
Countermeasure	
◆ The <i>Cauldron</i> is destroyed if <i>Moran's Eye</i> is thrown into it, or if the ritual of <i>Alleshandros</i> (page 49 in <i>Adventure Book Two</i>) is performed within 15 squares of it.	

STONE CAULDRON LORE

A character knows the following about the *Stone Cauldron* with a successful Arcana or History check.

DC 25: The *Stone Cauldron* was created long ago by the fomorians. It is protected by arcane defenses and is said to have power over life and death.

DC 30: The *Cauldron*'s magic is not contained wholly within itself. Rather, it is a vessel built to contain the waters of a mysterious magic spring. Its power fuels a ritual capable of returning the dead to life—even those beyond the reach of *raise dead*. Those raised return as shades of their former selves under the control of the one who raised them.

CAULDRON'S REBIRTH

You bring a creature's soul back from the dead against the laws of nature and the will of the gods. Your subject is raised as a ghostly shell of its former self.

Level: 15

Category: Restoration

Time: 3 hours

Duration: Special

Component Cost: 500 gp

Market Price: 1,000 gp

Key Skill: Heal

This ritual must be performed within 15 squares of the *Stone Cauldron*. You must know the name of the creature, and it must have been 15th level or lower when it died. The subject returns to life as a ghostly reflection of its former self. The subject is freed of any temporary conditions it suffered at death, but any permanent conditions remain.

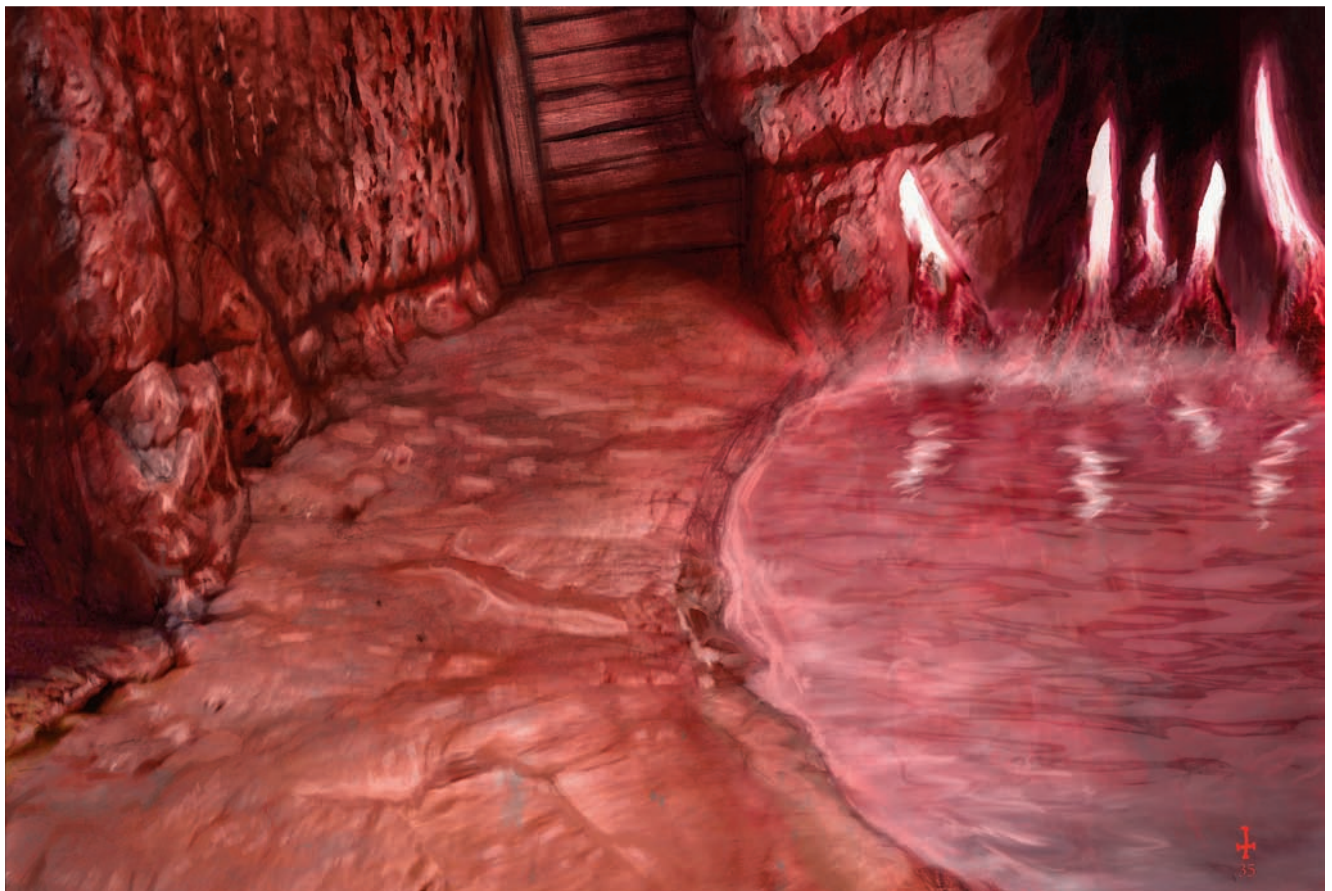
The subject of the ritual becomes insubstantial and gains phasing (*MM* page 282). If the creature takes radiant damage or damage to which it is vulnerable, it loses the insubstantial quality until the end of its next turn. The creature is open to suggestion and follows your commands (treat it as dominated).

As with a *Raise Dead* ritual, the subject's soul must be free and willing to return to life. Though some magical effects that trap the soul can prevent this ritual from working, the gods cannot prevent a soul from being restored by *Cauldron's Rebirth*. If the subject is not willing to return, you discern this before completing the ritual and do not expend its component cost.





View of Moonstair



View of Trollmaw



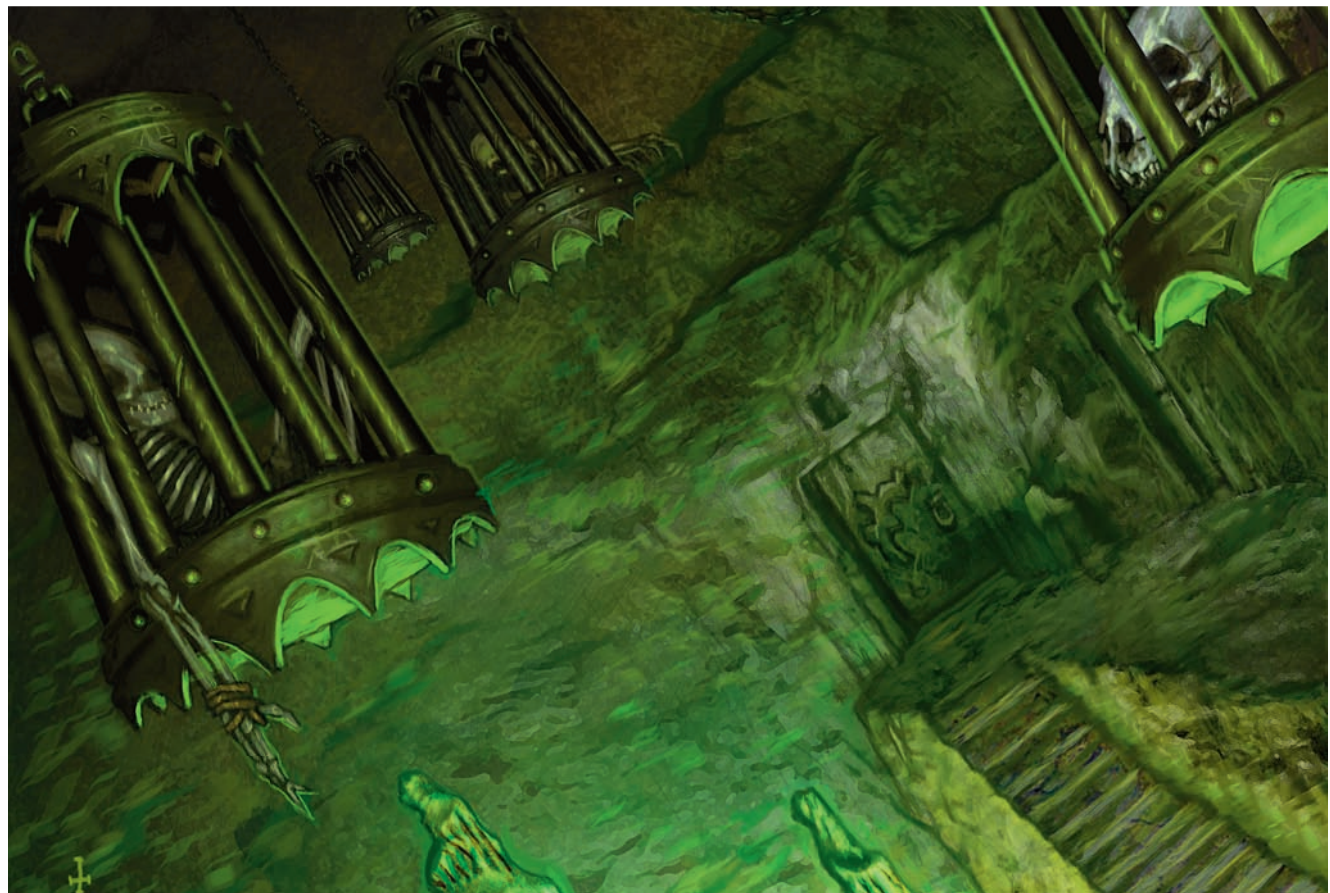
View of Mound of Skulls



View of Wrath of Skalmad



View of Grell Nest



View of the Iron Cages



View of Throne Cavern



View of the Tentacle Attack

MIKE SCHLEY/WARREN MAHY



View of Death from Above



View of the Feywild Gate

BEN WOOTTEN/MIKE SCHLEY



View of the Fomorian Outpost



View of the Stone Cauldron

Brave and honorable Baron Verenon,

I truly regret that I must send you a multitude of terrible news. May I state in advance my sympathies, and tell you that I, too, am aggrieved by the dreadful events that seem to never stop in these times.

Firstly, I must inform you that your son, Etheran, fell in battle against the trolls. He fought bravely to protect the people of Moonstair, making several expeditions into the Trollhaunt and slaying many of the beasts, but he was defeated before he could find the Troll King. A troll warrior delivered to our town a token proving your son is dead, and declaring the intentions of Skalmad and his "kingdom," which he calls Vardar.

Regrettably, your ancestral sword was lost as well. We believe it to now be a trophy of the Troll King.

The trolls seem to be even more set on destroying our town, and we believe they will attack quite soon. I am grateful for your help so far, but times are desperate, and I humbly request troops to defend us. The eladrins of Celduilon have pledged to send aid as soon as they can, but they need time. Even if you send help immediately, I fear our town will be destroyed before any help arrives.

May the gods favor us and this letter reach you in time. I hope this is not the last you hear from the people of Moonstair.

Kelana Dhoram,
mayor of Moonstair

ADVENTURE BOOK TWO



KING OF THE TROLLHAUNT WARRENS™

STOP!

Make sure you start with the material in *Adventure Book One* before using the material in this book,

TROUBLE IN MOONSTAIR

After the adventurers defeat the trolls in Encounter 1: The Messenger (page 12 in *Adventure Book One*), it takes an hour to reach the town of Moonstair.

Allow the adventurers time to explore the town, talk to the people, and pick up an adventure hook or two (if you haven't already provided them with any).

The rest of this book presents the major adventuring areas of the Trollhaunt Warrens, as well as the final encounters in the Feywild, presented in the most likely order that the adventurers will come across them.

EXPLORING MOONSTAIR

If the adventurers ask to speak to someone in charge, the townsfolk quickly take them to see the mayor.

Even if the adventurers try to keep a low profile, word of their arrival soon spreads, as does news of the courier's death. (If the adventurers don't make that information known, a trader passed by the site of the battle not long after they did.) Within an hour of their arrival, a messenger seeks out the PCs, requesting their presence at the keep.

Show the players the illustration on page 26 of *Adventure Book One*. When the adventurers arrive at the keep, read:

A tall female half-elf with gray-streaked hair waits in the main hall of the keep. She wears a plainly embroidered blue dress and a silver chain of office. "Welcome, travelers," she says. "I am Kelana Dhoram, mayor of Moonstair."

As you play out the mayor's conversation with the PCs, make sure you touch on the following important points:

- ◆ Kelana is horrified to learn that Perrol the messenger was killed, and she asks the adventurers to tell the story of their encounter on the road.
- ◆ The mayor summarizes the situation in Moonstair. See "Background," page 3 of *Adventure Book One*.
- ◆ Kelana implores the adventurers to carry on against the trolls in Etheran's place, and to put an end to Skalmad's threat.
- ◆ If the adventurers are reluctant to get involved, she points out that Baron Perenon will no doubt be grateful to whoever recovers Etheran's sword. She is also willing to offer a reward of 2,500 gp for Skalmad's defeat, although this is a heavy price for the folk of Moonstair to bear.

In response to specific questions, Kelana replies with the following:

Q: Wouldn't it be better for us to return to Therund for more help?

"Even if Baron Perenon was to send help immediately upon your arrival, it would likely come to Moonstair too late. The trolls are set to move against us at any time."

Q: Who is Skalmad?

"Skalmad is a powerful troll chieftain who claims to have arcane powers. Some who have ventured into the Trollhaunt report that the creatures of that realm speak of Skalmad having a magic eye."

Q: Where do we start?

"Skalmad is said to lair in the Great Warren, near the heart of the Trollhaunt. Only one of Etheran's companions returned from the foray into the Trollhaunt—the dragonborn Bax. Speak with him at the Cloudwatch Inn before you go."

QUESTS

The defense of Moonstair and the overthrow of Skalmad require the adventurers to undertake two different major quests.

HOOK: DEATH OF THE TROLL KING

Skalmad's power threatens not only Moonstair but all of the land beyond, including the barony of Therund. However, without their leader and his mystical power, the creatures of the Trollhaunt will no longer pose a threat. The adventurers must kill the troll king (more than once) and destroy the *Stone Cauldron* to end his evil reign.

Quest XP: 4,000 XP (major quest).

HOOK: RECOVER SUNWRATH

For generations, the sword *Sunwrath* has been an heirloom of the ruling house of Therund. By returning the blade to Baron Perenon, the adventurers can restore this symbol of courage and inspire hope among the people of the barony.

Quest XP: 3,000 XP (major quest).

DEVELOPMENT

When the adventurers have finished talking with Kelana, allow them to explore the town and rest up. If they delay too long, have a vanguard group of Skalmad's forces attack or infiltrate the town to get the party moving. Adapt one of the "After the Moonstair Raid" encounters for this (page 11 of *Adventure Book One*).

When the adventurers are ready, continue with "Into the Trollhaunt" on the next page.

ENCOUNTER T1: INTO THE TROLLHAUNT

Encounter Level 10 (2,500 XP)

Before the adventurers can take the fight to Skalmad, they must locate the troll king's stronghold, the Great Warren. Within these hidden caverns, troll shamans of ancient Vardar once worked their curses and rituals. Although the remnants of Vardar's ancient cities can be found throughout the bogs and hills of the Trollhaunt, the Great Warren's location remains a closely guarded secret. Trappers, hunters, and woodcutters from Moonstair sometimes venture into the outlying portions of the Trollhaunt. They know that the Great Warren is said to lie in a region of hills, but not even these adventurous souls know its exact location or direction.

When the adventurers venture into the Trollhaunt, read:

An ancient stone road leads east from Moonstair through dense, damp woodlands that soon give way to stretches of fog-shrouded marsh. This is the Trollhaunt, a region of bogs, thickets, and low forested ridges that runs for miles. An hour's march east of Moonstair, the old road gives out, disappearing into a great bog. Faint footpaths lead off to either side, but you soon find yourself in a maze of sluggish streams, meandering trails, and impenetrable brush.

The Great Warren lies some 25 miles from Moonstair—a day and a half on foot for those who know the way across the Trollhaunt's formidable terrain. How long it takes the adventurers to make the journey is another story.

TRAVERSING THE TROLLHAUNT

The following skill challenge sees the adventurers through the difficult trek across the Trollhaunt in search of the Great Warren. The skill challenge can be broken up with combat encounters. See "Additional Encounters," page 10 of *Adventure Book One*, for more information.

Setup: The Trollhaunt is a great, mist-wreathed wilderness of marshes, hills, and dense forests. Countless small tracks, trails, streams, and gullies crisscross the area, making it no simple matter to find the Great Warren where Skalmad makes his lair. You must use your knowledge and skills to find the path to the Great Warren.

Level: 10 (XP 1,000).

Complexity: 2 (6 successes before 3 failures).

Primary Skills: Endurance, Nature, Perception.

Endurance (DC 16): The adventurers keep at their search long after others would give up, covering an amazing amount of territory.

This is a group check. One character acts as lead, the others make checks to aid that character. Each ally that

gets a result of 10 or higher provides a +2 bonus to the lead character's check (which counts as the check to determine a success or a failure).

This skill can be used to gain 2 successes in this challenge (but see History, below).

Nature (DC 21): By reading the land, the adventurer determines the direction of the higher ground where the Great Warren supposedly lies. A success moves the party in the right direction and counts as a success toward the completion of the challenge. A failure sends the party in the wrong direction and counts as a failure toward the completion of the challenge.

Perception (DC 21): The adventurer finds a good vantage point to study the surroundings. This enables the PC to choose the true paths from among false trails and dead ends. A success or failure count toward the completion of this challenge.

Secondary Skills: History, Nature.

History (DC 21): The adventurer's recollection of old maps and recognition of local landmarks keeps the party on the right track. The use of this skill does not count as a success or failure toward the completion of this challenge. Instead, a success gained with a History check allows the PCs to add another success using a group Endurance check. So, a History success increases the number of Endurance successes that can be applied to this challenge from 2 to 3.

Nature (DC 16): The adventurer discerns the tracks of a troll warband along the paths the party is following, and is able to stay on the monsters' trail. This doesn't provide a success toward completion of the challenge, but instead provides a +2 bonus to the next skill check made as part of this challenge.

A failed check doesn't count as a failure toward the completion of this challenge. Instead, the party wastes precious time following a false trail. The next skill check made as part of this challenge takes a -2 penalty.

Success: The PCs discover the winding track that leads toward the low hills where the Great Warren is hidden. Continue with "The Great Warren" on page 6.

Failure: The PCs become hopelessly lost, losing 1 healing surge each to fatigue. Tired, hungry, and lost in the deepening twilight, the adventurers wander into Encounter T2: Lights in the Night. Go on to the next page.

Special: If the PCs spoke to Bax before leaving Moonstair, they gain a +2 bonus on all checks made in this skill challenge.

ENCOUNTER T2: LIGHTS IN THE NIGHT

Encounter Level 11 (3,000 XP)

3 chuuls (C)
3 will-o'-wisps (W)

SETUP

If the adventurers fail to locate the Great Warren using the skill challenge of exploring the wilderness, they find themselves in a dangerous stretch of swampland as twilight begins to fall. Even if the adventurers successfully complete the skill challenge, you can use this as an additional encounter as they move closer to the Great Warren.

As the adventurers approach this stretch of swamp, read:

The footpath here meanders through bogs and thickets until it eventually draws close to deeper bodies of dark, still water. Lights bounce in the darkness ahead, as though three torches or lanterns are being carried through the bog.

The will-o'-wisps start out on the map as shown, visible as the adventurers approach. The chuul start this encounter hidden beneath the lake. They don't emerge until the adventurers move close to investigate the lights or a battle begins.

Perception Check

DC 21: *You notice ripples in the dark water, as though something large is moving beneath the otherwise still surface.*

3 Chuuls (C)	Level 10 Soldier
Large aberrant magical beast (aquatic)	XP 500 each
Initiative +10	Senses Perception +9; darkvision
HP 109; Bloodied 54	
AC 27; Fortitude 26, Reflex 20, Will 21	
Speed 6, swim 6	
⊕ Claw (standard; at-will)	
Reach 2; +17 vs. AC; 1d6 + 6 damage, or 3d6 + 6 damage against an immobilized creature.	
⊕ Double Attack (standard; at-will) ⊕ Poison	
The chuul makes two claw attacks. If both claw attacks hit a single target, the chuul makes a secondary attack against the same target with its tentacles. Secondary Attack: +14 vs. Fortitude; the target is immobilized (save ends).	
Tentacle Net ⊕ Poison	
A creature hit by a chuul's opportunity attack is immobilized until the end of the chuul's next turn.	
Alignment Unaligned	Languages Deep Speech
Str 22 (+11)	Dex 16 (+8) Wis 18 (+9)
Con 21 (+10)	Int 4 (+2) Cha 14 (+7)

3 Will-o'-Wisps (W)	Level 10 Lurker
Small fey magical beast	XP 500 each
Initiative +15	Senses Perception +11; low-light vision
HP 57; Bloodied 28	
AC 22; Fortitude 19, Reflex 24, Will 22	
Resist insubstantial (MM page 282)	
Speed fly 6 (hover; maximum altitude 2 squares)	
⊕ Glimmer Wisp (standard; at-will) ⊕ Radiant	
Reach 2; +13 vs. Reflex; 2d6 + 6 radiant damage.	
⊕ Life Drain (standard; encounter) ⊕ Healing, Psychic	
Reach 3; bloodied target only; +12 vs. Fortitude; 2d8 + 3 psychic damage, the target is weakened (save ends), and the wisp regains 14 hit points.	
← Luring Glow (standard; sustain minor; at-will)	
Close burst 20; blind creatures are immune; one target in the burst; +13 vs. Will; the target is pulled 3 squares and dazed (save ends).	
Blink Out (immediate interrupt when missed by an attack; at-will) ⊕ Teleportation	
The will-o'-wisp teleports 5 squares and extinguishes its fey light.	
Fey Light (free; at-will)	
A will-o'-wisp can give off light as a torch or extinguish this light. Fey light must be on for the will-o'-wisp to make any attack. When darkened, the will-o'-wisp has concealment and can make a Stealth check to remain unnoticed.	
Alignment Evil	Languages Elven
Skills Stealth +16	
Str 4 (+2)	Dex 22 (+11) Wis 12 (+6)
Con 13 (+6)	Int 8 (+4) Cha 18 (+9)

TACTICS

The will-o'-wisps start the encounter hovering in the darkness, hoping that the adventurers will move closer to investigate their fey light. At the first opportunity, each one uses luring glow to target a different adventurer and pull that adventurer closer. They sustain this effect each round until they gather the adventurers near them. After that, they flank with the chuul when possible, saving life drain until they have been bloodied by the adventurers. They employ blink out when an attack misses them so that they can gain combat advantage.

If a wisp is reduced to 16 hit points or fewer but the character it fights is not bloodied, it breaks off to life drain the closest bloodied creature (even one of the chuuls).

The chuuls are unsophisticated combatants, bursting from the water to attack the nearest targets. They wait until the will-o'-wisps pull opponents close before emerging from hiding, then use their double attack as often as possible. The chuuls prefer to focus on different targets, but they flank a single character if he or she is the only foe they can reach.

The chuuls, used to working in conjunction with the will-o'-wisps, know how to take advantage of the terrain and the powers of their strange allies. Because of the success they have known in the past, the chuuls have no concept of defeat. They fight to the death.

DEVELOPMENT

If the adventurers failed to locate the Great Warren in the previous skill challenge (Encounter T1: Into the Trollhaunt), a search of the surrounding bogs reveals the body of a troll scout lured to its death by the will-o'-wisps. The creature carried a crude map showing the route to the Great Warren. The map notes a secret knock (three long, three short) to gain admission through the main door. However, this signal is long out of date. If it is used in the Trollmaw (Encounter W1: The Trollmaw, page 10), the guards there pretend to admit the adventurers as allies, then attack at once.

FEATURES OF THE AREA

Illumination: Twilight (dim light).

Bogs: These areas of marsh and mud are difficult terrain (requiring 1 extra square of movement to enter).

Thickets: These areas of dense undergrowth provide concealment and are difficult terrain.

Trees: Squares containing trees are difficult terrain and provide concealment to anyone standing in them. A tree's trunk provides cover (-2 to attack rolls) to anyone standing adjacent to it.

Shallow Water: The shallow water adjacent to the shore is 5 feet deep and is difficult terrain. Characters in the water gain cover except against attacks from submerged enemies. Fighting in the water imposes a -2 penalty to attack rolls except with spears and crossbows.

Deep Water: Beyond the shallow shoreline, the water varies from 10 to 15 feet deep. Creatures in deep water must use the Athletics skill to move. Creatures in deep water gain cover except against attacks from submerged enemies. Fighting in the water imposes a -2 penalty to attack rolls except with spears and crossbows, and powers that have the fire keyword take a -2 penalty to attack rolls.

A creature that moves from an area of shallow water into a square of deep water hits a drop-off, ending its movement in that square unless it is already swimming.

Treasure: The body of the troll includes the map to the Great Warren, as well as a pouch containing three small gems worth a total of 500 gp.



ENCOUNTER T2: LIGHTS IN THE NIGHT

PART 1: THE GREAT WARREN

Skalmad's new realm of Vardar is centered in the Trollhaunt Warrens—a dozen or so dank caves and crumbling forts within a few miles of each other. The troll king's lair is the Great Warren, the largest and most defensible of these sites.

When the PCs reach the Great Warren, read:

In a dank mass of thickets among steep hills, you come across a half-sunken road of stone blocks. The road leads to a 20-foot-tall standing stone carved with poorly chiseled runes.

The ancient runes are in the Davek script. They read:

"This stone I raise to mark my kingdom. All that lies within fifty leagues of this spot belongs to me and those kings who come after me. You stand now in the land of Vard, first King of Vardar."

The road continues for another two hundred paces, following a sluggish stream. It ends at a large, heavily overgrown cave. The stream flows into the cave through jagged pillars of stone that resemble great fangs in a gigantic maw. A path on its left bank ends in darkness.

The path leads into the Trollmaw. Continue with Encounter W1: The Trollmaw on page 10 when the adventurers head inside.

DENIZENS OF THE GREAT WARREN

The long-abandoned Great Warren has been recently resettled by trolls, troglodytes, grimlocks, nothics, and other creatures under Skalmad's control. Additionally, the Great Warren is home to two monsters who have nothing to do with Skalmad and his so-called kingdom, but which have so far resisted all attempts to remove them. A black dragon and a roper both lair along the northernmost course of the stream that winds its way through the cavern complex.

The Great Warren is more a royal palace than a city. A few dozen monsters lair here permanently, but most of Skalmad's followers live in caves and camps throughout the Trollhaunt. If the adventurers make separate forays into the Great Warren, Skalmad's forces are replenished from these other settlements each time the PCs return.

INSIDE THE GREAT WARREN

Much of the Great Warren remains a ruin.

Walls and Floors: Most walls and floors in the Great Warren are unworked natural stone. In some places, fissures have been roughly widened to create passageways between caverns.

Illumination: Caverns in the Great Warren have no sources of light unless otherwise indicated in the tactical encounter descriptions.

Flooded Passages: Sluggish subterranean streams and dark lakes crisscross the Great Warren. These waterways form a second network of caverns that intersects the main tunnels. The water averages 5 feet deep, and ceilings in these areas are 10 feet high. See page 45 of the *Dungeon Master's Guide* for information on aquatic combat.

In several places, the gentle underground stream becomes a fast-moving waterfall. A character caught by the current must succeed on a DC 16 Athletics check or be swept over the falls. A character going over the falls takes 1d8 + 5 damage and is knocked prone. Climbing up a waterfall requires a DC 21 Athletics check.

Locations in the Great Warren include the following.

1. The Trollmaw (Encounter W1). A large gate blocks the path where it enters the caverns beyond. A squad of trolls and troglodytes stands guard here.

The gate is barred from within (Strength DC 26 to force it open). Fanglike pillars of stone obstruct the stream. Characters can squeeze through the pillars with a DC 16 Acrobatics check. Small characters gain a +4 bonus on the check.

THE RAID

At some point during the adventurers' exploration of the Great Warren, Skalmad directs his followers to attack Moonstair. This leads to Encounters R1-R5 in the "Raid on Moonstair" section of this book (see pages 37-47). The raid should take place before the adventurers finish the Great Warren, with the party retreating to defend Moonstair, then returning to finish off this part of the adventure.

Choose one of the following triggers for the raid.

The Wrath of Skalmad. After the PCs finish Encounter W6 or W7, run the "The Wrath of Skalmad" interlude (page 22). Before he falls, the troll boasts that his army is marching to destroy Moonstair.

The Adventurers return to Moonstair. The adventurers might decide to go back to town to rest up, to consult the eladrin Rualiss on something they have learned, or to have a slain party member raised. If they do, the raiding forces follow them, attacking the next day.

Sending: If nothing else seems likely to get the adventurers to leave before the Great Warren is totally cleaned out, the eladrin Rualiss contacts the party by means of a Sending ritual. He tells the adventurers that a large force of monsters is heading toward the town, and begs them to return immediately to help defend Moonstair.

2. Bridges. Each of these bridges is constructed from a tree trunk planed flat on its upper surface. The ceiling above the stream is 15 feet high. The passage leading from Location 1 to Location 4 crosses 5 feet above the water, while the passage from Location 1 to Location 3 is 10 feet above the stream.

3. Marrowmaw Warrens (Encounter W2). This cavern once served as a kennel but it is now home to the Marrowmaw troglodyte tribe and a pair of Skalmad's nothic spies. The cave features a pair of fire pits and is littered with tools, bones, and other debris.

4. Mound of Skulls (Encounter W4). This cavern is the home of the old troll vinespeaker Norgg and his pet dire bear, both of whom watch over a grisly monument: a mound of hundreds of skulls heaped atop a ledge to the southeast. Humans, dwarves, orcs, ogres, trolls, and even the occasional dragon are represented in this macabre collection. The Marrowmaws gather here to kneel before the skulls, which they believe to be sacred to their deity Torog.

5. Curing Room. The Marrowmaws keep a smoky fire going in this room to cure fish and meat.

6. Hatchery. The Marrowmaws bury their eggs in the dry, sandy soil that covers the floor of this cavern.

7. Marrowmaw Chief Lair (Encounter W3). This is the main living area for the tribe. The walled-off area to the west is the chamber of Ssark, the tribe's chief.

8. Shaman's Cave. Kasszt, the Marrowmaw shaman, makes her home here. The chamber is dominated by great curtains of flowstone and magnificent stalactites. Dozens of mystic relics such as mummified frogs, bones, dried herbs, and crude stone figurines clutter wall niches here. Kasszt is in Location 3 when the adventurers first arrive.

9. Fungal Garden. Great luminous puffball fungi grow to a height of several feet in this cavern. The Marrowmaws harvest the fungi, fertilizing the garden with their dead. Decaying troglodyte corpses sprouting fungus lie scattered throughout the cavern.

10. Thrall Pit (Encounter W6). The trolls imprison their slaves in the walled-off shelter on the east side of the pit. Currently five captives, farmers from the lands around Moonstair captured in recent raids, are here.

11. Hidden Treasure. The entrance to this cave is almost submerged. In a rotting wooden coffer half buried in the back of the cave is a sack containing 250 gp and five tourmalines worth 50 gp each.

12. Bones of Stone. Seven troll skeletons stand trapped within the walls of this cavern. This was a hall of honor in ancient Vardar. The bones of champions were stripped clean and affixed here, to be mineralized over the years as moisture dripped down the cave walls.

13. Dragon's Den (Encounter W5). The black dragon Gloomfang makes its lair in this watery cavern. Gloomfang has lived here for years, and is no friend to the recently arrived Skalmad. The two have an uneasy truce, however, whereby the trolls and the dragon leave each other alone.

14. Rune-Carved Doors. A flight of stone steps leads up to a great set of stone double doors, carved with runes in Davek. They read:

"You enter the hall of Skalmad, King of Vardar, Scourge of the Trollhaunt, favored of Torog. None escape his Eye."

15. Foundry (Encounter W7). The troll smith Thurk forges weapons and armor in this chamber from bog iron.

16. Corkscrew Cave (Encounter W9). The floor of this cave climbs steeply to the east and doubles back to overlook itself.

17. Grell Nest (Encounter W8). This cavern houses a grell nest in an ancient shrine to Torog, god of the Underdark and favored deity of Vardar. The chamber is close to the surface, and thick curtains of tree roots break through the rough dirt ceiling.

18. Execution Chamber. Like the thrall pit, this cavern is the floor of a sinkhole. The surface is 30 feet above, with the sinkhole narrowing toward the top and dense vegetation obscuring the opening. In the center stands a large flat rock, its surface scored and stained. This was used for executions in the days of old Vardar.

19. Stone Houses. Crude walls divide this cavern into makeshift chambers. Drow emissaries (see Location 23 and Encounter W12) use the northwest chamber. They usually attend Skalmad, and so are seldom found here. The other chambers contain only dust.

20. Collecting Cavern (Encounter W10). Anything that falls into the water elsewhere in the Great Warren eventually passes through this cave as the stream flows into unknown depths. A roper lurks here, feeding on fish and the occasional body that drifts by.

21. Crow Cage Cavern (Encounter W11). Five ancient iron cages hang suspended from the ceiling.

22. Hags' Chamber. This small cave is the personal quarters of the hags Geala and Morsha. Shelves full of dried herbs, and powdered fungi line the walls.

23. Throne Cave (Encounter W12). Suffused with the magic of a Feywild portal, the throne cave of the Great Warren was a source of power for the kings of ancient Vardar. The portal is a great throne of purple crystal, filling the cavern with an eerie glow.

24. Skalmad's Den. Skalmad rarely rests, but when he does, he retires to this chamber and bolts the door. The troll king has a secret exit of sorts—the small passage to the northwest is blocked by a loose wall of rubble. The wall can be pushed through with a DC 18 Strength check. The wall leading out into the stream beyond can be pushed through in the same way.

Skalmad keeps a personal slave here to look after his belongings. Dethos is an elderly scribe from Moonstair. Skalmad keeps him alive because he can read and write Davek. He now provides the troll king with grand proclamations (despite the fact that few of Skalmad's followers can read). Skalmad normally chains Dethos up when he is sleeping or away, and the scribe is shackled to a bolt in the wall (DC 21 Thievery check to unlock) when the adventurers enter this area.

THE GREAT WARREN



- Gate
- Log bridge
- Torch
- Firepit
- Fungi patch
- Pitch seep
- Tree roots
- Cage
- Waterfall
- Rubble



1 square = 5 feet

SCM

ENCOUNTER W1: THE TROLLMAW

Encounter Level 11 (3,000 XP)

3 warren trolls (T)
3 Marrowmaw impalers (I)

SETUP

This encounter takes place in Location 1.

Although Skalmad is not terribly concerned about Moonstair or its allies, several other troll chieftains have tried to overthrow him since he took power. Because of this, he has ordered that the entrance to the Great Warren always be guarded.

When the adventurers arrive, show them the “View of the Trollmaw” illustration on page 26 of *Adventure Book One*, then read:

The end of the path is blocked by a sturdy gate of thick timbers anchored to the wall of the cave. To the right of the gate, the stream flows sluggishly through the fanglike stone pillars, disappearing into the darkness beyond. To the left, you can see a narrow window slit looking down on the approach to the cave mouth.

TALKING YOUR WAY IN

Skalmad’s hand-picked gatehouse guards are under orders to deny all access to the Great Warren. However, fast-talking adventurers might be able to convince the trolls to let them in (“We’re here to beg mercy for Moonstair!”) or taunt them into enough of a rage that they emerge from the cavern and attack.

If the adventurers successfully talk the trolls into allowing them to come inside, the guards keep them in this area and send one of the troglodytes to fetch Skalmad. The remaining guards attack if the adventurers try to leave this room before Skalmad arrives. Skalmad shows up 20 minutes later.

The troll king is not so easily duped, and he attacks the moment he sees the party. Add the monsters in the Interlude 1: Wrath of Skalmad encounter (see page 22) to this initial combat. (It’ll be a tough fight, but the players asked for it.)

Even if the adventurers successfully defeat Skalmad at this early stage of the adventure, the creatures of the Great Warren remain unified. All understand and truly believe that the troll king can return from the dead.

Three trolls and three troglodytes guard the entrance to the Great Warren. They are ready for action at all times. One troglodyte watches at the window to the north, which offers a clear view of the area immediately outside the cave mouth. The troglodyte alerts the other guards if it sees the adventurers approaching. If the adventurers can slip inside the cavern without being seen by the troglodyte on watch, they gain surprise.

If the adventurers rush the gate, try to force the gate open, or attempt to enter the caves by way of the stream, the guardians fall back to wait for them. The monsters attack as soon as the adventurers enter the cave.

If the adventurers approach openly, hail the gate, or just knock on the door, read:

You hear muted voices speaking briefly in rasping snarls. A sliding panel in the gate opens. You see an immense troll with beady dark eyes looking out at you. “Stoopid hoomans. Wha choo wand?” it rumbles in broken Common.

If the adventurers make a serious attempt to talk their way into the Great Warren, refer to the accompanying sidebar for details. Otherwise, the troll at the gate tells the adventurers: “Flee stoopid hoomans! Runs away now, little stoopid hooman! Unless youse wanna be lunch! Not very filling, I betcha! Hahaha!”

TACTICS

The trolls happily engage in melee with any enemies entering the area. They are not afraid to wade into the stream to close with the adventurers.

The troglodytes hang back to let the trolls do most of the fighting. Two troglodytes take up positions on top of the ledge to throw javelins, while the troglodyte by the window slit creeps down the corridor to flank a PC engaged by one of the trolls.

If all the trolls are killed, the remaining troglodytes flee down the nearest passage. Whichever route they take, they use a standard action to shove the log bridge off the ledge after they cross. Surviving troglodytes join the creatures in Locations 3 or 4 (Encounters W2 or W3) and wait for the adventurers to arrive.

DEVELOPMENT

If the adventurers clear this area and then leave the Great Warren (including if they return to Moonstair in advance of the raid), the gate guards are replaced with three new warren trolls and a pair of nothic stalkers.

3 Warren Trolls (T) Large natural humanoid	Level 11 Brute XP 600 each
Initiative +8 Senses Perception +12	
HP 120; Bloodied 60; see also <i>troll healing</i>	
Regeneration 10 (if the troll takes acid or fire damage, regeneration does not function until the end of its next turn)	
AC 22; Fortitude 23, Reflex 20, Will 19	
Speed 8	
⊕ Claw (standard; at-will) Reach 2; +15 vs. AC; 2d6 + 7 damage; see also <i>frenzied strike</i> .	
⊕ Powerful Bite (standard; encounter) • Poison +15 vs. AC; 3d6 + 7 damage, plus ongoing 5 poison damage (save ends).	
‡ Frenzied Strike (free, when the troll's attack bloodies an enemy; at-will) The troll makes a claw attack.	
Troll Healing ♦ Healing If the troll is reduced to 0 hit points by an attack that does not deal acid or fire damage, it rises on its next turn (as a move action) with 10 hit points.	
Alignment Chaotic evil Languages Common, Giant	
Skills Athletics +16, Endurance +15	
Str 22 (+11)	Dex 16 (+8) Wis 14 (+7)
Con 20 (+10)	Int 5 (+2) Cha 10 (+5)

3 Marrowmaw Impalers (I) Medium natural humanoid (reptile), troglodyte	Level 9 Artillery XP 400 each
Initiative +6 Senses Perception +10; darkvision	
Troglodyte Stench aura 1; living enemies in the aura take a -2 penalty to attack rolls.	
HP 81; Bloodied 40	
AC 24; Fortitude 24, Reflex 21, Will 20	
Speed 5	
⊕ Spear (standard; at-will) ♦ Weapon +13 vs. AC; 1d8 + 5 damage.	
⊕ Claw (standard; at-will) +11 vs. AC; 1d4 + 5 damage.	
⤵ Javelin (standard; at-will) ♦ Weapon Ranged 10/20; +14 vs. AC; 1d6 + 5 damage.	
⤵ Impaling Shot (standard; recharge Ⓜ Ⓜ Ⓜ Ⓜ) ♦ Weapon Requires javelin; ranged 10; +14 vs. AC; 2d6 + 5 damage, and the troglodyte makes a secondary attack against the same target. Secondary Attack: +12 vs. Fortitude; the target is restrained (save ends).	
Alignment Chaotic evil Languages Common, Draconic	
Skills Athletics +13, Endurance +14	
Str 19 (+8)	Dex 14 (+6) Wis 13 (+5)
Con 21 (+9)	Int 7 (+2) Cha 9 (+3)
Equipment spear, quiver of 6 javelins	

FEATURES OF THE AREA

Illumination: Bright light. The trolls place torches in wall sconces when they are on guard duty. No daylight enters the cavern from outside.

Ceiling: The rough stone ceiling rises to a height of 25 feet.

Stream: The stream is 5 feet deep and is each stream square is considered to be difficult terrain for purposes

of movement. Characters in the water gain cover (-2 to attack rolls) except against attacks from submerged enemies. Fighting in the water imposes a -2 penalty to attack rolls except with spears and crossbows.

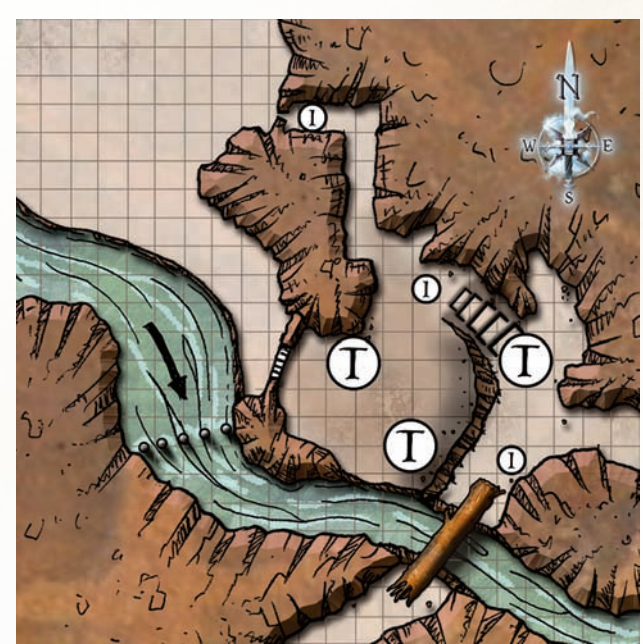
Natural Stone Pillars: These block movement along the stream. A character can squeeze through by using a move action and succeeding on a DC 16 Acrobatics check. Small characters gain a +4 bonus on the check. Large characters cannot squeeze between these pillars.

Escarpment: This steep slope rises to a ledge 10 feet above the floor. It can be scaled with a DC 15 Athletics check.

Log Bridge: A tree trunk has been planed flat on one side to fashion a working but slightly precarious bridge (Acrobatics DC 10 to cross). The bridge is 10 feet above the stream, at the same level as the ledge. The bridge can be pushed off the ledge and into the stream as a standard action.

Window Slit: The window slit offers superior cover (-5 to attack rolls) against attacks from outside. The guards cannot attack out of it, since they don't have suitable weapons to make such attacks.

Wooden Gate: The gate is hinged to swing out from the north side. A small sliding panel that opens from the inside allows line of sight but grants superior cover. The gate is secured by a heavy wooden bar (a minor action to lift from the inside). The barred gate can be wrenched open with a successful DC 26 Strength check, or its hinge pins can be slid free with a DC 21 Thievery check. The gate has AC 4, Fortitude 12, Reflex 4, and 40 hit points.



ENCOUNTER W2: MARROWMAW WARRENS

Encounter Level 11 (3,050 XP)

2 nothic stalkers (N)
3 Marrowmaw Maulers (M)
Kasszt, Marrowmaw curse chanter (K)

SETUP

This encounter takes place in Location 3.

In the days of ancient Vardar, this cavern was home to the trolls' monstrous pets. Now it is one of several caves inhabited by the Marrowmaw troglodyte tribe.

If the adventurers enter from the north, read:

The scent of wood smoke can't cover the foul stench that rises from this good-sized cavern. The space is divided into a number of smaller chambers by poorly stacked stone walls. Dim firelight flickers from somewhere ahead, the wall jogging sharply to the east. Beyond it, you can make out a stocky, reptilian creature apparently standing guard, a stone club in its clawed hands.

If the adventurers arrive through the door to the east or the door to the south, read:

The passageway ends at a large door of poorly fitted planks. The ruddy glow of firelight spills from underneath it, and a faint hint of wood smoke is obscured by an unpleasant animal musk.

A number of troglodytes make their homes in these dank stone kennels, but only four are here at present. The nothics loitering here keep an eye on the troglodytes for Skalmad. Unless they are warned by any monsters that fled from Location 1 (Encounter W1), the creatures in this area are distracted as the adventurers approach.

When you set up the encounter, place only those creatures the characters can see. Kasszt and the Marrowmaw mauler in the chamber to the north are out of sight when the adventurers first enter the area.

If the adventurers approach from the north, the troglodyte by the fire normally notices them when they reach the squares marked "X" on the tactical map. Characters who want to move closer without being seen can attempt Stealth checks to do so.

TACTICS

The Marrowmaw Maulers immediately close with any intruders, spreading themselves out to maximize the effect of their *troglodyte stench*. The nothics and Kasszt hang back, Kasszt using *cavern curse* against adventurers engaged with the Maulers while the nothics use *dazing gaze* against characters attempting to keep out of melee. She falls back on *double ray* attacks in rounds when *cavern curse* is not available. Kasszt reserves her *chant of renewal*

2 Nothic Stalkers (N)		Level 11 Skirmisher
Medium aberrant humanoid		XP 600 each
Initiative +11	Senses Perception +7; darkvision, truesight 10	
HP 115; Bloodied 57		
AC 25; Fortitude 23, Reflex 23, Will 21		
Speed 6		
⬇️ Claw (standard; at-will)		
+14 vs. AC; 2d6 + 5 damage.		
⚡ Dazing Gaze (standard; at-will) ♦ Necrotic		
Close blast 3; +14 vs. Reflex; 1d8 + 5 necrotic damage, plus the target is dazed until the end of the nothic stalker's next turn. The nothic stalker loses this power while blinded.		
Combat Advantage		
When the nothic stalker has combat advantage, its melee attacks deal an extra 2d6 damage on a hit.		
Retaliate (immediate reaction, when hit by a melee or close attack; encounter)		
The nothic shifts and makes a claw attack or a <i>dazing gaze</i> attack against the triggering attacker.		
Alignment Unaligned	Languages Deep Speech	
Skills Stealth +14		
Str 18 (+9)	Dex 18 (+9)	Wis 14 (+7)
Con 19 (+9)	Int 8 (+4)	Cha 9 (+4)

3 Marrowmaw Maulers (M)		Level 8 Soldier
Medium natural humanoid (reptile), troglodyte		XP 350 each
Initiative +6	Senses Perception +5; darkvision	
Troglodyte Stench aura 1; living enemies in the aura take a -2 penalty to attack rolls.		
HP 90; Bloodied 45		
AC 24; Fortitude 23, Reflex 20, Will 21		
Speed 5		
⬇️ Greatclub (standard; at-will) ♦ Weapon		
+14 vs. AC; 2d4 + 5 damage, and the target is marked until the end of the troglodyte mauler's next turn.		
⬇️ Claw (standard; at-will)		
+12 vs. AC; 1d4 + 5 damage.		
⬇️ Bite (minor 1/round; at-will)		
Requires combat advantage; +12 vs. Fortitude; 1d6 + 5 damage, and until the end of the troglodyte mauler's next turn, healing on the target restores only half the total amount.		
⚔️ Javelin (standard; at-will) ♦ Weapon		
Ranged 10/20; +14 vs. AC; 1d6 + 5 damage.		
Alignment Chaotic evil	Languages Draconic	
Skills Athletics +13, Endurance +13		
Str 18 (+8)	Dex 12 (+5)	Wis 15 (+6)
Con 18 (+8)	Int 6 (+2)	Cha 8 (+3)
Equipment greatclub, 2 javelins		

Kasszt (K)		Level 9 Elite Controller (Leader)	
Medium natural humanoid (reptile), troglodyte		XP 800	
Initiative +5	Senses Perception +13; darkvision		
Troglodyte Stench aura 1; living enemies in the aura take a -2 penalty to attack rolls.			
HP 202; Bloodied 101			
AC 25; Fortitude 23, Reflex 19, Will 22			
Saving Throw +2			
Speed 5			
Action Points 1			
⊕ Quarterstaff (standard; at-will) ♦ Weapon			
+13 vs. AC; 1d8 + 2 damage.			
⊕ Claw (standard; at-will)			
+11 vs. AC; 1d4 + 2 damage.			
➤ Poison Ray (standard; at-will) ♦ Poison			
Ranged 10; +12 vs. Fortitude; 1d6 + 5 poison damage, and the target is weakened (save ends).			
➤ Double Ray (standard; at-will) ♦ Poison			
Kasszt makes two poison ray attacks.			
➤ Cavern Curse (standard; recharge Ⓜ Ⓜ Ⓜ Ⓜ Ⓜ) ♦ Necrotic			
Ranged 5; +12 vs. Fortitude; the target takes ongoing 5 necrotic damage and is slowed (save ends both).			
⚡ Tunnel Grace (minor 1/round; recharge Ⓜ Ⓜ Ⓜ Ⓜ Ⓜ)			
Close burst 10; all allies in the burst gain +5 speed until the end of the troglodyte shaman's next turn.			
⚡ Chant of Renewal (standard; encounter) ♦ Healing			
Close burst 5; bloodied allies in the burst regain 15 hit points.			
Alignment	Chaotic evil	Languages	Common, Draconic
Skills	Dungeoneering +13, Endurance +14, Religion +9		
Str	15 (+6)	Dex	12 (+5)
		Wis	18 (+8)
Con	21 (+9)	Int	10 (+4)
		Cha	14 (+6)
Equipment robes, quarterstaff, skull mask			

until at least two maulers are bloodied. Because she distrusts the nothic spies, they are not treated as allies for the purpose of the power's healing effect.

The nothic stalkers fight to the bitter end. If the nothic stalkers and two or more troglodytes are killed, the surviving troglodytes flee to Location 7, alerting the residents there and joining their ranks for the inevitable battle when the adventurers arrive.

DEVELOPMENT

After this lair is attacked, the Marrowmaws living here regroup with their kin in Location 7. This cavern remains empty if the adventurers return at a later time.

FEATURES OF THE AREA

Illumination: Bright light (from the fire pits blazing in the area).

Ceiling: This rough-hewn chamber is uniformly 15 feet high.

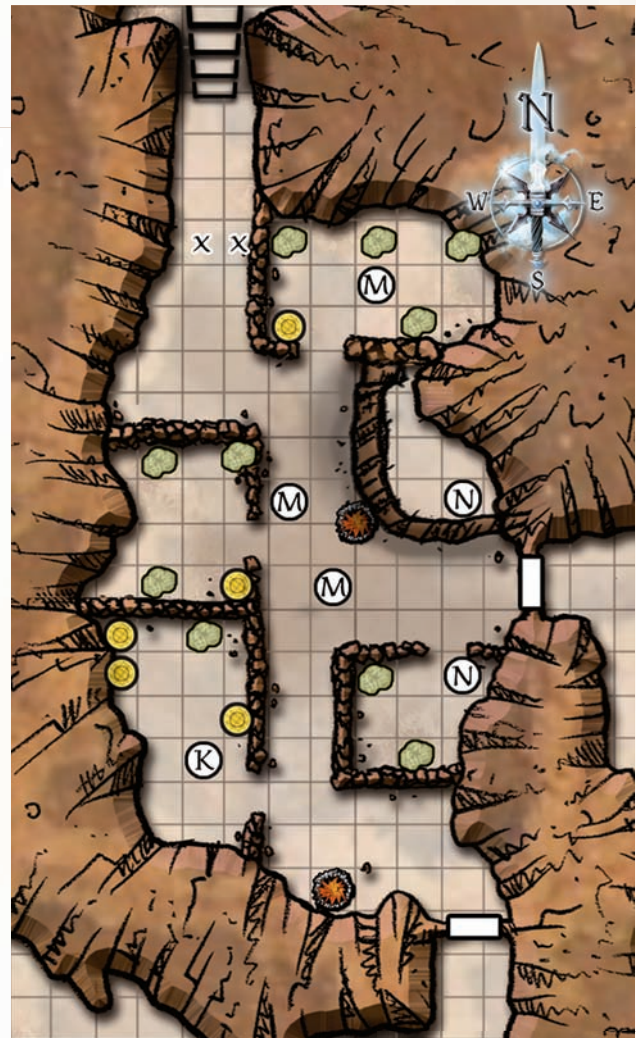
Doors: These poorly made troll-sized doors are locked (DC 20 Thievery check or DC 21 Strength check to open) and swing noisily (-5 to Stealth checks). Each door has AC 5, Fortitude 10, Reflex 5, and 20 hp.

Fire Pits: These are difficult terrain (requiring 1 extra square of movement to enter). Any creature that enters or starts its turn in a fire pit takes 1d8 + 5 fire damage.

Nest: A heap of dried swamp grasses and leaves marks the place where a troglodyte sleeps. The nests are difficult terrain. Any attack that deals fire damage in the area of a nest sets it alight for 3 rounds, creating bright light in a 5-square radius. A creature moving into a square of flaming straw takes 1d6 fire damage. After being set alight, a nest is consumed. When it burns out, it leaves behind only ash, and the square is no longer considered to be difficult terrain.

Baskets: These large wicker baskets hold the troglodyte's foodstuffs, chiefly dried mushrooms and foul smoked meat. The baskets provide cover (-2 to attack rolls), but they are light enough that characters can move through their squares without penalty.

EscarPMENT: This steep slope rises to a ledge 10 feet above the floor. It can be scaled with a DC 15 Athletics check.



ENCOUNTER W3: MARROWMAW CHIEF LAIR

Encounter Level 12 (3,500 XP)

6 troglodyte maulers (M)
2 Marrowmaw impalers (I)
Ssark, Marrowmaw chieftain (S)

SETUP

This encounter takes place in Location 7.

A majority of the Marrowmaw troglodytes make their home in this cavern. If attacked, they throw themselves at intruders with savage fury.

When the adventurers arrive in Location 7, read:

Brutish reptilian creatures squat around blazing fire pits or hunch along the walls of this huge, foul-smelling cavern. Crude stone walls divide the cave into several distinct chambers, with two additional tunnels exiting along adjacent walls. A sluggish stream meanders through the middle of the area, crossed by a tree-trunk bridge.

Unless they have been alerted to the presence of intruders in the Great Warren, the troglodytes here make passive Perception checks against the PCs' approach.

When you prepare to run the battle, don't set up creatures the adventurers cannot see from their entry point. The PCs should not automatically know that the chambers to the south and north are empty, for example, or that Ssark and a mauler are within the western chamber.

6 Troglodyte Maulers (M)	Level 6 Soldier
Medium natural humanoid (reptile)	XP 250 each
Initiative +6	Senses Perception +5; darkvision
Troglodyte Stench aura 1; living enemies in the aura take a -2 penalty to attack rolls.	
HP 74; Bloodied 37	
AC 22; Fortitude 21, Reflex 18, Will 19	
Speed 5	
⊕ Greatclub (standard; at-will) ♦ Weapon +12 vs. AC; 2d4 + 4 damage, and the target is marked until the end of the troglodyte mauler's next turn.	
⊕ Claw (standard; at-will) +10 vs. AC; 1d4 + 4 damage.	
† Bite (minor 1/round; at-will) Requires combat advantage; +10 vs. Fortitude; 1d6 + 4 damage, and until the end of the troglodyte mauler's next turn, healing on the target restores only half the total amount.	
↘ Javelin (standard; at-will) ♦ Weapon Ranged 10/20; +12 vs. AC; 1d6 + 4 damage.	
Alignment Chaotic evil	Languages Draconic
Skills Athletics +12, Endurance +12	
Str 18 (+7)	Dex 12 (+4) Wis 15 (+5)
Con 18 (+7)	Int 6 (+1) Cha 8 (+2)
Equipment greatclub, 2 javelins	

3 Marrowmaw Impalers (I)	Level 9 Artillery
Medium natural humanoid (reptile), troglodyte	XP 400 each
Initiative +6	Senses Perception +10; darkvision
Troglodyte Stench aura 1; living enemies in the aura take a -2 penalty to attack rolls.	
HP 81; Bloodied 40	
AC 24; Fortitude 24, Reflex 21, Will 20	
Speed 5	
⊕ Spear (standard; at-will) ♦ Weapon +13 vs. AC; 1d8 + 5 damage.	
⊕ Claw (standard; at-will) +11 vs. AC; 1d4 + 5 damage.	
↘ Javelin (standard; at-will) ♦ Weapon Ranged 10/20; +14 vs. AC; 1d6 + 5 damage.	
↘ Impaling Shot (standard; recharge 2) ♦ Weapon Requires javelin; ranged 10; +14 vs. AC; 2d6 + 5 damage, and the troglodyte makes a secondary attack against the same target. Secondary Attack: +12 vs. Fortitude; the target is restrained (save ends).	
Alignment Chaotic evil	Languages Common, Draconic
Skills Athletics +13, Endurance +14	
Str 19 (+8)	Dex 14 (+6) Wis 13 (+5)
Con 21 (+9)	Int 7 (+2) Cha 9 (+3)
Equipment spear, quiver of 6 javelins	

TACTICS

The maulers charge into melee against the nearest foes, spreading out to maximize the effect of their *troglodyte stench*. The impalers stay back to throw javelins at any adventurers not engaged in melee. If pressed, they retreat across the log bridge, one of them spending a standard action to dislodge it into the stream to keep foes from following them and engaging in melee.

Ssark, the Marrowmaw chieftain, is a battle champion. He lets his maulers make the first close-quarter assault. He throws a javelin from the doorway of his chamber as he assesses the party and its capabilities. He then enters the fray against the strongest melee combatant, seeking to flank that opponent with the help of one or more of his maulers to make use of his *battle champion tactics*. When flanking, he and his maulers apply bite attacks along with their greatclub attacks. Ssark employs his *double attack* whenever possible to deal out as much damage as he can.

Even if not flanking, Ssark's maulers attempt to stay within 5 squares of the chieftain to take advantage of his *inspiring assault*.

As long as Ssark lives, the other troglodytes fight to the death. If the chieftain falls, the Marrowmaws fight until three are remaining. These survivors then retreat to Location 3 (Encounter W2) to defend it with their kin. If the PCs have already dealt with those defenders, the surviving Marrowmaws flee the dungeon to take shelter in the swamps.

Ssark, Battle Champion Level 11 Elite Soldier (Leader)

Medium natural humanoid (reptile), troglodyte XP 1,200

Initiative +8**Senses** Perception +8; darkvision**Troglodyte Stench** aura 1; living enemies in the aura take a -2 penalty to attack rolls.**HP** 230; **Bloodied** 115**AC** 29; **Fortitude** 25, **Reflex** 21, **Will** 23**Saving Throw** +2**Speed** 5**Action Points** 1⊕ **Greatclub** (standard; at-will) ♦ **Weapon**

+17 vs. AC; 2d6 +5 damage, and the target is marked until the end of the troglodyte mauler's next turn.

↘ **Double Attack** (standard; at-will) ♦ **Weapon**Ssark makes two *greatclub* attacks.⊕ **Claw** (standard; at-will)

+15 vs. AC; 1d8 + 5 damage.

↓ **Bite** (minor 1/round; at-will)

Requires combat advantage; +15 vs. Fortitude; 1d8 + 5 damage, and until the end of the troglodyte mauler's next turn, healing on the target restores only half the total amount.

↘ **Javelin** (standard; at-will) ♦ **Weapon**

Ranged 10/20; +17 vs. AC; 1d8 + 5 damage.

Battle Champion Tactics

The battle champion and its allies deal an extra 2d6 damage against enemies that the battle champion flanks.

Battle Talent

The battle champion scores critical hits on attack rolls of natural 19 and 20.

Inspiring Assault

Whenever the battle champion scores a critical hit, the battle champion and its allies within 5 squares of it regain 5 hit points.

Alignment Chaotic evil**Languages** Draconic**Skills** Athletics +15, Endurance +14**Str** 20 (+10)**Dex** 13 (+6)**Wis** 17 (+8)**Con** 19 (+9)**Int** 7 (+3)**Cha** 9 (+4)**Equipment** greatclub, 2 javelins

DEVELOPMENT

Ssark hoards the wealth of the Marrowmaws, such as it is. One of the baskets in the chieftain's cave is stuffed with shiny (but worthless) stones, rusted weapons, bright feathers, and rank, uncured furs. Beneath this junk (DC 21 Perception to find) are three large sacks holding a the tribe's treasure (see "Features of the Area" for details).

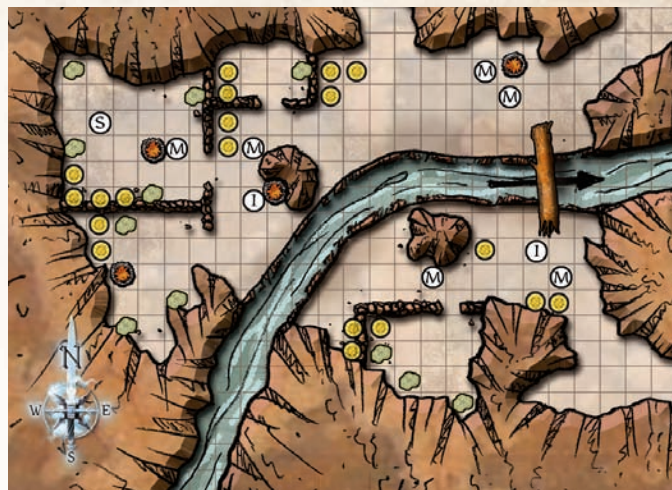
FEATURES OF THE AREA

Illumination: Bright light (from the fire pits blazing in the area).

Ceiling: The rough ceiling here is 15 feet high.

Stream: The stream is 5 feet deep and each stream square is difficult terrain (requiring 1 extra square of movement to enter). Characters in the water gain cover (-2 to attack rolls) except against attacks from submerged enemies. Fighting in the water imposes a -2 penalty to attack rolls except with spears and crossbows.

Log Bridge: A tree trunk has been planed flat on one side to fashion a working but slightly precarious bridge (DC 10 Acrobatics check to cross). The bridge is 2 feet above the stream. The bridge can be pushed into the stream as a standard action.



Fire Pits: These are difficult terrain. Any creature that enters or starts its turn in a fire pit takes 1d8 + 5 fire damage.

Nest: A heap of dried swamp grasses and leaves marks the place where a troglodyte sleeps. The nests are difficult terrain. Any attack that deals fire damage in the area of a nest sets it alight for 3 rounds, creating bright light in a 5-square radius. A creature moving into a square of flaming straw takes 1d6 fire damage. After being set alight, a nest is consumed. When it burns out, it leaves behind only ash, and the square is no longer considered to be difficult terrain.

Baskets: These large wicker baskets hold the troglodyte's foodstuffs, chiefly dried mushrooms and foul smoked meat. One basket in the chieftain's chamber contains the tribe's treasure.

The baskets provide cover, but they are light enough that characters can move through their squares without penalty.

Treasure: The Marrowmaw's treasure includes a total of 700 gp, a small wooden coffer with four fine emeralds (worth 250 gp each), a +3 *wand of fire burst*, and a +3 *phas-ing longbow*.

ENCOUNTER W4: MOUND OF SKULLS

Encounter Level 12 (3,700 XP)

Norgg, troll vinespeaker (T)

1 dire bear (B)

3 blackfire flameskulls (F)

SETUP

This encounter takes place in Location 4.

This cavern holds a monument to ancient Vardar—a mound of skulls, many placed here by Vard himself. Skulls from a variety of races and creatures are represented here, including humans, dwarves, orcs, trolls, and even the occasional dragon. Three blackfire flameskulls hide within the mound, created to serve as guardians of the monument.

A troll vinespeaker named Norgg and his dire bear tend to the mound. Norgg is more than a little mad, and he spends endless hours conversing with the skulls under his care. Skalmad regards him as a shaman blessed by Torog, and he consults with the vinespeaker from time to time concerning omens, prophecies, and visions of the future.

When the adventures arrive, show them the “View of the Mound of Skulls” illustration on page 27 of *Adventure Book One*, then read:

A high ledge divides this cavern in two, with rough-cut stairs leading up to a huge mound of skulls. Dozens more skulls are set into niches and nooks that climb the wall to the ceiling high overhead.

An old troll with tangled white hair and a great crooked staff paces around the mound, muttering loudly. Immediately in front of the ledge, a huge bear lies on the ground, gnawing bones to splinters in its massive jaws.

Do not reveal the presence of the blackfire flameskulls until they emerge from the mound to attack.

Though Norgg seems distracted, he remains entirely aware of his surroundings. He and the bear make passive Perception checks to note the appearance of intruders in the entrance passageways.

The troll is indifferent to the presence of the adventurers (he cares little for the politics of Skalmad’s rule, assuming the party to be another group of the troll king’s allies). He watches them for a moment, then goes back to talking to his skulls. As long as the adventurers do not attack or approach within 3 squares of either the bear or the skulls, they can pass safely between any of the north-ern passages.

If the adventurers approach the dire bear, it snarls and attacks to defend its sleeping spot. Unless they flee immediately, Norgg enters the fray the following round.

If the adventurers move too close to the pile of skulls, Norgg whirls on them with an explosion of angry words and attacks fiercely.

At the end of Norgg’s first round of combat, the blackfire flameskulls animate, shooting into the air from the mound of skulls. Roll initiative for them and have them begin acting in the second round.

If the adventurers flee this area, neither Norgg nor his allies pursue. However, the adventurers are attacked immediately if they return.

TACTICS

The dire bear is an unobtrusive combatant, attacking the closest target and attempting first to *maul*, then to kill the foe with its *ursine crush*.

Norgg starts out with *thorny burst*, trying to immobilize as many enemy combatants as possible within range of the dire bear. After that, he fires *ray of thorns* at targets caught in the *thorny burst* or others below the ledge.

The blackfire flameskulls ascend to a height of 20 feet to stay out of melee range. Each then takes a turn blasting PCs with *fireball* while the other flameskulls use their *blackfire ray* on single targets. (Because they can exclude two allies from the effect of *fireball*, the flameskulls have no fear of harming Norgg or the bear.) The flameskulls concentrate their attacks on any enemies who are flying or who use ranged attacks against them or their allies.

3 Blackfire Flameskulls (F)	Level 10 Artillery
Tiny natural animate (undead)	XP 500 each
Initiative +7	Senses Perception +11
HP 82; Bloodied 41	
Regeneration 5	
AC 23; Fortitude 20, Reflex 25, Will 23	
Immune disease, poison; Resist 10 fire, 5 necrotic; Vulnerable 5 radiant	
Speed fly 10 (hover)	
⬇ Fiery Bite (standard; at-will) ♦ Fire	
Reach 0; +12 vs. AC; 1d4 damage plus 1d8 fire damage.	
↘ Blackfire Ray (standard; at-will) ♦ Fire	
Ranged 10; +14 vs. Reflex; 2d6 + 6 fire damage, plus target is blinded (save ends).	
✦ Fireball (standard; encounter) ♦ Fire	
Area burst 3 within 20; +14 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 <i>mage hand</i> (<i>Player’s Handbook</i> page 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 (+2)	Dex 16 (+8)
Con 16 (+8)	Int 22 (+11)
	Wis 14 (+7)
	Cha 20 (+10)

Dire Bear (B) **Level 11 Elite Brute**
XP 1,200

Large natural beast

Initiative +8 **Senses Perception** +9
HP 276; **Bloodied** 138
AC 25; **Fortitude** 25, **Reflex** 22, **Will** 23
Saving Throws +2
Speed 8
Action Points 1

⊕ **Claw** (standard; at-will)
 Reach 2; +15 vs. AC; 2d8 + 6 damage.

⊖ **Maul** (standard; at-will)
 The dire bear makes two claw attacks. If both claw attacks hit the same target, the dire bear makes a secondary attack against the target. **Secondary Attack:** +13 vs. AC; the target is grabbed (until escape).

⊖ **Ursine Crush** (standard; at-will)
 The dire bear deals 4d8 + 6 damage to a grabbed creature (no attack roll required).

Alignment Unaligned **Languages** –
Str 23 (+11) **Dex** 16 (+8) **Wis** 18 (+9)
Con 18 (+9) **Int** 2 (+1) **Cha** 16 (+8)

Troll Vinespeaker (T) **Level 14 Controller**
XP 1,000

Large natural humanoid

Initiative +10 **Senses Perception** +13
HP 142; **Bloodied** 71; see also *troll healing*
Regeneration 10 (if the troll takes acid or fire damage, regeneration does not function until the end of its next turn)
AC 28; **Fortitude** 26, **Reflex** 23, **Will** 21
Speed 8

⊕ **Claw** (standard; at-will)
 Reach 2; +19 vs. AC; 2d6 + 7 damage.

⊖ **Frenzied Strike** (free, when the troll's attack bloodies an enemy; at-will)
 The troll makes a claw attack.

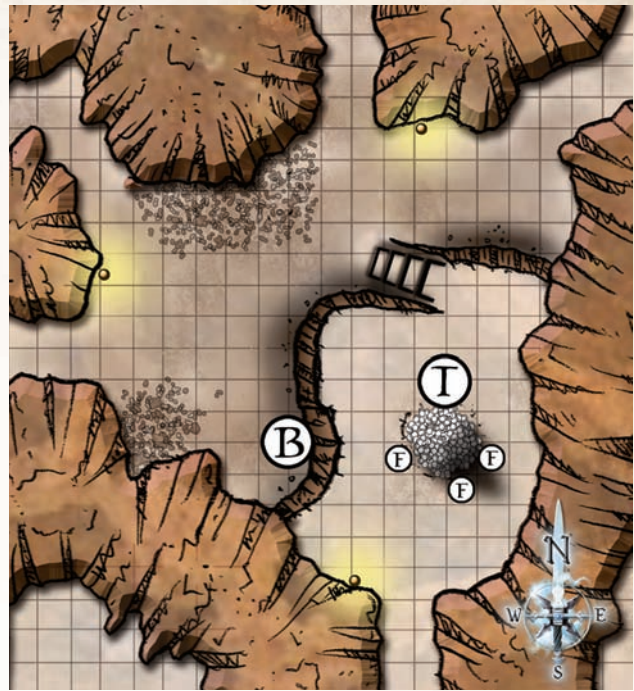
⊖ **Ray of Thorns** (standard; at-will)
 Ranged 10; +18 vs. Reflex; 2d8 + 6 damage.

✦ **Thorny Burst** (standard; at-will) ⊕ **Conjuration, Zone**
 Area burst 1 within 10; +18 vs. Reflex; 1d10 + 6 damage and the target is immobilized (save ends). This attack's area becomes a zone of difficult terrain until the end of the encounter. Any creature that enters or starts its turn in the zone takes 1d8 damage.

⊖ **Chant of Power** (standard; encounter) ⊕ **Healing**
 Close burst 5; allies in the burst gain 10 temporary hit points and a +4 bonus to damage while the temporary hit points remain.

Troll Healing ⊕ **Healing**
 If the troll is reduced to 0 hit points by an attack that does not deal acid or fire damage, it rises on its next turn (as a move action) with 10 hit points.

Alignment Chaotic evil **Languages** Common, Giant
Skills Athletics +16, Endurance +15
Str 18 (+11) **Dex** 16 (+10) **Wis** 12 (+8)
Con 22 (+13) **Int** 16 (+10) **Cha** 10 (+7)
Equipment mantle of thorny vines, gnarled staff



ENCOUNTER W4: MOUND OF SKULLS

DEVELOPMENT

Though the mound of skulls is impressive, it has no real value. However, one of the skulls set into the chamber wall 10 feet above the floor of the raised area has two large gemstones in its eye sockets (DC 21 Perception check to notice). These are topazes worth 400 gp each.

FEATURES OF THE AREA

Illumination: Bright light. Torches on the walls provide illumination in this area.

Ceiling: The sloping ceiling in this chamber rises to a height of 40 feet.

Escarpment: This steep slope rises to a ledge 10 feet above the floor. It can be scaled with a DC 15 Athletics check.

Rough Stairs: Crudely carved stairs into the side of the escarpment leads up the the raised area of the chamber.

Rubble: Rubble covers two patches of floor on the western side of the cavern. These squares are difficult terrain (requiring 1 extra square of movement to enter).

Skull Mound: The heap of skulls is 10 feet high at its center and 20 feet across. Squares along the edge of the mound are difficult terrain. The four interior squares of the mound are impassable on foot. The mound of skulls provides cover (-2 to attack rolls).

ENCOUNTER W5: DRAGON'S DEN

Encounter Level 11 (3,000 XP)

Gloomfang, adult black dragon (D)

SETUP

This encounter takes place in Location 13.

This large cavern is the lair of the dragon Gloomfang. The stream flowing from the northwest allows the dragon to enter and exit its lair without passing through troll territory. The passage winds underground for two hundred paces before emerging through a submerged passage in a nearby bog.

When the adventurers open the south door, read:

A dark lake fills this large cavern, with streams emptying into it from the west and south. Two stretches of dry ground hug the walls of the cave, with two small islands rising from the water between them.

Unless the adventurers take steps to be stealthy, Gloomfang notices their arrival.

If the dragon spots the adventurers, read:

As you peer into the darkness, you hear a sibilant voice. "You are not trolls," it hisses. "Nor are you troglodytes. I would wonder what brings such a nice change of diet to my doorstep, but it's not wise to question good fortune."

If the adventurers manage to enter this area without being detected, read:

As you peer into the darkness, you hear the rasping breath of a large creature resting. On the opposite shore of the lake, a black dragon is coiled in a muddy nest.

If the adventurers make themselves known after sneaking up on Gloomfang, it reacts as above. (The dragon has no fear of the party, and enjoys playing with its food.) The dragon is willing to talk, but only until attacked. Once battle is joined, it does its best to drive off or kill the PCs.

SKILL CHALLENGE

Gloomfang has no love for Skalmad and his followers. Adventurers wishing to avoid a fight with the dragon can instead undertake the following skill challenge.

Setup: With some fast talking and a little diplomacy, the adventurers can persuade the dragon to let them pass and pursue their mission against the trolls.

Level: 11 (XP 600).

Complexity: 1 (4 successes before 3 failures).

Primary Skills: Bluff, Diplomacy, Intimidate.

Bluff (DC 26): The PC tries to trick the dragon in some way, perhaps by promising to deliver a better meal in his or her place, feigning a noxious disease, or suggesting that retribution by a third party might follow if the dragon attacks, and so on.

Diplomacy (DC 21): The PC flatters the dragon in some manner, showing respect, giving a small gift (a potion or gemstone, for example), or offering to share treasure taken from the other creatures in the Great Warren.

Intimidate (DC 31): The PC convinces Gloomfang that the party is a greater threat than the dragon has assumed.

Secondary Skills: Insight.

Insight (DC 26): The PC senses the dragon's resentment toward the creatures recently arrived in the Great Warren, and perceives the dragon's desire to send trouble Skalmad's way. A success here provides a +4 bonus to the next Diplomacy check made in this challenge but otherwise doesn't count as a success or failure toward completing the challenge.

Success: If the PCs earn 4 successes, they succeed at this challenge. The dragon does not attack unless provoked. It allows the PCs to pass through its area unmolested.

Failure: If the PCs get 3 failures, they fail this challenge. The dragon tires of the PCs' stalling tactics and attacks at once.

Special: If the adventurers achieve 4 successes without any failures, Gloomfang offers to trade them the +3 *mordant bastard sword* in its hoard for another magic item if they drive the trolls out of the Great Warren.

TACTICS

If negotiations fail (or never begin), Gloomfang takes to the water and dives. The dragon swims to a point from which it can catch multiple targets in his *frightful presence*, bursting out of the water with a terrifying roar. On the next round, it uses its *breath weapon* against as many targets as possible. After that, Gloomfang uses bite attacks (and the advantage of his reach 2) to strike at characters on the shore from the safety of deep water. It doesn't bother with its darkness ability, since the lake offers plenty of opportunities to hide from foes.

Gloomfang fights viciously in the defense of its lair, but it retreats if it is reduced to 30 hit points or fewer. The dragon submerges and flees up the deep water of the northwest tunnel, then leaves the area for good.

Gloomfang, Adult Black Dragon Level 11 Solo Lurker
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)		
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 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		
The dragon'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 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.		
⊕ Frightful Presence (standard; encounter) ♦ Fear		
Close burst 5; targets enemies; +13 vs. Will; the target is stunned until the end of the dragon's next turn. <i>Aftersave:</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)

DEVELOPMENT

Gloomfang and Skalmad maintain an uneasy peace. If the adventurers offer to rid the warrens of Skalmad and his followers, then Gloomfang might be interested in making a deal. Of course, if the PCs attack or show the dragon any kind of disrespect, this option is closed to them.

FEATURES OF THE AREA

Illumination: Darkness.

Ceiling: The ceiling of the cavern rises to a height of 20 feet.

Shallow Water: The shallow water adjacent to the shore is 5 feet deep and each such square is difficult terrain (requiring 1 extra square of movement to enter). Characters in the water gain cover (-2 to attack rolls) except against attacks from submerged enemies. Fighting in the water imposes a -2 penalty to attack rolls except with spears and crossbows.



Deep Water: Beyond the shallow shoreline, the water varies from 10 to 15 feet deep. Creatures in deep water must use the Athletics skill to move. Creatures in deep water gain cover except against attacks from submerged enemies. Fighting in the water imposes a -2 penalty to attack rolls except with spears and crossbows, and powers that have the fire keyword take a -2 penalty to attack rolls.

A creature that moves from an area of shallow water into a square of deep water hits a drop-off, ending its movement in that square unless it is already swimming.

Small Columns: These natural stone columns provide cover and have AC 4, Reflex 4, Fortitude 12, and 80 hp.

Dragon Nest: These squares are filled with a 2-foot high mound of rotting plant matter and mud. The nest is difficult terrain.

Treasure: Gloomfang has amassed a small hoard over the years, most of it gleaned from the ruins of Vardar. This includes a +3 *mordant bastard sword* (see page 23 of *Adventure Book Two*), 2,200 gp, eight gems (a mix of moonstones and amethysts worth 100 gp each), and two fine gold bracelets set with tiny emeralds (each worth 500 gp). The treasure is scattered around the dragon's nest and cannot be retrieved unless Gloomfang leaves the area or is defeated.

ENCOUNTER W6: THRALL PIT

Encounter Level 12 (3,600 XP)

3 warren trolls (T)
3 nothic gazers (N)

SETUP

This encounter takes place in Location 10.

This cavern collapsed long ago, creating a sinkhole open to the sky. The trolls keep their captives here in a dilapidated hovel of stacked stones and dank moss to the east, secure behind a heavy wooden door.

When the adventurers can see into this area, read:

What appears at first to be another cave is actually the floor of a huge sinkhole. Its rough walls rise 60 feet to the surface, the floor of the sinkhole fairly even except where two broad bluffs rise to the east and south.

A stream winds along the west wall, flowing from one narrow tunnel to another. To the east, walls of rough stone create some kind of chamber, its door barred from the outside. You can't be sure how many creatures occupy the cavern, but you see at least two trolls and one humanoid monster with a hunched posture, long clawed arms, and a single, huge eye.

The trolls and nothics guarding the prisoners are distracted, but they notice any adventurer who moves into their line of sight (the squares marked "X" on the tactical map). Characters who want to move closer without being seen can attempt Stealth checks to do so, but the nothics can see invisible targets.

When setting up the encounter, place only those creatures the characters can see. Depending on which direction the adventurers approach from, at least some of the foes here start out of sight.

VERTICAL ENTRY

The adventurers might choose to enter the Great Warren by descending into this chamber rather than fighting their way through the Trollmaw. Roots and creepers clinging to the walls create a layer of concealing terrain that descends 20 feet. Characters looking down into the sinkhole or climbing down the cliff cannot see the chasm floor until they break through the cover, 40 feet above the bottom. Flying characters have a clear view down into the sinkhole as long as they are at least 5 feet from the wall.

The monsters here don't make a habit of watching out for threats from overhead, and they can be easily surprised if the adventurers don't give away their presence. However, if a rock or the trailing end of a rope suddenly hits the floor, the guards here become alert and spring into fighting action.

3 Warren Trolls (T)

Large natural humanoid

Level 11 Brute

XP 600 each

Initiative +8	Senses Perception +12	
HP 120; Bloodied 60; see also <i>troll healing</i>		
Regeneration 10 (if the troll takes acid or fire damage, regeneration does not function until the end of its next turn)		
AC 22; Fortitude 23, Reflex 20, Will 19		
Speed 8		
⚔ Claw (standard; at-will)		
Reach 2; +15 vs. AC; 2d6 + 7 damage; see also <i>frenzied strike</i> .		
⚔ Powerful Bite (standard; encounter) • Poison		
+15 vs. AC; 3d6 + 7 damage, plus ongoing 5 poison damage (save ends).		
⚔ Frenzied Strike (free, when the troll's attack bloodies an enemy; at-will)		
The troll makes a claw attack.		
Troll Healing ♦ Healing		
If the troll is reduced to 0 hit points by an attack that does not deal acid or fire damage, it rises on its next turn (as a move action) with 10 hit points.		
Alignment Chaotic evil		Languages Common, Giant
Skills Athletics +16, Endurance +15		
Str 22 (+11)	Dex 16 (+8)	Wis 14 (+7)
Con 20 (+10)	Int 5 (+2)	Cha 10 (+5)

3 Nothic Gazers (N)

Medium aberrant humanoid

Level 11 Artillery

XP 600 each

Initiative +8	Senses Perception +6; darkvision, truesight 10	
HP 91; Bloodied 45		
AC 23; Fortitude 24, Reflex 23, Will 21		
Speed 6		
⚔ Claw (standard; at-will)		
+17 vs. AC; 1d6 + 4 damage.		
⚔ Rotting Gaze (standard; at-will) ♦ Necrotic		
Ranged 10; +16 vs. Fortitude; 1d12 + 5 necrotic damage, plus the target is slowed and takes a -2 penalty to attack rolls (save ends both). The nothic gazer loses this power while blinded.		
Retaliate (immediate reaction, when hit by a melee or close attack; encounter)		
The nothic shifts and makes a claw attack or a <i>rotting gaze</i> attack against the triggering attacker.		
Alignment Unaligned		Languages Deep Speech
Skills Stealth +13		
Str 18 (+9)	Dex 17 (+8)	Wis 12 (+6)
Con 19 (+9)	Int 8 (+4)	Cha 9 (+4)

TACTICS

The heavy rubble in this room has allowed the trolls here to become adept at lobbing small boulders, and they are quick to use their skill against intruders. When the adventurers close to melee range, the trolls on the floor attack with claws while their partner on the southern ledge continues to lob rocks at adventurers on the outskirts of the fight.

A troll can hurl rocks with the following attack statistics:

Standard action; at-will. Ranged 10; +14 vs. AC; 1d8 + 5 damage.

If two trolls fall, the survivor flees if it is bloodied, abandoning the nothics to their fate.

The nothics use their *rotting gaze* on characters the trolls aren't fighting, staying out of melee for as long as possible. They avoid targeting the same foe. The nothics are faultlessly loyal to Skalmad and fight to the death.

DEVELOPMENT

The captives held in the makeshift prison are Arin, Berim, and Callir (all human), Edvina and Gerad (both halflings). All hail from farms and homesteads near Moonstair, and are in poor condition after weeks of forced labor. Several of their fellow captives have been eaten over the last few days, and their situation looked hopeless until the adventurers showed up. They tell the adventurers to “watch out for the troll with the evil eye,” but they cannot aid the party in any other way. Arin and Gerad have experience hunting in the Trollhaunt, and if they are escorted out of warren, they can return safely to Moonstair on their own.

If the adventurers clear this area and then leave the Great Warren (including returning to Moonstair in advance of the raid), the sentries here are replaced with four warren trolls from the surrounding swamps.

FEATURES OF THE AREA

Illumination: Dim light (daylight filtering down from above) by day. At night, the southern part of the cavern is lit by the fire pit (bright light) but the north is left in darkness.

Ceiling: None. The sinkhole walls climb to the surface 60 feet above the floor. The walls are rough but slick with moisture (DC 21 Athletics check to climb). Creatures climbing down have superior cover (-5 to attack rolls) for the first 20 feet, but are exposed to the floor thereafter.

Door: The crude wooden door to the prisoners' quarters is secured by a heavy bar from the outside. Lifting the bar requires a standard action. The door has AC 5, Fortitude 10, Reflex 5, and 20 hp.

Bedroll: The captives sleep beneath filthy blankets on these thin beds of straw. They have no effect on movement.

Escarpment: These steep slopes rise to broad bluffs 10 feet above the floor. They can be scaled with a DC 15 Athletics check.

Rubble: The sinkhole floor is uneven rubble in several places. These squares are difficult terrain (requiring 1 extra square of movement to enter).

Stream: The stream is 5 feet deep and is difficult terrain. Characters in the water gain cover (-2 to attack rolls) except against attacks from submerged enemies. Fighting in the water imposes a -2 penalty to attack rolls except with spears and crossbows.



Bridge: This well-built bridge of stone and timber crosses the stream 2 feet above the water.

Submerged Tunnel Mouth: The underwater tunnel to the west is almost submerged in the shaded squares. Its ceiling rises only a few inches above the stream's surface, and can be noticed with a DC 20 Perception check. A character must make a DC 15 Athletics check to swim at one-half speed through the tunnel and into a hidden chamber (Location 11). See “Hidden Treasure” below for details about the hidden chamber.

Fire Pit: This is difficult terrain. Any creature that enters or starts its turn in the fire pit takes 1d8 + 5 fire damage.

Hidden Treasure. In a rotting wooden coffer half buried in the back of the hidden cave is a sack containing 250 gp and five tourmalines worth 50 gp each. To find the coffer, a character needs to make a DC 21 Perception check.

INTERLUDE 1: THE WRATH OF SKALMAD

Encounter Level 13 (4,000 XP)

2 warren trolls (T)
2 nothic gazers (N)
Skalmad the troll king (S)

SETUP

Run this encounter when the PCs are about halfway through their exploration of the Great Warren, ideally when they enter Location 14, after they complete Encounter W6, or after they experience Encounter W9.

Skalmad normally spends his time in Locations 23 or 24. If any creatures have fled from fights against the adventurers, word of the incursion reaches the troll king in short order. This encounter assumes that he has just left the foundry (Location 15) as he searches the complex for the intruders.

If the adventurers are lucky or skillful enough to have made it this far into the Great Warren undetected, set up this encounter as an accidental meeting with Skalmad as he makes his way through the complex.

The tactical map shows Location 14, the doors immediately outside the foundry. If you run this encounter somewhere else in the Great Warren, set it up appropriately.

The troll king is not particularly stealthy, so allow the adventurers a DC 20 Perception check to hear him coming 1 round before he appears. If the PCs hear the troll king approaching, they have a chance to surprise him and his party.

Show the players the “View of the Wrath of Skalmad” illustration on page 27 of *Adventure Book One*, then read:

Three trolls and two hunched one-eyed humanoids make their way toward you. The lead troll wears chainmail and carries a massive greataxe. One of his eyes has been replaced with a glowing orange stone that resembles a huge cat’s eye.

When Skalmad sees the adventurers, read:

“What is this?” the armored troll roars in Common. “More fools come to die under Skalmad’s axe? You cannot stop me, small humans! You are too weak, and I am too strong! No one can stop Skalmad, king of the trolls!”

When Skalmad is reduced to 0 hit points, read:

Skalmad falls with an earth-shaking crash. He looks up at you, bloodied and broken—and then his mouth twists into a leer. “You have beaten me for now,” he hisses. “But already, my warriors advance on your town, humans. Moonstair will fall, and I will feast on the children of Therund before the full moon rises!”

With that, Skalmad breathes his last. The orange stone in his eye socket glows brightly, spreading out to bathe his whole body in blinding light. An instant later, the troll king’s body is consumed by the blazing light. The orb then vanishes in a flash of crimson.

2 Warren Trolls (T)		Level 11 Brute
Large natural humanoid		XP 600 each
Initiative +8	Senses Perception +12	
HP 120; Bloodied 60; see also <i>troll healing</i>		
Regeneration 10 (if the troll takes acid or fire damage, regeneration does not function until the end of its next turn)		
AC 22; Fortitude 23, Reflex 20, Will 19		
Speed 8		
⊕ Claw (standard; at-will)		
Reach 2; +15 vs. AC; 2d6 + 7 damage; see also <i>frenzied strike</i> .		
⊕ Powerful Bite (standard; encounter) ◆ Poison		
+15 vs. AC; 3d6 + 7 damage, plus ongoing 5 poison damage (save ends).		
⊖ Frenzied Strike (free, when the troll’s attack bloodies an enemy; at-will)		
The troll makes a claw attack.		
Troll Healing ◆ Healing		
If the troll is reduced to 0 hit points by an attack that does not deal acid or fire damage, it rises on its next turn (as a move action) with 10 hit points.		
Alignment Chaotic evil	Languages Common, Giant	
Skills Athletics +16, Endurance +15		
Str 22 (+11)	Dex 16 (+8)	Wis 14 (+7)
Con 20 (+10)	Int 5 (+2)	Cha 10 (+5)

2 Nothic Gazers (N)		Level 11 Artillery
Medium aberrant humanoid		XP 600 each
Initiative +8	Senses Perception +6; darkvision, truesight 10	
HP 91; Bloodied 45		
AC 23; Fortitude 24, Reflex 23, Will 21		
Speed 6		
⊕ Claw (standard; at-will)		
+17 vs. AC; 1d6 + 4 damage.		
⌘ Rotting Gaze (standard; at-will) ◆ Necrotic		
Ranged 10; +16 vs. Fortitude; 1d12 + 5 necrotic damage, plus the target is slowed and takes a -2 penalty to attack rolls (save ends both). The nothic gazer loses this power while blinded.		
Retaliate (immediate reaction, when hit by a melee or close attack; encounter)		
The nothic shifts and makes a claw attack or a <i>rotting gaze</i> attack against the triggering attacker.		
Alignment Unaligned	Languages Deep Speech	
Skills Stealth +13		
Str 18 (+9)	Dex 17 (+8)	Wis 12 (+6)
Con 19 (+9)	Int 8 (+4)	Cha 9 (+4)

Skalmad the Troll King (S) **Level 13 Elite Soldier**
XP 1,600
Large natural humanoid

Initiative +12 **Senses** Perception +8
Aura of Rage aura 5; bloodied allies within the aura gain +2 to attack rolls.
HP 240; **Bloodied** 120; see also *troll healing*
Regeneration 10 (if Skalmad takes acid or fire damage, regeneration does not function until the end of his next turn)
AC 29; **Fortitude** 27, **Reflex** 23, **Will** 22
Saving Throws +2
Speed 8
Action Points 1

⊕ **Greataxe** (standard; at-will)
 Reach 2; +20 vs. AC; 2d6 + 7 damage; see also *frenzied strike*.

⊕ **Claw** (standard; at-will)
 Reach 2; +19 vs. AC; 1d10 + 7 damage; see also *frenzied strike*.

⊕ **Frenzied Strike** (free, when Skalmad's attack bloodies an enemy; at-will)
 Skalmad makes a greataxe or claw attack.

⚡ **Toppling Swing** (standard; recharge ⓂⓂⓂ)
 Requires greataxe; close blast 2; +20 vs. AC; 2d6 + 7 damage, and the target is knocked prone.

➤ **Baleful Eye** (minor; at-will)
 Ranged sight; +18 vs. Will; the target is slowed and cannot teleport (save ends both). The effect ends if Skalmad uses *baleful eye* on another target.

⚡ **Smoldering Eye** (standard; encounter) ⚡ **Fire**
 Close blast 5; +18 vs. Reflex; 1d10 + 6 fire damage, plus ongoing 10 fire damage and a -2 penalty to attack rolls (save ends both). Skalmad takes 10 psychic damage when he uses this power.

Troll Healing ⚡ **Healing**
 If Skalmad is reduced to 0 hit points or fewer by an attack that does not deal acid or fire damage, he rises on his next turn (as a move action) with 10 hit points.

Alignment Chaotic evil **Languages** Common, Giant
Skills Athletics +19, Endurance +17, Intimidate +14
Str 26 (+14) **Dex** 19 (+10) **Wis** 14 (+8)
Con 23 (+12) **Int** 11 (+6) **Cha** 17 (+9)
Equipment greataxe, hide armor

TACTICS

Skalmad leads off with a *smoldering eye* attack, after which he alternates *toppling swing* and greataxe attacks. The foundry is noisy enough that the creatures there do not hear the sounds of combat in this area, nor do Skalmad's personal guards think of calling for aid. The troll king and his companions all fight to the death.

DEVELOPMENT

When the adventurers defeat Skalmad, *Moran's Eye* raises him in the cavern of the *Stone Cauldron* (Encounter C6, page 62). Within a few hours, the troll king returns to Location 23 in an even more powerful form. In the interim, the adventurers should turn their attention to Moonstair, breaking off the assault on the Great Warren and racing back to defend the town from the ensuing raid.

FEATURES OF THE AREA

If you run this encounter somewhere other than Location 14, adjust the features accordingly.

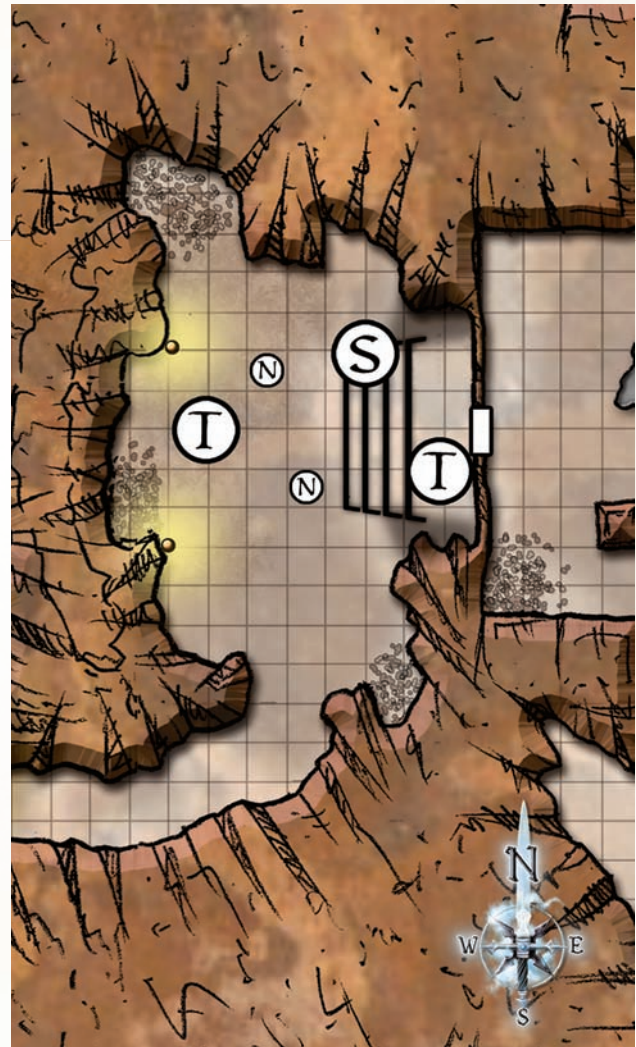
Illumination: Bright light. Torches on the walls illuminate the area.

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

Stone Doors: The stone double doors to the foundry are not locked. They have AC 5, Fortitude 10, Reflex 5, and 40 hp.

Bad Steps: The stone steps leading to the foundry are broken and crumbling in spots. The steps are difficult terrain (requiring 1 extra square of movement to enter).

Rubble: Loose stone and scree spreads where the unworked walls have crumbled and cracked. These squares are difficult terrain.



ENCOUNTER W7: THE FOUNDRY

Encounter Level 12 (3,500 XP)

6 grimlock minions (G)
Thurk, troll smith (T)
1 redspawn firebelcher (R)

SETUP

This encounter takes place in Location 15.

The troll smith Thurk works here to manufacture weapons for Skalmad's forces. A number of grimlocks and a dragonspawn loyal to the troll king aid her in her labors. The encounter does not begin until the adventurers open one of the doors leading into the area. The noise from the foundry is loud enough to be heard from outside, as well as to mask the sounds of outside battle to those laboring within the foundry.

If the adventurers listen at the door, read:

The door radiates warmth. Ringing hammer blows and a roaring fire can be heard from beyond it. A deep voice speaks sharply, giving orders in a guttural language.

If any listeners understand Giant, they can make out directions such as "Don't spill that!", "That's not straight!", and "Beat that iron! Harder!"

When the adventurers open the door, read:

The western half of this chamber is finished stone, with the eastern side dropping down a steep escarpment to a natural cavern beyond. Flames leap and crackle within two large burning pools that fill the area with firelight. A number of eyeless, gray-skinned humanoids move between anvils and a pair of huge ceramic retorts of molten iron, forging simple blades and armor. A troll in chainmail oversees their work.

Three of the grimlocks and the redspawn firebelcher are out of sight on the lower side of the escarpment that splits the chamber. Do not place them until they are spotted or unless they attack.

TACTICS

The grimlock minions in the upper (western) part of the chamber swarm any intruders as Thurk moves behind them and uses her reach to fight over their heads. They are all aware of the danger posed by the burning pitch hazard, and they avoid affected squares.

Any sound of battle alerts the grimlocks and the redspawn firebelcher from the lower cavern; they roll initiative and enter the order in the second round. The firebelcher stays near the top of the steps, blasting enemies with its *fire belch* and *fire burst* attacks. If it is bloodied and Thurk falls, the dragonspawn flees.

The firebelcher's *fire within fire* aura protects its allies from fire damage. Thurk tries to remain within 5 squares of the dragonspawn to reduce the threat posed to her by fire. She uses her *smash and shove* power to clobber a target, then direct it into either one of the pools of burning pitch. If she sees several enemies near a retort of molten iron, she uses the retort as a weapon (see "Features of the Area").

DEVELOPMENT

If the adventurers clear this chamber and then leave the Great Warren (including returning to Moonstair in advance of the raid), eight 11th-level ogre minions, an ogre warhulk, and an oni mage are brought in to keep the foundry going.

6 Grimlock Minions (G)		Level 14 Minion
Medium natural humanoid (blind)		XP 250 each
Initiative +6	Senses Perception +7; blindsight 10	
HP 1; a missed attack never damages a minion.		
Immune gaze		
AC 24; Fortitude 24, Reflex 23, Will 23		
Speed 6		
⚔ Greataxe (standard; at-will) ⚔ Weapon		
+17 vs. AC; 7 damage (9 damage against a bloodied target).		
Alignment Evil	Languages Common, Deep Speech	
Str 17 (+8)	Dex 12 (+6)	Wis 15 (+7)
Con 14 (+7)	Int 7 (+3)	Cha 9 (+4)
Equipment greataxe		

Thurk, Troll Smith (T)		Level 12 Soldier
Large natural humanoid		XP 700
Initiative +9	Senses Perception +12	
HP 104; Bloodied 52		
Regeneration 10 (if Thurk takes acid or fire damage, regeneration does not function until the end of her next turn)		
AC 28; Fortitude 27, Reflex 23, Will 23		
Speed 7		
⚔ Claw (standard; at-will)		
Reach 2; +18 vs. AC; 2d6 + 6 damage.		
⚔ Smash and Shove (standard; recharge ☒ ☒)		
Reach 2; +16 vs. Reflex; 2d6 + 6 damage, the target is pulled 1 square, and Thurk makes a secondary attack against the same target. <i>Secondary Attack</i> : +16 vs. Fortitude; 2d6 + 6 damage, and the target is pushed 3 squares.		
Blood Pursuit (immediate reaction, when a bloodied enemy within 2 squares of Thurk moves or shifts)		
Thurk shifts 1 square closer to that enemy.		
Threatening Reach		
Thurk can make opportunity attacks against all enemies within her reach (2 squares).		
Troll Healing ⚔ Healing		
If Thurk is reduced to 0 hit points or fewer by an attack that does not deal acid or fire damage, she rises on her next turn (as a move action) with 10 hit points.		
Alignment Chaotic evil	Languages Common, Giant	
Str 24 (+13)	Dex 16 (+9)	Wis 16 (+9)
Con 20 (+11)	Int 10 (+6)	Cha 12 (+7)

Redspawn Firebelcher (R) **Level 12 Artillery**
Large natural beast (reptile) XP 700

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)

Burning Pitch **Level 11 Blaster**
Hazard XP 600

The molten pitch in the burning pool suddenly flares, blasting forth in a wave of fire.

Hazard: Flammable gases accumulate above the two pitch seeps and explode.

Perception

None. The fire and smoke of the pool of pitch obscure the accumulation of gas.

Additional Skills: Nature or Dungeoneering

♦ DC 21: The character recognizes the danger of the pitch pool before it first erupts.

Initiative +4

Trigger

Roll initiative for this hazard as soon as PCs enter the chamber. Each round on its turn, roll d6. On a 5 or 6, the pool explodes.

Attack

Standard Action Close burst 1

Targets: All creatures in burst

Attack: +17 vs. Reflex

Hit: 3d8 + 5 fire damage and secondary attack.

Secondary Attack: +13 vs. Fortitude

Hit: Ongoing 5 fire damage and blinded (save ends both).

Miss: Half damage.

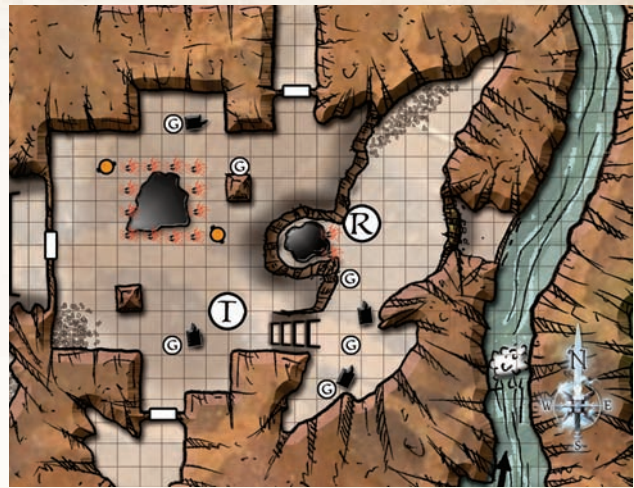
FEATURES OF THE AREA

Illumination: Bright light. The pools of burning pitch illuminate the area.

Ceiling: The western chamber has a flat ceiling 20 feet high. The ceiling of the eastern cavern is rough stone that arches 30 feet above the floor.

Pillars: Two huge pillars support the ceiling in the eastern chamber. They provide cover (-2 to attack rolls).

Escarpment: This steep slope rises to a ledge 10 feet above the floor. It can be scaled with a DC 15 Athletics check.



Molten Pitch Pools: Flammable pitch seeping up from an ancient chasm is tapped to provide a ready source of fuel for Thurk's ironworks. The pools are difficult terrain (requiring 1 extra square of movement to enter). Any creature entering or starting its turn in one of the pools takes 2d6 + 5 fire damage. Creatures in or adjacent to a pool can be caught in an intermittent explosion. See the burning pitch hazard for details.

Stone Doors: The stone double doors are not locked. They have AC 5, Fortitude 10, Reflex 5, and 40 hp.

Wooden Doors: These doors are not locked. They have AC 5, Fortitude 10, Reflex 5, and 20 hp.

Ore Mound: This pile of crushed rock is difficult terrain.

Retort of Molten Iron: Iron is smelted in these massive ceramic vessels. A retort can be pushed over with a DC 20 Strength check (a standard action). This creates a close blast 3 in the direction of the push: +13 vs. Reflex; 3d8 + 5 fire damage and the target is dazed (save ends). The creature pushing the retort takes 1d8 + 5 fire damage unless he or she can knock it over without touching the vessel.

Treasure: Thurk carries her treasure in a pouch at her belt: 150 gp and a +3 *symbol of despair*.

ENCOUNTER W8: GRELL NEST

Encounter Level 13 (4,050 XP)

- 1 grell philosopher (P)
- 5 grimlock minions (M)
- 2 grimlock berserkers (B)

SETUP

This encounter takes place in Location 17.

This dark chamber was once a shrine to the evil god Torog. A grell resides here now, ruling over a band of grimlock savages. The grell trains Skalmad's grimlock servants in exchange for offerings of prey and treasure.

If the adventurers listen at the door, they hear only the sound of the waterfall beyond. Likewise, the creatures here have no chance of hearing the approach of adventurers in the northern corridor.

When the adventurers open the door, read:

The air is moist in this dark cavern. You hear the sound of falling water coming from the east.

When the adventurers activate a light source, show the players the "View of Grell Nest" illustration on page 28 of *Adventure Book One*, then read:

Great clumps of tree-roots hang from ceiling to floor, obscuring your view. Even so, you can make out a raised area in the middle of the cavern and a stream flowing beyond it along the southern wall. Several gray-skinned humanoids crouch on the cave floor, sharpening stone weapons or gnawing on bones.

The grell and the second berserker are out of sight in the cave beyond the stream. Do not reveal them until they are spotted or when they attack.

5 Grimlock Minions (M)		Level 14 Minion
Medium natural humanoid (blind)		XP 250
Initiative +6	Senses Perception +7; blindsight 10	
HP 1; a missed attack never damages a minion.		
Immune gaze		
AC 24; Fortitude 24, Reflex 23, Will 23		
Speed 6		
⊕ Greataxe (standard; at-will) ♦ Weapon		
+17 vs. AC; 7 damage (9 damage against a bloodied target).		
Alignment Evil	Languages Common, Deep Speech	
Str 17 (+8)	Dex 12 (+6)	Wis 15 (+7)
Con 14 (+7)	Int 7 (+3)	Cha 9 (+4)
Equipment greataxe		

Grell Philosopher (P)		Level 11 Elite Controller
Medium aberrant magical beast (blind)		XP 1,200
Initiative +10	Senses Perception +12; blindsight 12	
HP 224; Bloodied 112		
AC 27; Fortitude 21, Reflex 24, Will 23		
Immune gaze; Resist 20 lightning		
Saving Throws +2		
Speed 1 (clumsy), fly 6 (hover)		
Action Points 1		
⊕ Tentacle Rake (standard; at-will) ♦ Poison		
Reach 2; +17 vs. AC; 3d8 + 5 damage, and the target is slowed and takes a -2 penalty to attack rolls (save ends both).		
⤴ Lightning Lance (standard; at-will) ♦ Lightning		
Ranged 10; +14 vs. Reflex; 3d6 + 6 lightning damage, and the target is blinded (save ends).		
⚡ Psychic Storm (standard; recharge [1]) ♦ Psychic, Zone		
Area burst 2 within 10; +14 vs. Will; 3d8 + 3 psychic damage, and the target is dazed (save ends). The psychic storm is a zone that lasts until the end of the encounter. Any creature entering the zone is dazed (save ends).		
⬅ Venomous Mind (standard; at-will) ♦ Psychic		
Close burst 3; targets enemies; +15 vs. Will; 2d8 + 5 psychic damage, and the target must choose a random target for any melee attacks it makes (save ends).		
Alignment Evil	Languages Deep Speech	
Skills Arcana +13, Stealth +20		
Str 14 (+7)	Dex 21 (+10)	Wis 14 (+7)
Con 16 (+8)	Int 16 (+8)	Cha 13 (+6)

2 Grimlock Berserkers (B)		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		

TACTICS

The creatures here have a distinct advantage, in that their blindsight allows them to “see” the adventurers through the curtains of roots that obscure the room. The grimlock minions attack intruders at once, using the roots as cover. The berserker north of the stream joins them, while the other stays back to serve as a bodyguard for its grell master.

The grell philosopher begins the battle by using *psychic storm*, hoping to catch the adventurers bottled up in the doorway or the entrance tunnel to maximize the power’s effect. It then attacks from cover with *lightning lance* or uses its *venomous mind* power against foes that try to close to melee range.

The grell can hover directly beneath the ceiling, putting it 15 feet above the ground and out of melee range (though it can attack targets below with its tentacles). If all its servants are killed, the grell flies downstream and hides, waiting for the adventurers to leave the area.

DEVELOPMENT

If the adventurers kill all the grimlocks, they are replaced from the nearby caverns of the Trollhaunt at a rate of two minions per day and one berserker per week until the numbers above are restored.

FEATURES OF THE AREA

Illumination: Darkness.

Ceiling: The rough stone ceiling rises to a height of 20 feet (15 feet above the raised area of the altar).

Low Escarpment: This short slope gives way to a flat rise 5 feet above the floor. It takes a move action to climb up from the floor. Jumping down can be done as part of a move action.

Altar: A 4-foot cube of bloodstained rock serves as an altar to Torog, whose dark symbol is emblazoned across the altar’s front. The altar provides cover (-2 to attack rolls) and is difficult terrain (requiring 1 extra square of movement to enter).

Stream: The stream is 5 feet deep and is difficult terrain. Characters in the water gain cover except against attacks from submerged enemies. Fighting in the water imposes a -2 penalty to attack rolls except with spears and crossbows.

If a character enters one of the squares in the stream marked with arrows, he or she is caught in the sudden rush of current and must succeed on a DC 22 Athletics check or be swept over the falls. A character going over the falls takes 1d8 + 5 damage and is knocked prone. Climbing up a waterfall requires a DC 30 Athletics check.



ENCOUNTER W8: GRELL NEST

Door: This wooden door is swollen shut from the damp air in this chamber (DC 20 Strength check to open). The door has AC 5, Fortitude 10, Reflex 5, and 20 hp.

Tree Roots: Dense curtains of roots hang down from the ceiling to within 2 feet of the floor. The roots hinder movement; it costs an extra square of movement to push through the curtain of roots. The roots provide cover and block line of sight for any creatures not adjacent to them. The roots do not block line of sight for creatures with blindsight.

The roots can be hacked through or otherwise destroyed. Each square of roots has AC 5, Fortitude 10, Reflex 5, and 10 hp.

Small Cave: The small cave to the south serves as the grell’s personal lair. Strange cocoonlike structures of gray crystal hold alchemical reagents (metallic powders and glass spheres full of colored liquids) worth a total of 400 gp. One of the cocoons holds six amethysts worth 300 gp each, while another conceals a pair of *elven boots*.

ENCOUNTER W9: CORKSCREW CAVE

Encounter Level 12 (3,600 XP)

- 3 warren trolls (T)
- 2 nothic gazers (N)
- 1 galeb duhr rockcaller (G)

SETUP

This encounter takes place in Location 16.

The eastern side of this cavern is 20 feet higher than the western side. The high side is used as a lookout by the guards stationed here. A galeb duhr sworn to Skalmad's service works alongside the trolls and nothics. The group is charged with watching the stream for possible intruders, as well as keeping half an eye on the nearby drow, but the work is dull and usually uneventful, so these guards are easily distracted.

When the adventurers arrive, read:

A high escarpment divides this cave, with the eastern side about 20 feet higher, overlooking the western side. A sloping path and two flights of rough steps connect both halves of the cavern, winding up and around a huge column of rock. A foul-smelling pool in the lower portion bubbles and reeks of pitch. Several trolls stand guard here, along with two nothics and a strange creature resembling a boulder with arms and legs.

Adventurers approaching from the south or east are normally spotted by the monsters when they enter the squares marked "X" on the tactical map. Adventurers approaching from the north aren't spotted until they climb up the steps from the stream. Adventurers who want to move closer without being seen can attempt Stealth checks to do so.

2 Nothic Gazers (N)		Level 11 Artillery	
Medium aberrant humanoid		XP 600 each	
Initiative +8	Senses Perception +6; darkvision, truesight 10		
HP 91; Bloodied 45			
AC 23; Fortitude 24, Reflex 23, Will 21			
Speed 6			
⊕ Claw (standard; at-will)	+17 vs. AC; 1d6 + 4 damage.		
↘ Rotting Gaze (standard; at-will) ◆ Necrotic	Ranged 10; +16 vs. Fortitude; 1d12 + 5 necrotic damage, plus the target is slowed and takes a -2 penalty to attack rolls (save ends both). The nothic gazer loses this power while blinded.		
Retaliate (immediate reaction, when hit by a melee or close attack; encounter)	The nothic shifts and makes a claw attack or a rotting gaze attack against the triggering attacker.		
Alignment Unaligned	Languages Deep Speech		
Skills Stealth +13			
Str 18 (+9)	Dex 17 (+8)	Wis 12 (+6)	
Con 19 (+9)	Int 8 (+4)	Cha 9 (+4)	

3 Warren Trolls (T)		Level 11 Brute	
Large natural humanoid		XP 600 each	
Initiative +8	Senses Perception +12		
HP 120; Bloodied 60; see also troll healing			
Regeneration 10 (if the troll takes acid or fire damage, regeneration does not function until the end of its next turn)			
AC 22; Fortitude 23, Reflex 20, Will 19			
Speed 8			
⊕ Claw (standard; at-will)	Reach 2; +15 vs. AC; 2d6 + 7 damage; see also frenzied strike.		
⊕ Powerful Bite (standard; encounter) ◆ Poison	+15 vs. AC; 3d6 + 7 damage, plus ongoing 5 poison damage (save ends).		
⊕ Frenzied Strike (free, when the troll's attack bloodies an enemy; at-will)	The troll makes a claw attack.		
Troll Healing ◆ Healing	If the troll is reduced to 0 hit points by an attack that does not deal acid or fire damage, it rises on its next turn (as a move action) with 10 hit points.		
Alignment Chaotic evil	Languages Common, Giant		
Skills Athletics +16, Endurance +15			
Str 22 (+11)	Dex 16 (+8)	Wis 14 (+7)	
Con 20 (+10)	Int 5 (+2)	Cha 10 (+5)	

Galeb Duhr Rockcaller (G)		Level 11 Controller	
Medium elemental humanoid (earth)		XP 600	
Initiative +5	Senses Perception +12; tremorsense 10		
HP 118; Bloodied 59			
AC 25; Fortitude 26, Reflex 21, Will 22			
Immune petrification, poison			
Speed 4 (earth walk), burrow 6			
⊕ Slam (standard; at-will)	+16 vs. AC; 2d8 + 4 damage.		
⊕ Rolling Attack (standard; at-will)	The galeb duhr rockcaller moves up to 4 squares and then attacks an adjacent target; +14 vs. Fortitude; 2d8 + 6 damage, and the target is pushed 1 square and knocked prone.		
↘ Earthen Grasp (standard; at-will)	An earthen fist rises up to restrain a target. Ranged 10; +14 vs. Fortitude; the target is restrained (save ends). The target must be in direct contact with the ground or the attack fails. The rockcaller can use earthen grasp against only one creature at a time.		
↘ Rocky Terrain (minor; at-will)	Ranged 10; up to 4 squares within range become difficult terrain. The squares need not be contiguous, but the affected terrain must consist of earth or stone.		
Alignment Unaligned	Languages Dwarven, Giant		
Skills Stealth +10			
Str 19 (+9)	Dex 10 (+5)	Wis 15 (+7)	
Con 22 (+11)	Int 13 (+6)	Cha 13 (+6)	

TACTICS

If the adventurers arrive in the eastern side of the cavern, the trolls attack at once while the nothics use *rotting gaze* on any characters staying out of melee. The trolls seek to push characters off the escarpment, dealing 2d10 falling damage to them. Then they switch to the tactics described below.

If the adventurers arrive in the western side of the cavern, the trolls to the east move to the edge of the escarpment, raining rocks down while the nothics target characters with *rotting gaze*.

A troll can hurl rocks with the following attack statistics:

Standard action; at-will. Ranged 10; +14 vs. AC; 1d8 + 5 damage.

If the adventurers prove resistant to their ranged attacks, the trolls jump down the escarpment to catch them off guard, trusting that they will heal the 2d10 falling damage soon enough.

The troll in the lower half of the room concentrates on keeping enemies from getting up or down the stairs.

The galeb duhr is not happy about fighting beside the trolls, but it sticks to the bargain it made with Skalmad. It uses *rocky terrain* and *earthen grasp* to slow the adventurers' movement and keep them confined to the lower half of the room. When it has a target restrained, the galeb duhr uses *rolling attack* in an attempt to push the PC into the pool of pitch or the stream. Otherwise, it stands its ground and fights with its slam attack.

If the trolls and the nothics are defeated, the galeb duhr breaks off the fighting and asks for quarter in Giant and Dwarven. If the adventurers cease hostilities, it allows them to pass without further hindrance.

DEVELOPMENT

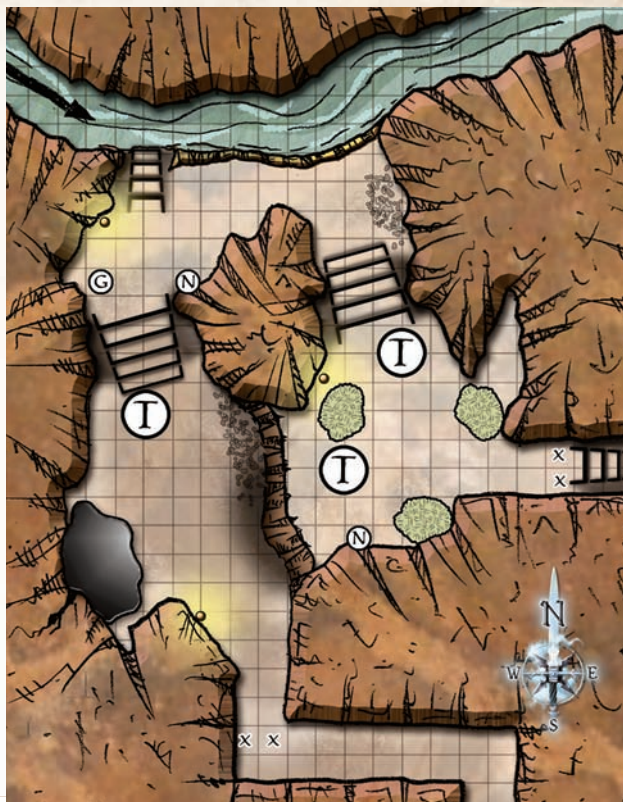
If the galeb duhr survives, it considers its bargain with Skalmad concluded and departs the Great Warren. If the adventurers clear this area of other creatures and then leave the Great Warren, two warren trolls and three nothic stalkers take up guard duty here.

FEATURES OF THE AREA

Illumination: Bright light. Torches on the walls illuminate the area.

Ceiling: The rough stone ceiling in this area rises to 35 feet above the western side of the chamber, 25 feet above the northern portion, and 15 feet above the eastern side.

High Escarpment: This steep slope rises to a height of 20 feet, separating the eastern and western sides of the cavern. Scaling the slope requires a DC 21 Athletics check. A creature that drops down from above takes 2d10 falling damage.



ENCOUNTER W9: CORKSCREW CAVE

Stream: The stream is 5 feet deep and is difficult terrain (requiring 1 extra square of movement to enter). Characters in the water gain cover (-2 to attack rolls) except against attacks from submerged enemies. Fighting in the water imposes a -2 penalty to attack rolls except with spears and crossbows.

Pallets: These filthy straw pallets serve as the trolls' nests. They have no effect on movement and are too damp to burn.

Rubble: This area of loose scree is difficult terrain.

Pitch Seep: Flammable pitch seeps up from an ancient chasm beneath this cavern. The pool is difficult terrain. If caught in the area of any fire damage (including being hit by a lit torch), the pitch seep ignites into a fiery pool occupying the same area. Any creature entering or starting its turn in the burning pool takes 2d6 + 5 fire damage.

ENCOUNTER W10: COLLECTING CAVERN

Encounter Level 13 (4,000 XP)

1 roper (R)
5 Marrowmaw impalers (I)

SETUP

This encounter takes place in Location 20.

The streams running through the Great Warren meet up before flowing through this chamber. Anything washed into the water elsewhere in the complex eventually drifts through this cavern, where a roper has made its lair.

A small gang of Marrowmaw troglodytes has recently taken up service as guardians of the roper's cavern. They have grown disillusioned with Ssark's leadership and now hunt fresh meat (mostly troll and nothic) for the roper in exchange for treasure the creature sometimes claims from the water.

If the adventurers are carrying a light source, the creatures here are alerted to their approach. Without a light source, the adventurers can't see anything in the chamber. If they have a light source and make Perception checks, they might notice the roper (which uses its *stony body* to resemble a stalagmite), or the troglodytes crouching beside either a wall or a pillar.

Do not reveal the locations of any of the creatures until the PCs spot them or the creatures attack.

Perception Check

DC 30: You notice that the large stalagmite in the center of the chamber just blinked at you.

DC 21: You spot a troglodyte crouching in the shadows.

If the adventurers spot the troglodytes but not the roper, they are not surprised but the roper's first attack gains combat advantage.

If the monsters are in hiding when the adventurers arrive, read:

This dark cavern has a large stream flowing through it from west to east. Stalagmites and columns of stone are scattered around the area.

When the troglodytes attack, read:

Subtle movement in the shadows catches your eye. Several troglodytes rush from behind the rock columns, javelins clutched in their claws.

When the roper attacks, add:

One of the stalagmites suddenly opens a single red eye that glares at you, and stony tentacles unfurl from around it.

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 only against a grabbed target 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)

4 Marrowmaw Impalers (I) Level 9 Artillery

Medium natural humanoid (reptile), troglodyte XP 400 each

Initiative +6	Senses Perception +10; darkvision
Troglodyte Stench aura 1; living enemies in the aura take a -2 penalty to attack rolls.	
HP 81; Bloodied 40	
AC 24; Fortitude 24, Reflex 21, Will 20	
Speed 5	
⊕ Spear (standard; at-will) ♦ Weapon	+13 vs. AC; 1d8 + 5 damage.
⊕ Claw (standard; at-will)	+11 vs. AC; 1d4 + 5 damage.
⊗ Javelin (standard; at-will) ♦ Weapon	Ranged 10/20; +14 vs. AC; 1d6 + 5 damage.
⤵ Impaling Shot (standard; recharge Ⓜ Ⓜ Ⓜ Ⓜ) ♦ Weapon	Requires javelin; ranged 10; +14 vs. AC; 2d6 + 5 damage, and the troglodyte makes a secondary attack against the same target. Secondary Attack: +12 vs. Fortitude; the target is restrained (save ends).
Alignment Chaotic evil	Languages Common, Draconic
Skills Athletics +13, Endurance +14	
Str 19 (+8)	Dex 14 (+6) Wis 13 (+5)
Con 21 (+9)	Int 7 (+2) Cha 9 (+3)
Equipment spear, quiver of 6 javelins	

TACTICS

The roper attacks first by making a tentacle grab targeting the two closest adventurers. It then uses *reel* as a minor action to drag grabbed and weakened creatures closer. It can easily drag a victim into or through the stream. If the roper begins its turn with a target adjacent to it, it bites instead of using its tentacle attack.

The troglodytes ignore any characters caught by the roper's tentacles to concentrate on other foes. They use *impaling shot* to restrain adventurers, targeting foes within range of the roper's tentacles (ideally those attempting to help a companion grabbed by the roper).

If the roper is defeated, all the surviving troglodytes flee for their lives.

DEVELOPMENT

If the adventurers defeat the roper and drive off the troglodytes, this chamber becomes an uninhabited safe location in any future forays into the warrens. The adventurers can use this location to take an extended rest, for example, or to otherwise find a quiet moment between encounters.



FEATURES OF THE AREA

Illumination: Darkness.

Ceiling: The cavern rises to a height of 20 feet.

Shallow Water: The shallow water adjacent to the shore is 5 feet deep and these squares are considered to be difficult terrain (requiring 1 extra square of movement to enter). Characters in the water gain cover (-2 to attack rolls) except against attacks from submerged enemies. Fighting in the water imposes a -2 penalty to attack rolls except with spears and crossbows.

Deep Water: Beyond the shallow shoreline, the water varies from 10 to 15 feet deep. Creatures in deep water must use the Athletics skill to move. Creatures in deep water gain cover except against attacks from submerged enemies. Fighting in the water imposes a -2 penalty to attack rolls except with spears and crossbows, and powers that have the fire keyword take a -2 penalty to attack rolls.

A creature that moves from an area of shallow water into a square of deep water hits a drop-off, ending its movement in that square unless it is already swimming.

Small Columns and Stalagmites: These natural stone columns provide cover. They have AC 4, Fortitude 12, Reflex 4, and 80 hp.

Rubble: These sections of crumbling stone are difficult terrain.

Treasure: The roper has accumulated a small amount of treasure over the years, which can be found by cutting open its gizzard. The treasure includes three fine amethysts (worth 300 gp each) and a set of *bracers of mighty striking*.

ENCOUNTER VII: CROW CAGE CAVERN

Encounter Level 13 (4,400 XP)

2 briar hags (H)
5 boneshard troll skeletons

SETUP

This encounter takes place in Location 21.

This cavern is the garden of the briar hag sisters Geala and Morsha, who live in the small chamber to the west. One hag is in this chamber at the start of this encounter, the other is in the room to the west. The boneshard troll skeletons start the encounter inside the hanging iron cages.

When the adventurers enter this chamber, lay out the poster map. Show the players the “View of the Iron Cages” illustration on page 28 of *Adventure Book One*, then read:

Patches of glowing fungi cover the rough stone walls of this huge cavern, illuminating it with a dim green glow. The center of the room is 15 feet lower than the northwest and southeast corners, with broad stone steps connecting the upper and lower levels.

Five large iron cages hang by chains from the ceiling, broken troll skeletons sprawled within them. Two stone doors can be seen on the rise to the southeast. Near the foot of the steps in that corner, a haggard old woman tends a mushroom patch.

Perception Check

DC 26: *The skull of the large skeleton in the nearest cage faces you, and you notice tiny sparks of fire pulsing deep within its otherwise dark sockets.*

The skeletons here are not as decrepit as they appear. Shortly after Skalmad declared himself king, these five lesser clan chiefs tried to seize power for themselves. After slaying them, the troll king had them turned into boneshard skeletons and placed as guards in this chamber. The hags refer to these skeletons as their crows.

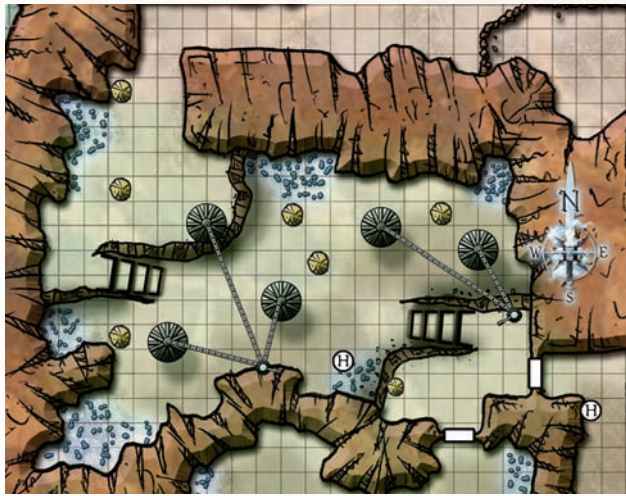
Geala (the old woman) cackles and mutters softly to herself at the first sign of the adventurers. She appears to be a harmless hermit, but suspicious characters can attempt a DC 21 Insight check to sense hardened malice beneath her crazed laughter.

If the adventurers call to the old woman, read:

“What?” the old woman calls back, one gnarled hand to her ear. “Speak up! Can’t you see I’m an old, decrepit woman? Come closer if you want to talk. Otherwise, I’ve got mushrooms to tend to.”

2 Briar Hags (H)		Level 12 Controller
Medium fey humanoid		XP 700 each
Initiative +11	Senses Perception +14; low-light vision	
Feverish Presence aura 3; bloodied enemies in the aura are weakened.		
HP 123; Bloodied 61		
AC 26; Fortitude 23, Reflex 25, Will 24		
Speed 7 (forest walk)		
⊕ Claw (standard; at-will)		
+16 vs. AC; 1d6 + 5 damage.		
⊕ Rake the Eyes (standard; at-will)		
+16 vs. AC; 1d6 + 5 damage, and the target is blinded until the end of the briar hag’s next turn. The briar hag shifts 2 squares before or after making this attack.		
✦ Call Briar (standard; recharge ⓧ ⓧ) ✦ Conjunction, Zone		
Area burst 2 within 10; +15 vs. Reflex; 2d4 + 5 damage and the target is immobilized (save ends). This attack’s area becomes a zone of difficult terrain until the end of the encounter. Any creature that enters or starts its turn in the zone takes 1d4 damage. A briar hag is immune to its own briars.		
✦ Curse of Thorns (standard; encounter)		
Ranged 10; +17 vs. AC; 3d4 + 5 damage and the target is restrained (save ends).		
Change Shape (minor; at-will) ✦ Polymorph		
A briar hag can alter its physical form to appear as a young human woman or an old crone (MM page 280).		
Alignment Evil	Languages Common, Elven	
Skills Arcana +13, Intimidate +14, Nature +14, Perception +14		
Str 18 (+10)	Dex 21 (+11)	Wis 17 (+9)
Con 19 (+10)	Int 14 (+8)	Cha 16 (+9)

5 Boneshard Troll Skeletons		Level 11 Brute
Large natural animate (undead)		XP 600 each
Initiative +8	Senses Perception +7; darkvision	
HP 137; Bloodied 68; see also boneshard burst		
AC 23; Fortitude 22, Reflex 22, Will 21		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 6		
⊕ Scimitar (standard; at-will) ✦ Necrotic, Weapon		
+15 vs. AC; 2d8 + 6 damage (crit 2d8 + 22) plus 10 necrotic damage. If the troll skeleton takes acid or fire damage, it does not deal necrotic damage with this attack until the end of its next turn.		
⊕ Boneshard (standard; at-will) ✦ Necrotic		
+15 vs. AC; 1d6 + 6 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; +14 vs. Reflex; 2d6 + 6 necrotic damage.		
Alignment Unaligned	Languages –	
Str 16 (+8)	Dex 16 (+8)	Wis 14 (+7)
Con 17 (+8)	Int 3 (+1)	Cha 3 (+1)
Equipment scimitar		



TACTICS

Unless the adventurers attack her at once, Geala maintains her disguise as an old woman. She mutters to herself, puttters around the mushroom patch, and waits for two or more of the adventurers to enter the lower portion of the cavern before she attacks. If the adventurers attempt to talk to her or approach her in a peaceful manner, she tries to entice them to walk toward her, beneath the hanging cages.

Once combat starts, the boneshard troll skeletons throw open their cage doors and drop to the floor (lowering themselves as a move action so that they do not take damage). Morsha is out of sight in the adjoining room, but the sound of combat brings her through the door the following round.

The hags use *call briar* to immobilize targets within range of a boneshard troll skeleton's reach. They use *curse of thorns* to pin down characters who escape the briars, then use *rake the eyes* to move in, attack, and shift away again. One of the hags tries to stay close to the release levers to drop a cage on any characters fighting beneath it. If the adventurers stay out of range, the hags drop a cage on a badly injured skeleton if doing so will unleash its *boneshard burst* while two or more adventurers are within range.

The skeletons fight to the death. If one hag is defeated and the other is bloodied, that survivor tries to escape through the door to the south and warn Skalmad that trouble is on the way.

DEVELOPMENT

If the adventurers are defeated and captured at any point during the adventure, they are brought here and confined in one of the hanging cages. The boneshard troll skeleton that occupied the cage stands guard.

FEATURES OF THE AREA

Illumination: Dim light (from the glowing fungi throughout).

Ceiling: The rough stone ceiling rises 25 feet above the higher sections of floor to east and west, 40 feet above the center.

High Escarpment: These steep slopes rise to a height of 15 feet, separating the eastern and western sides of the cavern from the lower central floor. Scaling the slope requires a DC 21 Athletics check. A creature that drops down from above takes 1d10 falling damage.

Fungi Patch: These knee-high patches of mushrooms and toadstools are difficult terrain (requiring 1 extra square of movement to enter).

Stalagmite: These upthrust columns of stone provide cover (-2 to attack rolls). They have AC 5, Fortitude 10, Reflex 5, and 40 hp.

Hanging Cages: These large cages are suspended by chains from the ceiling. Each cage is 10 feet tall and hangs so that its bottom is 15 feet above the floor. (This means that the four cages set above the central part of the cavern are level with the floor on the higher east and west sides of the cavern.) Though they are currently open, the cages can be locked (DC 26 Thievery check to unlock). Geala and Morsha have the keys.

Chain Release: The chains suspending the cages are secured to sturdy bolts sunk into the walls, and fitted with a quick-release lever. As a minor action, a single cage can be released to plummet to the floor. Anyone in the cage takes 1d8 + 5 damage; anyone beneath the cage takes 3d6 + 5 damage. Characters making a successful DC 21 Acrobatics check take half damage.

As a standard action, a cage can be slowly lowered to the ground.

Stone Doors: The east door is unlocked but the door to the south is locked (DC 21 Thievery check or DC 16 Strength check to open). Geala, Morsha, and Skalmad (see Encounter W12) all have a key. The doors have AC 5, Fortitude 10, Reflex 5, and 40 hp.

Hag's Lair: The hags' foul lair (Location 22) contains two straw pallets, sacks of tubers and mushrooms, a few foul-smelling carcasses hanging to ripen (mostly small game), and shelves piled with foul-smelling herbs and reagents. Among the clutter is a locked wooden chest that holds 2,200 gp, a fine ivory statuette of a dragon (worth 800 gp), and a +3 *torc of fortune* (see page 23 of *Adventure Book One*).

ENCOUNTER W12: THRONE CAVERN

Encounter Level 14 (5,400 XP)

2 drow warriors (D)
3 warren trolls (T)
Skalmad of the Cauldron (S)

SETUP

This encounter takes place in Location 23.

The seat of Skalmad's power contains his portal to the Feywild. The troll king is currently hosting a pair of dark elves who have journeyed here to discuss an alliance. (The drow are central to the *P2: Demon Queen's Enclave* adventure.)

If the PCs did not kill Skalmad previously, rework the read aloud text accordingly.

When the adventurers enter this chamber, lay out the poster map. Show the players the "View of the Throne Cavern" illustration on page 29 of *Adventure Book One*, then read:

Flowing stalagmites flecked with crystal catch the light of glowing fungi across this huge cavern. A stream bisects the area at the foot of a high cliff, atop which stands a great throne of purple crystal. A pair of dark elves and several trolls are gathered here—including Skalmad.

The troll king stands more gaunt than when you fought him before, his stone eye glowing with bright fire. "You!" he laughs. "Do you understand the power of my magic now, humans? This time I will destroy you!"

3 Warren Trolls (T)		Level 11 Brute
Large natural humanoid		XP 600 each
Initiative +8	Senses Perception +12	
HP 120; Bloodied 60; see also troll healing		
Regeneration 10 (if the troll takes acid or fire damage, regeneration does not function until the end of its next turn)		
AC 22; Fortitude 23, Reflex 20, Will 19		
Speed 8		
⊕ Claw (standard; at-will)		
Reach 2; +15 vs. AC; 2d6 + 7 damage; see also frenzied strike.		
⊕ Powerful Bite (standard; encounter) ♦ Poison		
+15 vs. AC; 3d6 + 7 damage, plus ongoing 5 poison damage (save ends).		
⊕ Frenzied Strike (free, when the troll's attack bloodies an enemy; at-will)		
The troll makes a claw attack.		
Troll Healing ♦ Healing		
If the troll is reduced to 0 hit points by an attack that does not deal acid or fire damage, it rises on its next turn (as a move action) with 10 hit points.		
Alignment Chaotic evil	Languages Common, Giant	
Skills Athletics +16, Endurance +15		
Str 22 (+11)	Dex 16 (+8)	Wis 14 (+7)
Con 20 (+10)	Int 5 (+2)	Cha 10 (+5)

2 Drow Warriors (D)		Level 11 Lurker
Medium fey humanoid		XP 600 each
Initiative +13	Senses Perception +11; darkvision	
HP 83; Bloodied 41		
AC 24; Fortitude 20, Reflex 22, Will 19		
Speed 6		
⊕ Rapier (standard; at-will) ♦ Poison, Weapon		
+14 vs. AC; 1d8 + 4 damage (×2)		
⌘ Hand Crossbow (standard; at-will) ♦ Poison, Weapon		
Ranged 10/20; +14 vs. AC; 1d6 + 4 damage, and the drow warrior makes a secondary attack against the same target.		
Secondary Attack: +13 vs. Fortitude; see drow poison for the effect.		
⌘ Darkfire (minor; encounter)		
Ranged 10; +12 vs. Reflex; until the end of the drow warrior's next turn, the target grants combat advantage to all attackers, and the target cannot benefit from invisibility or concealment.		
Combat Advantage		
The drow warrior deals an extra 2d6 damage on melee and ranged attacks against any target it has combat advantage against.		
Drow Poison ♦ Poison		
A creature hit by a weapon coated in drow poison takes a -2 penalty to attack rolls (save ends). First Failed Save: The target is also weakened (save ends). Second Failed Save: The target falls unconscious until the end of the encounter.		
Alignment Evil	Languages Common, Elven	
Skills Dungeoneering +11, Intimidate +8, Stealth +15		
Str 14 (+7)	Dex 19 (+9)	Wis 13 (+6)
Con 11 (+5)	Int 13 (+6)	Cha 12 (+6)
Equipment chainmail, rapier*, hand crossbow, 20 bolts*		
*These weapons are coated in drow poison.		

TACTICS

The drow use their *darkfire* power against the most dangerous-looking PCs, focusing melee and ranged attacks on those characters to benefit from combat advantage. If Skalmad escapes or is killed, the drow flee.

The troll bodyguards focus their claw attacks on any foes attempting to move close to Skalmad. They fight until slain.

Skalmad moves into position to use *smoldering eye* against as many PCs as possible. He uses *toppling swing* to limit his foes' movement, combining it with *baleful eye* to keep powerful combatants within melee range.

Skalmad spends his action point only after he is bloodied. He returns to the crystal throne (using two move actions or an attack and a single move action, as appropriate), then uses the throne's power (a standard action) to plane shift to the Feywild.

Read the following if Skalmad escapes:

As the troll king throws himself into the great crystal throne, you feel a surge of mystical power. The throne begins to shimmer, then flares sun-bright. When the light fades, Skalmad has vanished. In the ensuing stillness, you can almost hear his scornful laughter lingering in the air.

Skalmad of the Cauldron (S) **Level 15 Elite Soldier**
Large natural humanoid, troll XP 2,400

Initiative +13 **Senses** Perception +9
HP 262; **Bloodied** 131; see also *troll healing*
Regeneration 10 (if Skalmad takes acid or fire damage, regeneration does not function until the end of his next turn)
AC 31; **Fortitude** 29, **Reflex** 25, **Will** 24
Saving Throws +2
Speed 8
Action Points 1

⊕ **Greataxe** (standard; at-will)
Reach 2; +22 vs. AC; 2d6 + 8 damage; see also *frenzied strike*.

⊕ **Claw** (standard; at-will)
Reach 2; +20 vs. AC; 1d10 + 8 damage; see also *frenzied strike*.

‡ **Frenzied Strike** (free, when Skalmad's attack bloodies an enemy; at-will)
Skalmad makes a greataxe or claw attack.

↶ **Toppling Swing** (standard; recharge ⓂⓂⓂⓂ)
Requires greataxe; close blast 2; +21 vs. AC; 2d6 + 8 damage, and the target is knocked prone.

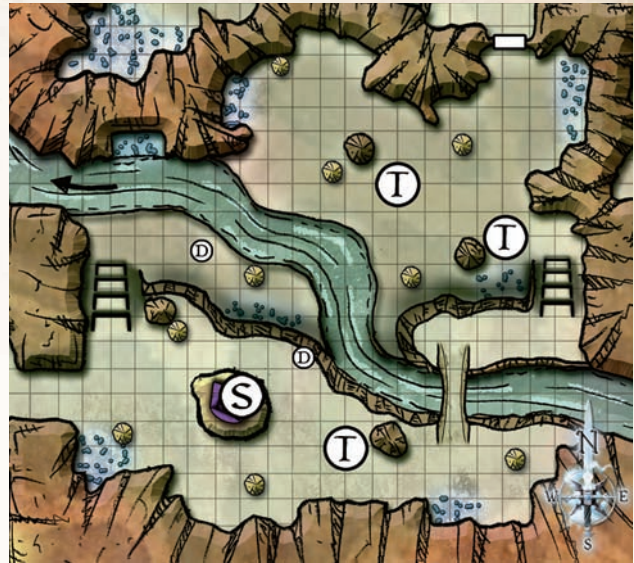
↷ **Baleful Eye** (minor; at-will)
Ranged sight; +19 vs. Will; the target is slowed and cannot teleport (save ends both). The effect ends if Skalmad uses *baleful eye* on another target.

↶ **Smoldering Eye** (standard; encounter) ⚡ **Fire**
Close blast 5; +19 vs. Reflex; 1d10 + 7 fire damage, plus ongoing 10 fire damage and a -2 penalty to attack rolls (save ends both). Skalmad takes 10 psychic damage when he uses this power.

Cauldron's Wrath (immediate reaction, when Skalmad is hit by a melee attack; at-will) ⚡ **Fire**
The attacker takes ongoing 10 fire damage (save ends).

Troll Healing ⚡ **Healing**
If Skalmad is reduced to 0 hit points or fewer by an attack that does not deal acid or fire damage, he rises on his next turn (as a move action) with 10 hit points.

Alignment Chaotic evil **Languages** Common, Giant
Skills Athletics +20, Endurance +18, Intimidate +15
Str 26 (+15) **Dex** 19 (+11) **Wis** 14 (+9)
Con 23 (+13) **Int** 11 (+7) **Cha** 17 (+10)
Equipment greataxe, hide armor



ENCOUNTER W12: THRONE CAVERN

Stalagmite: These upthrust columns of stone provide cover (-2 to attack rolls). They have AC 5, Fortitude 10, Reflex 5, and 40 hp.

Stream: The stream is 5 feet deep and is difficult terrain. Characters in the water gain cover except against attacks from submerged enemies. Fighting in the water imposes a -2 penalty to attack rolls except with spears and crossbows.

Throne: The crystal throne is large enough to provide cover to Medium or smaller creatures. It has AC 4, Fortitude 12, Reflex 4, resist 10 to all damage, and 80 hp. The throne functions as a portal to the Feywild for those who know how to use it (see the next page).

This encounter is continued on the next page.

FEATURES OF THE AREA

Illumination: Dim light (from the glowing fungi throughout).

Ceiling: The roof of the cavern rises 30 feet above the main floor, 20 feet above the high ground to the south.

Door: The stone door to the north is locked (DC 21 Thievery check or DC 16 Strength check to open). Skalmad, Geala, and Morsha (see Encounter W11) all have a key.

High Escarpment: This steep slope rises to a height of 15 feet, separating the southern part of the cavern from the lower northern floor. Scaling the slope requires a DC 21 Athletics check. A creature that drops down from above takes 1d10 falling damage.

Fungi Patch: These knee-high patches of glowing fungi are difficult terrain (requiring 1 extra square of movement to enter).

This encounter is continued from the previous page.

SKALMAD'S ESCAPE

Do not force the issue of Skalmad's escape if the adventurers have him on the ropes. Instead, have *Moran's Eye* vanish in a burst of arcane fire as the troll king falls. The *Eye* has been called back to the Feywild by the power of the *Stone Cauldron* as it prepares to raise Vard from the dead. See Encounter C6, page 62, for more information.

DEVELOPMENT

Skalmad's personal chambers lie to the southwest (Location 24). A human scribe named Dethos has been held here since being taken captive near Moonstair almost a year ago. He serves as Skalmad's valet, scribe, and interpreter. Dethos knows that Skalmad "crosses into the fey lands" by means of the crystal throne, and he tells his rescuers that the troll king makes use of a place of power in the Feywild known as the *Stone Cauldron*.

The room contains a variety of trophies and prizes, mostly the broken weapons of defeated enemies and shields marked with the emblems of other troll clans. Additionally, two large chests contain a *bashing shield* (15th level), +3 *sunleafleather armor*, 2,600 gp, seven pearls (worth 100 gp each), and a gold signet ring worth 700 gp. If asked about *Sunwrath*, Dethos tells the adventurers that Skalmad took the sword into the Feywild but did not return with it.

Dethos cannot return to Moonstair on his own. However, if the adventurers are set to travel into the Feywild immediately, he can be given provisions and left safely hidden in Skalmad's chambers until they return.

THE FEYWILD PORTAL

The purple crystal throne is a fomorian relic that features no markings or other information providing hints to its function. Activating the Feywild portal is a skill challenge.

Setup: To activate the crystal throne, a creature sitting atop it must grip the armrests in a specific way, create an arcane fire effect or possess an item that creates such an effect (*Moran's Eye* does this for Skalmad), and mentally command the throne to operate.

Level: 12 (XP 700).

Complexity: 1 (4 successes before 3 failures).

Primary Skills: Arcana, History, Insight, Perception.

Arcana (DC 16): The PC confirms that the throne is a portal to the Feywild and that it operates in response to three specific triggers: an arcane trigger, a physically manipulated trigger, and a mental trigger.

Arcana (DC 21): The PC uses detect magic to study the throne's aura, discovering that one of its triggers is arcane fire.

History (DC 21): The PC recalls that ancient Vardar was allied with fomorian realms in the Feywild. Stories of Vard's "Seat of Power" mention the troll king holding court in great throne rooms in both realms.

Insight (DC 16): The PC must have been in a position to observe Skalmad using the portal. He or she recalls the look of concentration on the troll king's face, and deduces that Skalmad was bending the operation of the portal to his will through some kind of mental command.

Perception (DC 21): The PC examines the chair, searching its surface for hidden triggers or panels. Subtle scratches reveal where the clawed fingers of the throne's previous users were placed, pressing minute indentations. (A Medium creature can place its hands properly, though doing so involves a bit of a stretch. A Small creature cannot sit in the throne and reach the proper hand positions.)

Success: When the PCs attain 4 successes, the portal activates, sending the character atop it to the Feywild. At the activating character's discretion, up to six additional creatures adjacent to the throne can be taken through the portal at the same time.

Failure: When the PCs attain 3 failures, it becomes obvious that the secret of the crystal throne is beyond their grasp. The adventurers must find an alternate route into the Feywild to find the *Stone Cauldron* and *Sunwrath*, most likely through the Moon Door portal.

WHAT'S NEXT?

If the adventurers found their way here and killed Skalmad without hearing about the raid against Moonstair, Dethos warns them that the town is in dire peril. If the adventurers have already dealt with the raid, their next move should be to travel to the Feywild.

If Skalmad did not get away, you need to come up with a different rationale for the adventurers to continue their quest in the Feywild. *Moran's Eye* disappearing as the troll king is killed or subdued demonstrates that whatever force was behind Skalmad's rise to power remains a potential threat. Coupled with what they have previously learned regarding the *Stone Cauldron* (see "Lore of the Stone Cauldron," page 48) and the fact that *Sunwrath* is still unaccounted for, the adventurers should have more than enough reasons to explore the Feywild.

INTERLUDE 2: RAID ON MOONSTAIR

When the adventurers return to Moonstair partway through their mission to the Great Warren, they find the town under attack by Skalmad's followers. The most dangerous denizens of the Trollhaunt are now under the troll king's rule. The town watch and a party of eladrin sent from Celduilon are capable of taking on smaller, weaker groups of monsters (of which there are plenty), but the troll king's elite raiders require the attention of the adventurers.

This section of the adventure is fairly linear, and is meant to progress rapidly.

R1: FARMSTEAD

The first encounter occurs when the adventurers approach the town from the east. (If they somehow end up journeying back to Moonstair by boat, start with Encounter R2 on page 40 instead). A pall of black smoke in the distance leads them to a farmstead under attack. In the aftermath, the adventurers hear these bits of news.

- ◆ The attack started an hour ago. Skalmad's raiding groups are moving in from the east, traveling through hidden troll tunnels, down forest paths, and by air. However, most of the troll king's forces appear to be hanging back waiting for a chance to freely enter the town.
- ◆ A group of eladrin warriors from Celduilon made it through the Moon Door the night before. Their assistance has allowed the town watch to hold its own so far, but a number of positions remain under heavy assault.
- ◆ The outer wall of the town has already been breached. Though the attackers were slain, the next wave of invaders can easily reach the Old Troll Wall, the next line of defense.
- ◆ The south landing is under attack and the town watch can't hold Skalmad's forces off for much longer.

If the adventurers choose to deal with the landing first, go to Encounter R2 (page 40). If they want to check the security of the Old Troll Wall, go to Encounter R3 (page 42) but give them a chance to save the landing afterward.



R2: LANDING RAID

At the south port of Moonstair, aquatic raiders pour out of the water to overwhelm the guards of the town watch. Go to Encounter R3 (page 42) after this one, or to Encounter R4 (page 44) if this battle has already been fought.

R3: AIRBORNE ASSAULT

Encounters R3, R4, and R5 all use the poster map.

In this encounter, Moonstair comes under attack by air from two wyverns and a mantichore with a troglodyte rider. The troglodyte is a blightborn spellcaster, and he scatters seeds that play a part in Encounter R5 (page 46).

R4: WALL RAID

In this battle, powerful raiders try to demolish the Old Troll Wall. When this encounter concludes, go to Encounter R5 (page 46).

R5: BLIGHTBORN INVADERS

The seeds scattered in Encounter R3 sprout in the aftermath of the adventurers' earlier victories, unleashing deadly plant creatures. This is the last major group of raiders, but you can add more encounters to the Moonstair raid if you wish (or if the adventurers need extra experience). See pages 10-11 of *Adventure Book One* for suggestions.

ENCOUNTER R1: FARMSTEAD

Encounter Level 10 (2,700 XP)

1 troll worgmaster (T)
5 worgs (W)

SETUP

A pack of worgs and their troll master are laying waste to farmsteads on the outskirts of Moonstair. They have already worked their way through a number of homes, and the adventurers should see the results of their handiwork before encountering the pack.

As the adventurers approach an already ransacked farmhouse, read:

The doors and windows lie broken and open wide, and an eerie silence hangs over the ruined farmhouse. Flames crackle in the stillness, as fire climbs the walls of the house to set the roof ablaze. Thick smoke rises from the burning structure, just as it does at a dozen more just like it. Animals are torn apart and strewn across the walkway in front of the burning house, and here and there you spot the mutilated form of a farmer—men, women, and children can be seen among the dead.

Nature Check

DC 15: *The wounds appear to have been made by the fangs of some large, wolflike beast.*

Eventually, the adventurers hear snarls and the sounds of battle, and they make their way through the increasingly thick clouds of smoke from the burning farmsteads to locate the source of the noise. Now they come upon one of the roaming packs of worgs and the pack's troll master, and they have an opportunity to save a farmstead before it falls.

The folk of the farmstead are hiding in terror inside the house as the adventurers approach this area. Two bodies (one a member of the town watch; the other an eladrin warrior from Celduilon) lie outside.

As the adventurers approach the farmhouse, read:

A farmhouse slowly appears through a pall of choking black smoke. Two bodies are sprawled on the ground before it. One wears the uniform of the Moonstair watch; the other is an eladrin in leather armor and a blue cloak. A woman peers out a window, fear evident in her wide, darting eyes.

When the adventurers see the attackers, read:

A pack of worgs follow the lead of a troll wearing leather armor and carrying a longspear. As the troll barks orders in a strange language, the worgs howl in response and move toward the farmhouse.

Troll Worgmaster (T) Level 12 Skirmisher (Leader)

Large natural humanoid XP 700

Initiative +13 **Senses Perception** +13

Battle Orders aura 5; worgs within the aura gain a +2 bonus to attack and damage rolls due to the commanding presence of the worgmaster.

HP 102; **Bloodied** 51; see also *troll healing*

Regeneration 10 (if the troll takes acid or fire damage, regeneration does not function until the end of its next turn)

AC 27; **Fortitude** 24, **Reflex** 24, **Will** 21

Speed 9

⊕ **Longspear** (standard; at-will)

Reach 3; +17 vs. AC; 1d12 + 5 damage; see also *frenzied strike*.

⊕ **Claw** (standard; at-will)

Reach 2; +17 vs. AC; 2d6 + 6 damage; see also *frenzied strike*.

‡ **Frenzied Strike** (free, when the troll's attack bloodies an enemy; at-will)

The troll makes a longspear or claw attack.

Lead the Pack

If the troll hits with an attack, each worg ally within 5 squares of it can shift 2 squares.

Assisted Withdrawal (move; at-will)

If the troll is adjacent to a worg, the troll can shift 4 squares. The worg shifts into the space the troll vacates.

Troll Healing ♦ Healing

If the troll is reduced to 0 hit points or fewer by an attack that does not deal acid or fire damage, it rises on its next turn (as a move action) with 10 hit points.

Alignment Chaotic evil **Languages** Abyssal, Giant

Skills Athletics +16, Endurance +15, Nature +13

Str 20 (+11) **Dex** 20 (+11) **Wis** 14 (+8)

Con 18 (+10) **Int** 5 (+3) **Cha** 10 (+6)

Equipment longspear, leather armor

5 Worgs (W) Level 9 Brute

Large natural magical beast XP 400 each

Initiative +7 **Senses Perception** +9; darkvision

Frightful Growl (Fear) aura 3; enemies in the aura take a -1 penalty to attack rolls, and allies in the aura gain a +1 power bonus to attack rolls.

HP 120; **Bloodied** 60

AC 20; **Fortitude** 20, **Reflex** 18, **Will** 18

Speed 8

⊕ **Bite** (standard; at-will)

+12 vs. AC; 2d6 + 5 damage, and ongoing 5 damage (save ends).

Alignment Chaotic evil **Languages** Abyssal

Skills Stealth +12

Str 21 (+9) **Dex** 17 (+7) **Wis** 10 (+4)

Con 20 (+9) **Int** 7 (+2) **Cha** 16 (+7)

TACTICS

As long as the adventurers go unnoticed in the haze of thickening smoke, the troll and its worgs attempt to break into the farmhouse to slay the terrified residents hiding there. Once the adventurers enter the fray, the monsters give them their undivided attention.

The troll directs the worgs with commands in Abyssal, using its *lead the pack* ability to increase the worgs' mobility. The troll uses its reach to make longspears or claw attacks, using *assisted withdrawal* to change targets quickly and keep foes threatened.

The fires burning in the area complicate this combat. The worgs don't like moving through the flames, but they do so if the troll orders them to. The troll avoids the fire at all costs, provoking opportunity attacks if necessary to escape from a fire-filled square. The troll and the worgs work well together, and they all try to stay within 5 squares of each other at all times in order to make the best use of the worgmaster's *battle orders* aura.

This raiding party is confident and fearless. It does not believe that there is anything in the area that poses a serious challenge to it, so in its extreme confidence, it fights to the death.

DEVELOPMENT

The people inside the house are the human family that farms this property: a mother, father, and nine-year-old son. If the adventurers rescue them, they escape to the town.

From the farmstead, the adventurers can see columns of smoke rising from several points along the perimeter of the town. It's clear that Skalmad's promised attack is underway.

When the fight here is done, a wounded member of the town watch approaches. He can help the family reach safety after he fills the adventurers in on the raid and the state of the town's defenses (see page 37 for details).

FEATURES OF THE AREA

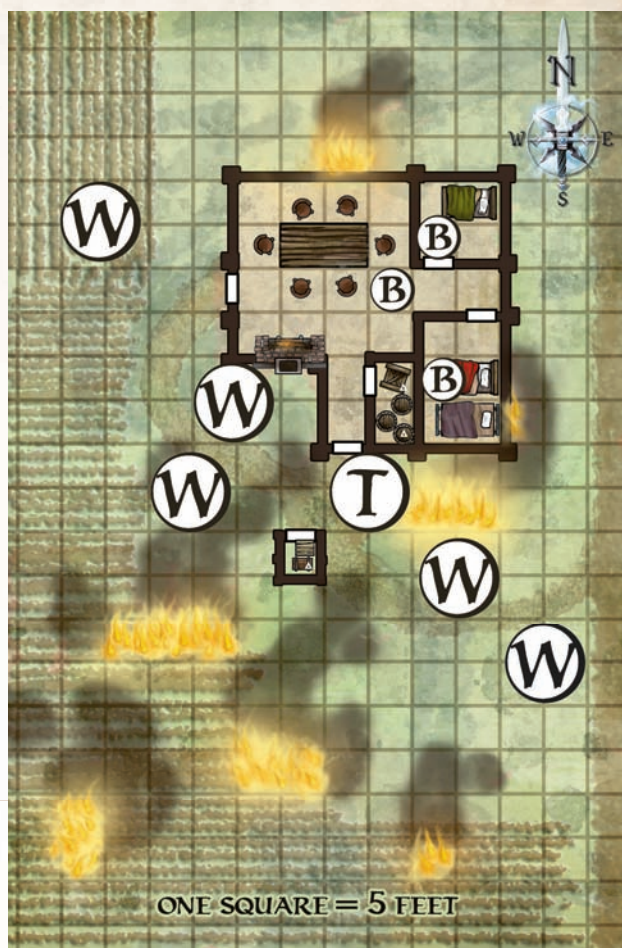
Illumination: Bright light if the PCs have returned to town during the day. At night, the fires light the area with bright light. In either case, the thickening smoke of the fires complicates vision; see below.

Fire: Isolated fires are burning outside the farmhouse and in the nearby fields. A creature that enters or starts its turn in a burning square takes 1d10 fire damage.

Smoke: A haze of dark smoke rises from the farmhouse and the burning fields. Squares of smoke are heavily obscured. Within the smoke, adjacent creatures have concealment (-2 to attack rolls), while creatures not adjacent have total concealment (-5 to attack rolls).

Doors: The doors of the farmstead are barricaded from the inside (DC 20 Strength check to break them in). The doors have AC 5, Fortitude 10, Reflex 5, and 20 hp.

Barrels and Crates: Where these are stacked in the house and the small shed outside, they are difficult terrain (requiring 1 extra square of movement to enter).



ENCOUNTER R1: FARMSTEAD

ENCOUNTER R2: LANDING RAID

Encounter Level 11 (3,000 XP)

2 kuo-toa marauders (K)
2 chuuls (C)
Muck tentacles (M)

SETUP

In the aftermath of an earlier raid, two kuo-toa raiders and two chuuls attack the port, aided by a magical hazard. Two members of the town watch (both 7th-level minions; MM page 162) defend the landing with a light ballista. If the adventurers want to operate the ballista, see the weapon's statistics block.

When the adventurers reach the landing under attack, show them the "View of the Tentacle Attack" illustration on page 29 of *Adventure Book One*, then read:

Two scaled humanoids swim through the water toward you, shields and spears lashed to their backs. Two large crablike creatures approach from deeper water, their ravenous mouths a mass of snaking tentacles.

Just past the dock, three huge tentacles of mud tear at the water, the force of their blows shaking the keelboat moored nearby.

2 Kuo-toa Marauders (K)		Level 12 Skirmisher
Medium natural humanoid (aquatic)		XP 700 each
Initiative +11	Senses Perception +11; darkvision	
HP 119; Bloodied 59		
AC 25; Fortitude 22, Reflex 23, Will 21 (25 while bloodied)		
Speed 6, swim 6		
⊕ Skewering Spear (standard; at-will) ◆ Weapon		
+17 vs. AC (+19 while bloodied); 1d8 + 4 damage, and ongoing 5 damage (save ends).		
⊕ Sticky Shield (immediate reaction, when missed by a melee attack; at-will)		
The kuo-toa marauder makes an attack against the attacker: +15 vs. Reflex; a weapon wielded by the target drops in the target's space.		
Quick Step (minor, usable only while bloodied; at-will)		
The kuo-toa marauder shifts 1 square.		
Slick Maneuver (move; at-will)		
A kuo-toa adjacent to an enemy shifts to any other square adjacent to that enemy.		
Alignment Evil	Languages Deep Speech	
Str 15 (+8)	Dex 16 (+9)	Wis 11 (+6)
Con 15 (+8)	Int 11 (+6)	Cha 13 (+7)
Equipment leather armor, slimy light shield, spear		

2 Chuuls (C)		Level 10 Soldier
Large aberrant magical beast (aquatic)		XP 500
Initiative +10	Senses Perception +9; darkvision	
HP 109; Bloodied 54		
AC 27; Fortitude 26, Reflex 20, Will 21		
Speed 6, swim 6		
⊕ Claw (standard; at-will)		
Reach 2; +17 vs. AC; 1d6 + 6 damage, or 3d6 + 6 damage against an immobilized creature.		
⊕ Double Attack (standard; at-will) ◆ Poison		
The chuul makes two claw attacks. If both claw attacks hit a single target, the chuul makes a secondary attack against the same target with its tentacles. <i>Secondary Attack</i> : +14 vs. Fortitude; the target is immobilized (save ends).		
Tentacle Net ◆ Poison		
A creature hit by a chuul's opportunity attack is immobilized until the end of the chuul's next turn.		
Alignment Unaligned	Languages Deep Speech	
Str 22 (+11)	Dex 16 (+8)	Wis 18 (+9)
Con 21 (+10)	Int 4 (+2)	Cha 14 (+7)

BALLISTA

Two members of the town watch operate a light ballista against approaching foes. The guards (or any PC who want to take over for them) can work together to operate the weapon.

+2 Light Ballista	Siege Weapon
Load: Standard action	
Aim: Minor action	
AC 23; Fortitude 24, Reflex 23	
⊕ Fire (standard; at-will) ◆ Weapon	
Ranged 20/40; +13 vs. AC; 4d6 + 2 damage.	
Siege Weapon Rules	
No Powers: You cannot use a weapon power with a siege weapon.	
Actions: Loading and firing requires multiple actions, which can be split up between different characters. Each character must be adjacent to the weapon. Actions required to load, aim, and fire are indicated above.	
Aim: Choose a square as the target. Skip the aim action if you wish to continue firing at the same square as in the previous round. You can load, then aim; or aim, then load.	
Attack Bonus: The bonus is based on the capability of the ballista's default crew. If PCs operate a ballista, use the following calculation instead.	
◆ One half the level of the lowest-level crew member.	
◆ The Intelligence modifier of the crew member who spent an action to aim.	
◆ The siege weapon's proficiency bonus, if any crew member is proficient. (The bonus of the town watch crew includes this bonus.)	
◆ The crew member firing the ballista applies a bonus from any condition that applies to weapon attacks. .	
◆ Both crew members apply penalties from any condition that applies to weapon attacks. For example, if either crew member is weakened, a ballista attack deals half damage.	
Damage: Roll the indicated damage dice. A ballista adds no ability modifier to its damage rolls.	

Muck Tentacles (M)

Hazard

Level 11 Obstacle

XP 600

Six green and brown tentacles flail out from the water, dripping with muck from the riverbed, to attack everything within reach.

Hazard: These magic tentacles are created from the mud and detritus beneath the surface of a body of water, lashing out at all targets in reach.

Perception

No check is required to see the tentacles.

Initiative +6

Trigger

When an ally speaks a command word, the tentacles roll initiative. Each muck tentacle attacks individually until destroyed.

Attack

Standard Action Melee

Target: All enemies or objects within reach

Attack: Close burst 20; +12 vs. Reflex

Hit: Target is pulled 5 squares, then released.

Countermeasures

- ◆ A character can attack a muck tentacle that has just attacked him or her, or that has just attacked a target adjacent to him or her. Each tentacle has AC 20, Fortitude 18, Reflex 18, and 60 hp. When three tentacles are destroyed, the remaining tentacles drop any grabbed creatures or objects and disappear beneath the water.
- ◆ A character underwater can attack the animated mass of mud the tentacles spring from (AC 18, Fortitude 16, Reflex 16, and 110 hp). The mud has concealment (-2 to attack rolls).

TACTICS

The kuo-toa have directed the muck tentacles to pull foes from the shore or the keelboat, depositing them in the water for the chuuls to attack.

The chuuls prefer to stay in the water and let the tentacles deliver victims to them, but they follow the PCs onto land if necessary. The kuo-toa fight on land or on the keelboat until the combat turns against them. All the monsters ignore the ballista crew as long as they have PC targets to deal with.

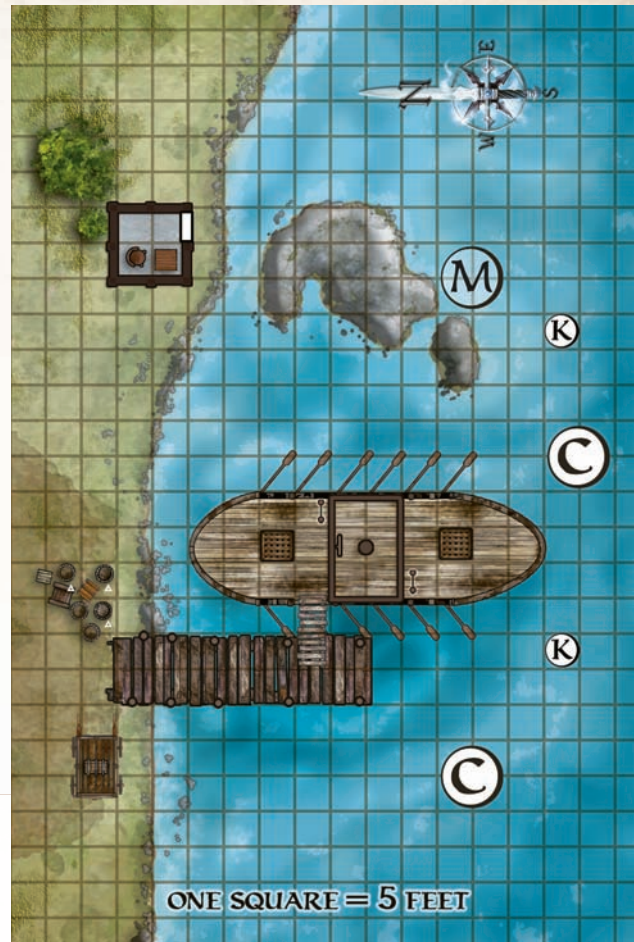
DEVELOPMENT

If any adventurers lost weapons or other gear in the water, it takes only a few minutes to recover them. Plumes of smoke are visible all along the edge of town as Skalmad's forces advance on the Old Troll Wall.

FEATURES OF THE AREA

Illumination: Bright light if the adventurers have returned to town during the day. At night, lanterns line the edges of the dock, providing bright light.

Deep Water: The water varies from 10 to 15 feet deep. Creatures in deep water must use the Athletics skill to move. Creatures in deep water gain cover (-2 to attack rolls) except against attacks from submerged enemies. Fighting in the water imposes a -2 penalty to attack rolls except with spears and crossbows, and powers that have the fire keyword take a -2 penalty to attack rolls.



ENCOUNTER R2: LANDING RAID

A creature in the water can move onto the dock or the shore by spending 1 extra square of movement.

Keelboat: This is one of the ferries that plies the river. Ladders lead up to the top of the central cabin, which is 10 feet taller than the main deck.

Barrels and Crates: Where these are stacked along the shore, they are difficult terrain (requiring 1 extra square of movement to enter).

Light Ballista: This siege weapon is located near the shore just west of the pier. See the statistics on the facing page.

ENCOUNTER R3: AIRBORNE ASSAULT

Encounter Level 11 (3,000 XP)

3 wyverns (W)
1 manticore (M)
1 blightborn troglodyte rider (on manticore)

SETUP

Use the poster map when running this encounter.

Skalmad's followers attack by air above the Old Troll Wall. The adventurers start near the western edge of the poster map as they arrive on the scene. A number of human bystanders ("H" on the map, all 2nd-level minions) run for cover into buildings or off the map to the west. They aren't savvy enough to avoid provoking opportunity attacks.

When the adventurers see their foes, show them the "View of Death From Above" illustration on page 30 of *Adventure Book One*, then read:

Four monsters swoop down upon the town. Three resemble dragons with vicious tail stingers. The fourth is a large lionlike creature with leathery wings. A strange-looking troglodyte rides on the creature's back, wearing a necklace of flesh-covered bones around its neck.

3 Wyverns (W)		Level 10 Skirmisher
Large natural beast (mount, reptile)		XP 500 each
Initiative +10	Senses Perception +12; low-light vision	
HP 106; Bloodied 53		
AC 24; Fortitude 24, Reflex 20, Will 19		
Speed 4, fly 8 (hover); see also <i>flyby attack</i>		
⊕ Bite (standard; at-will)		
Reach 2; +15 vs. AC; 1d8 + 7 damage.		
⊕ Claws (standard; at-will)		
The wyvern can attack with its claws only while flying; +15 vs. AC; 1d6 + 7 damage, and the target is knocked prone.		
⊕ Sting (standard; at-will) ◆ Poison		
Reach 2; +15 vs. AC; 1d6 + 4 damage, and the wyvern makes a secondary attack against the same target. <i>Secondary Attack</i> : +13 vs. Fortitude; ongoing 10 poison damage (save ends).		
⊕ Flyby Attack (standard; at-will)		
The wyvern flies up to 8 squares and makes one melee basic attack at any point during that movement. The wyvern doesn't provoke opportunity attacks when moving away from the target of the attack.		
Aerial Agility +2 (while mounted by a rider of 10th level or higher; at-will) ◆ Mount		
While flying, the wyvern grants its rider a +2 bonus to all defenses.		
Alignment Unaligned	Languages –	
Str 24 (+12)	Dex 17 (+8)	Wis 15 (+7)
Con 18 (+9)	Int 2 (+1)	Cha 8 (+4)

Manticore (M)		Level 10 Elite Skirmisher
Large natural magical beast		XP 1,000
Initiative +12	Senses Perception +13	
HP 210; Bloodied 105		
AC 26; Fortitude 24, Reflex 24, Will 22		
Saving Throws +2		
Speed 6, fly 8, overland flight 10		
Action Points 1		
⊕ Claw (standard; at-will)		
+15 vs. AC; 2d6 + 5 damage.		
⤴ Spike (standard; at-will)		
Ranged 10; +15 vs. AC (see also <i>guided sniper</i>); 1d8 + 5 damage.		
<i>Hit or Miss</i> : The manticore shifts 3 squares after making the attack.		
⤴ Manticore's Fury (standard; at-will)		
The manticore makes a claw attack and a spike attack (in any order) and shift 1 square between the two attacks.		
✱ Spike Volley (standard; recharge Ⓜ Ⓜ Ⓜ Ⓜ)		
Area burst 1 within 10; +15 vs. AC (see also <i>guided sniper</i>); 1d8 + 5 damage.		
Guided Sniper (while mounted by a friendly rider of 10th level or higher; at-will) ◆ Mount		
A manticore with a rider gains a +2 bonus to attack rolls with its spike attack and <i>spike volley</i> power.		
Alignment Chaotic evil	Languages Common	
Skills Stealth +15		
Str 21 (+10)	Dex 20 (+10)	Wis 17 (+8)
Con 17 (+8)	Int 4 (+2)	Cha 12 (+6)

Blightborn Troglodyte (B)		Level 10 Controller (Leader)
Medium fey humanoid (plant)		XP 500
Initiative +4	Senses Perception +8; darkvision	
Troglodyte Stench aura 2; enemies in the aura take a -2 penalty to attack rolls.		
HP 105; Bloodied 41		
AC 23; Fortitude 21, Reflex 20, Will 25		
Speed 5		
⊕ Claw (standard; at-will)		
+15 vs. AC; 1d8 damage.		
⤴ Acid Lance (standard; at-will) ◆ Acid		
Ranged 10; +14 vs. Reflex; 2d4 + 6 acid damage, plus 5 acid damage to each creature adjacent to the target.		
✱ Black Roots (standard; recharge Ⓜ Ⓜ) ◆ Fear, Necrotic		
Area burst 2 within 10; +14 vs. Fortitude; Restrained (save ends). <i>Afterspell</i> : Ongoing 10 necrotic damage and the target can't move closer to the blightborn (save ends both).		
Instinctual Shift (minor; encounter)		
All allies within 20 squares of the blightborn can shift 2.		
Alignment Chaotic evil	Languages Common, Draconic	
Skills Nature +13		
Str 10 (+5)	Dex 8 (+4)	Wis 16 (+8)
Con 17 (+8)	Int 12 (+6)	Cha 22 (+11)

MOUNTED COMBAT

The manticore and its blightborn troglodyte rider use the rules for mounted combat. See page 46 of the *Dungeon Master's Guide* for details.

TACTICS

These creatures don't care about destroying the wall or opening the portcullis—their only goal is to create havoc. In the first round, the wyverns and the manticore fly in over the wall and use basic attacks against the adventurers or the human bystanders. From a small sack, the troglodyte tosses a handful of large black seeds that scatter into the wind. (These come into play in Encounter R5.) Once the PCs attack, the monsters ignore the bystanders and focus their actions against the adventurers.

The wyverns make claw attacks from the air for as long as they can. If the adventurers manage to engage the manticore or the troglodyte in melee, the wyverns land to assist them, alternating bite and sting attacks.

The manticore tries to stay in the air 10 squares above the adventurers, allowing it to use its *spike* and *spike volley* attacks at a safe distance.

The troglodyte targets individual foes with its *acid lance*, using *black roots* on any group of PCs fighting in close proximity. It uses *instinctual shift* if the wyverns are trapped in vulnerable positions or if they need extra movement to flank a foe.

If the manticore is killed before the troglodyte, the troglodyte leaps upon a wyvern as its new mount. This grants it a +2 bonus to all defenses from the wyvern's mount keyword.

DEVELOPMENT

The next wave of raiders are close behind this group, but the adventurers have enough time to lead the remaining bystanders to safety and take a short rest before the next encounter begins.

If the adventurers search for the seeds the troglodyte scattered, a DC 25 Perception check finds 1d6 seeds already beginning to sprout. However, even an exhaustive search leaves enough seeds to create the blightborn plant creatures that appear in Encounter R5.

FEATURES OF THE AREA

Illumination: Bright light if the adventurers have returned to town during the day. At night, lanterns hang along both sides of the Old Troll Wall providing bright light.

Old Troll Wall: This ancient moss-covered wall is 20 feet high and built of enormous unmortared stones. It can be climbed with a DC 21 Athletics check.

Weak Wall: Sections of the wall that are displayed as individual stones instead of a solid area can be broken through. A DC 25 Strength check allows a creature to break through a 1-square section of wall. Each section has



ENCOUNTER R3: AIRBORNE ASSAULT

AC 5, Fortitude 10, Reflex 5, and 20 hp. Solid sections of wall cannot be broken through and are effectively impervious to damage.

Portcullis: This barred gate blocks the road through the Old Troll Wall. A target behind the portcullis has superior cover (-5 to attack rolls). The portcullis can be forced up with a DC 28 Strength check.

Gate House: A winch in the gate house allows a single character to raise the portcullis in 1 round as a standard action. It takes a minor action to drop the portcullis back down.

Trees: Squares containing trees are difficult terrain (requiring 1 extra square of movement to enter) and provide concealment (-2 to attack rolls) to anyone standing in them. A tree's trunk provides cover (-2 to attack rolls) to anyone standing adjacent to it.

Shrubs: These smaller trees are difficult terrain.

Barrels and Crates: These squares are difficult terrain.

Buildings: The monsters in this encounter do not enter the buildings unless they are in pursuit of a PC. If they do so, use the details given in Encounter R5 (page 46).

ENCOUNTER R4: WALL SIEGE

Encounter Level 13 (4,400 XP)

- 2 ice trolls (T)
- 4 grimlock minions (G)
- 1 ogre warhulk (O)
- 2 nothic gazers (N)

SETUP

Use the poster map when running this encounter.

A gang of Skalmad's raiders has come to break through the Old Troll Wall—the last fortification in Moonstair. A major road passes through here, alongside multiple residences and a small market. The road is protected by a portcullis, but several sections of the ancient wall are weak enough to break through.

Place only the ice trolls and grimlock minions on the map. The ogre and the nothics do not arrive until the second round (see "Tactics," below).

When the adventurers see the trolls and grimlocks, read:

Lumbering toward the outer wall come two heavily armored trolls brandishing mauls. The trolls appear to be lighter in color than any of the other trolls you have encountered thus far.



Clustered around them are four eyeless grimlocks swinging stone greataxes and howling with battle rage.

When the warhulk and the nothics arrive, read:

On the heels of the first group, an enormous ogre lurches forward. The stone flail it drags leaves grooves in the ground behind it. Two one-eyed nothics follow close behind it.

2 Ice Trolls (T)		Level 10 Soldier
Large natural humanoid		XP 500 each
Initiative +9	Senses Perception +15	
Emanating Cold aura 1; any enemy that starts its turn in the aura is slowed by the numbing cold until the start of its next turn.		
HP 89; Bloodied 44; see also troll healing		
Regeneration 10 (if the troll takes acid or fire damage, regeneration does not function until the end of its next turn)		
AC 26; Fortitude 23, Reflex 19, Will 17		
Speed 8		
⬇ Maul (standard; at-will) • Weapon		
Reach 2; +17 vs. AC; 2d6 + 6 damage.		
⬇ Frenzied Strike (free, when the troll's attack bloodies an enemy; at-will)		
The troll makes a maul attack.		
Troll Healing ♦ Healing		
If the troll is reduced to 0 hit points by an attack that does not deal acid or fire damage, it rises on its next turn (as a move action) with 10 hit points.		
Alignment Chaotic evil	Languages Giant	
Skills Athletics +16, Endurance +15		
Str 22 (+11)	Dex 15 (+7)	Wis 10 (+5)
Con 21 (+10)	Int 9 (+4)	Cha 8 (+4)
Equipment scalemail, maul		

4 Grimlock Minions (G)		Level 14 Minion
Medium natural humanoid		XP 250 each
Initiative +6	Senses Perception +7; blindsight 10	
HP 1; a missed attack never damages a minion.		
Immune gaze		
AC 24; Fortitude 24, Reflex 23, Will 23		
Speed 6		
⬇ Greataxe (standard; at-will) ♦ Weapon		
+17 vs. AC; 7 damage (9 damage against a bloodied target).		
Alignment Evil	Languages Common, Deep Speech	
Str 17 (+8)	Dex 12 (+6)	Wis 15 (+7)
Con 14 (+7)	Int 7 (+3)	Cha 9 (+4)
Equipment greataxe		

Ogre Warhulk (O)		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 Nothic Gazers (N)		Level 11 Artillery
Medium aberrant humanoid		XP 600 each
Initiative +8	Senses Perception +6; darkvision, truesight 10	
HP 91; Bloodied 45		
AC 23; Fortitude 24, Reflex 23, Will 21		
Speed 6		
⊕ Claw (standard; at-will)		
+17 vs. AC; 1d6 + 4 damage.		
↘ Rotting Gaze (standard; at-will) ♦ Necrotic		
Ranged 10; +16 vs. Fortitude; 1d12 + 5 necrotic damage, plus the target is slowed and takes a -2 penalty to attack rolls (save ends both). The nothic gazer loses this power while blinded.		
Retaliate (immediate reaction, when hit by a melee or close attack; encounter)		
The nothic shifts and makes a claw attack or a <i>rotting gaze</i> attack against the triggering attacker.		
Alignment Unaligned	Languages Deep Speech	
Skills Stealth +13		
Str 18 (+9)	Dex 17 (+8)	Wis 12 (+6)
Con 19 (+9)	Int 8 (+4)	Cha 9 (+4)

TACTICS

Though these raiders have the ultimate goal of causing as much destruction as possible, they must get the portcullis open or the wall down first.

In the first round, the trolls and the grimlocks move adjacent to the Old Troll Wall. Each troll uses a standard action to lift one or two grimlocks to the top of the wall, after which the grimlocks use a second move action to scramble down. Place each grimlock adjacent to the wall on the inside.

In the second round, the grimlocks swarm the adventurers as the trolls try to break through the weaker sections of the wall. The nothics and the warhulk arrive, waiting until the wall is breached before moving through it. If the trolls initially fail to breach the wall, the ogre attempts to lift the portcullis.

Once the wall is breached, the nothic gazers move into narrow, defensible areas to use their *rotting gaze* against the adventurers. The trolls and the ogre stick to the open space of the road and meet the PCs in melee.

DEVELOPMENT

The raiders here are the last significant group attacking Moonstair. Additional forces waiting to the east for the wall to be breached retreat back to the Trollhaunt after seeing their vanguard force taken out by the adventurers. However, the seeds dispersed by the blightborn troglodyte in Encounter R3 (page 42) are about to sprout their deadly threat. Allow the PCs to take a short rest between this encounter and Encounter R5 if they so choose.

FEATURES OF THE AREA

Illumination: Bright light if the adventurers have returned to town during the day. At night, lanterns hang along both sides of the Old Troll Wall providing bright light.

Old Troll Wall: This ancient moss-covered wall is 20 feet high and built of enormous unmortared stones. It can be climbed with a DC 21 Athletics check.

Weak Wall: Sections of the wall that are displayed as individual stones instead of a solid area can be broken through. A DC 25 Strength check allows a creature to break through a 1-square section of wall. Each section has AC 5, Fortitude 10, Reflex 5, and 20 hp. Solid sections of wall cannot be broken through and are effectively impervious to damage.

Portcullis: This barred gate blocks the road through the Old Troll Wall. A target behind the portcullis has superior cover (-5 to attack rolls). The portcullis can be forced up with a DC 28 Strength check.

Gate House: A winch in the gate house allows a single character to raise the portcullis in 1 round as a standard action. It takes a minor action to drop the portcullis back down.

Trees: Squares containing trees are difficult terrain (requiring 1 extra square of movement to enter) and provide concealment (-2 to attack rolls) to anyone standing in them. A tree's trunk provides cover (-2 to attack rolls) to anyone standing adjacent to it.

Shrubs: These smaller trees are difficult terrain.

Barrels and Crates: These squares are difficult terrain.

Buildings: The monsters in this encounter do not enter the buildings unless they are in pursuit of a PC. If they do so, use the details given in Encounter R5 (page 46).

ENCOUNTER R5: BLIGHTBORN INVADERS

Encounter Level 12 (3,600 XP)

2 blightborn demonthorns (D)
16 blightborn thorn blights (T)

SETUP

Use the poster map when running this encounter.

The seeds that the blightborn troglodyte scattered in Encounter R3 (see page 42) germinate quickly to create their deadly spawn. The encounter begins with one blightborn demonthorn and five blightborn thorn blights, with additional blightborn arriving each round.

When the seeds sprout, read:

Suddenly, the open road is torn apart as thick vines burst from the ground. As they quickly swell, they form humanoid shapes made of thorny twigs, their tips dripping black liquid.

At the same time, a massive shoot bursts from another spot, growing rapidly to form a cluster of roots wrapped around a spiny seed pod. From the pod come a number of red stalks tipped with star-shaped leaves, smaller tendrils and vines shooting out from the plant creature to grasp the air.

2 Blightborn Demonthorns (D)		Level 11 Controller
Large fey beast (plant)		XP 600 each
Initiative +9	Senses Perception +6	
Tangling Roots aura 2; squares are difficult terrain for creatures without forest walk.		
HP 110; Bloodied 55		
AC 25; Fortitude 21, Reflex 25, Will 23		
Speed 4		
⊕ Vine Slash (standard; at-will)		
+16 vs. AC; 2d4 + 6 damage.		
← Seed Pods (standard; at-will)		
Close burst 1; +13 vs. Reflex; 1d8 + 4 damage, plus ongoing 5 damage and all creatures have concealment against the target (save ends both).		
⊕ Root Grab (minor; at-will)		
Make an attack against every creature without forest walk in a square of tangling roots: +14 vs. Reflex; the target is restrained (save ends). The blightborn can use this power only once per turn.		
Expansive Roots (minor; recharge ⓂⓂⓂⓂⓂ)		
Create two squares of tangling roots adjacent to other tangling roots.		
Root Move (move; encounter)		
The mandrake teleports to any space where at least one square of its space occupies a square that has tangling roots in it.		
Dying Roots		
When the demonthorn mandrake is reduced to 0 hit points or fewer, all spaces affected by its tangling roots remain difficult terrain until the end of the encounter.		
Alignment	Chaotic evil	
Str	23 (+11)	
Dex	18 (+9)	
Con	14 (+7)	
Int	2 (+1)	
Wis	13 (+6)	
Cha	6 (+3)	

16 Blightborn Thorn Blights (T)		Level 11 Minion
Medium fey humanoid (plant)		XP 150 each
Initiative +11	Senses Perception +14	
HP 1; a missed attack never damages a minion.		
AC 25; Fortitude 21, Reflex 25, Will 23		
Speed 8 (forest walk), climb 5		
⊕ Thorns (standard; at-will) ⊕ Poison		
+16 vs. AC; 4 poison damage (5 poison damage with combat advantage).		
Alignment	Chaotic evil	
Skills	Perception +14, Stealth +16	
Str	12 (+6)	
Dex	23 (+11)	
Con	13 (+6)	
Int	5 (+2)	
Wis	18 (+9)	
Cha	11 (+0)	

TACTICS

The thorn blights swarm their foes, flanking for combat advantage or attacking opponents restrained by the demonthorn's *root grab*. They stay clear of the demonthorn, not wanting to be caught in the area of its *seed pods* attack.

The demonthorn uses its *expansive roots* power to increase the area of its *tangling roots* aura. It then uses its *root grab* power to restrain targets out of melee range. (Coins or other markers can be useful for marking the extent of the demonthorn's *tangling roots*.) The creature uses its *seed pods* attack whenever more than one foe is adjacent to it (especially those with *forest walk*).

In the second round, 1d8 additional thorn blights appear on the initiative count of the original thorn blights. This repeats in subsequent rounds until all sixteen thorn blights have been placed.

In the third round, another demonthorn appears on the initiative count of the first. Place it far from the first demonthorn on the poster map, so that the PCs need to divide their attention between the two.

DEVELOPMENT

In the aftermath of the battle, the adventurers notice that plant life in the area is dead. Where the roots of the demonthorn took hold, the ground has turned to lifeless ash.

If the PCs are in good shape after the raid, you can add additional encounters to this section of the adventure (see "After the Moonstair Raid," page 11 of *Adventure Book One*). However, with the blightborn defeated and the rest of the town under the control of the watch and their eladrin allies, the larger threat to Moonstair has ended.

When the fighting is done, go to "Interlude 2: Back in Moonstair" on the page 48. This gives the adventurers time to rest, resupply, and even train if they have attained a new level. They can also compare notes with NPCs and plan their next foray into the Trollhaunt Warrens.

FEATURES OF THE AREA

Illumination: Bright light if the adventurers have returned to town during the day. At night, lanterns hang along both sides of the Old Troll Wall providing bright light.

Old Troll Wall: This ancient moss-covered wall is 20 feet high and built of enormous unmortared stones. It can be climbed with a DC 21 Athletics check.

Weak Wall: Sections of the wall that are displayed as individual stones instead of a solid area can be broken through. A DC 25 Strength check allows a creature to break through a 1-square section of wall. Each section has AC 5, Fortitude 10, Reflex 5, and 20 hp. Solid sections of wall cannot be broken through and are effectively impervious to damage.

Portcullis: This barred gate blocks the road through the Old Troll Wall. A target behind the portcullis has superior cover (-5 to attack rolls). The portcullis can be forced up with a DC 28 Strength check.

Gate House: A winch in the gate house allows a single character to raise the portcullis in 1 round as a standard action. It takes a minor action to drop the portcullis back down.

Trees: Squares containing trees are difficult terrain (requiring 1 extra square of movement to enter) and provide concealment (-2 to attack rolls) to anyone standing in them. A tree's trunk provides cover (-2 to attack rolls) to anyone standing adjacent to it.

Shrubs: These smaller trees are difficult terrain.

Barrels and Crates: These squares are difficult terrain.

Buildings: See below for details.

BUILDING FEATURES

Illumination: During the day, dim light filters in from outside. At night, candles shed dim light throughout.

Ceiling: All buildings have ceilings that are 10 feet high.

Tables: A table is tall enough that a Small creature can move under it and gain cover (-2 to attack rolls). It costs 2 squares of movement to hop up onto a table. A character can make a DC 10 Strength check to tip over a table, which then grants superior cover (-5 to attack rolls).

Doors: These normal wooden doors have a break DC of 16, AC 5, Fortitude 10, Reflex 5, and 20 hp.

Stairs: The stairs inside houses are not steep, and so are normal terrain.

Multiple Floors: In buildings with stairs leading up, only the lower floors are detailed. Rooms on the second floor are the same size, but might have different entrances and layouts, at the discretion of the Dungeon Master.



ENCOUNTER R5: BLIGHTBORN INVADERS

INTERLUDE 2: BACK IN MOONSTAIR

For their role in repelling the assault on Moonstair, the adventurers receive the gratitude of the town. However, the threat of the Trollhaunt has not ended yet.

THE GIFT OF THE ELADRIN

Mayor Kelana Dhoram and the captain of the eladrin warriors seek out the adventurers in the aftermath of the raid. The party receives the earnest thanks of two peoples for their defense of the town and the Moon Door. In addition, the eladrin offer a gift to the party—a suit of +3 *darkleaf leather armor* from one of their fallen comrades. (See *Player's Handbook* page 228 for details on this item.)

AFTER THE RAID

Though Moonstair has been saved, its limited defenses have taken a beating. The eastern wall is all but destroyed, and it is now clear that Skalmad's allies are capable of attacking from the river and the air. Though the eladrin remain to assist, almost half the town watch has been killed or seriously injured.

The townsfolk are scared, and many are preparing to flee Moonstair permanently in anticipation of another attack. Though the adventurers believe Skalmad to be dead (depending on their actions during their first foray into the Great Warren), they soon learn that as long as the *Stone Cauldron* survives, the town remains in danger.

THE FATE OF THE EYE

The day after the battle, the eladrin emissary Rualiss sends word to the adventurers that he wants to speak to them regarding research he has done while they were in the Great Warren. Rualiss has deduced that the “magic eye” Skalmad's followers speak of is *Moran's Eye*.

In a work of ancient eladrin lore, Rualiss read of how a wearer properly attuned to the *Eye* is said to be able to return from the dead. If the PCs have already fought Skalmad, Rualiss asks them what became of the troll king's magic eye. If they speak of having seen it disappear, Rualiss gruffly tells them that Skalmad is almost certainly still alive.

SKALMAD'S TRUE POWER

Since he first heard rumors of the rise of the new troll king, Rualiss has pondered on the source of Skalmad's power. Even with what he has learned (and what the adventurers' observations confirm), he tells the PCs that *Moran's Eye* is just one part of Skalmad's power.

If the PCs are interested in investigating this line of thought themselves, they can take advantage of Rualiss's library to undertake the skill challenge below. If they are in a hurry to return to the Great Warren to discover the certainty of Skalmad's fate, have Rualiss uncover a portion of the lore of the *Stone Cauldron* and pass that information on. See the failure outcome of the skill challenge for details.

LORE OF THE STONE CAULDRON

It is assumed that the PCs undertake this skill challenge only after the raid on Moonstair. However, it is possible that the PCs might engage in research or questions regarding the *Stone Cauldron* earlier, particularly if they make multiple expeditions from Moonstair to the Great Warren before the raid occurs.

If the PCs have already figured out some of the information below, grant them automatic successes in the appropriate checks. Likewise, if certain assumptions made in the skill challenge are incorrect (such as the PCs having already killed Skalmad), adjust the checks accordingly.

Setup: Poring over Rualiss's books can take up to a week, but the eladrin's library holds the secrets the adventurers seek.

Level: 12 (XP 700).

Complexity: 1 (4 successes before 3 failures).

Primary Skills: Arcana, History, Insight.

Arcana (DC 21): The PC studies Rualiss's lore regarding *Moran's Eye*. In doing so, he or she confirms that the disappearance of the troll king's body was not solely a property of the *Eye*.

History (DC 18): The PC compares Rualiss's lore with reports of Skalmad's recent activities, discovering one of the following pieces of information.

- ◆ Legends of *Moran's Eye* frequently speak of something else called the *Stone Cauldron*—a lost fomorian artifact reportedly located near the Trollhaunt.
- ◆ Travelers coming from the Feywild to Moonstair have reported fewer attacks and run-ins with dangerous fey recently, as though such creatures had moved away from the area close to the portal.
- ◆ The trolls of the Trollhaunt have long been enemies of all fey, but Skalmad is said to have made alliances with fey creatures (including hags and drow), as did the kings of ancient Vardar.
- ◆ A map of the Feywild around the portal reveals a ruined fortress close to the natural world location of the Great Warren.

History (DC 21): The PC discovers the following passage of prophecy in one of Rualiss's old tomes.

◆ “When the troll king returns and the Stone Cauldron is used two times, then Vard himself shall rule again.”

Insight (DC 18): The PC recalls the dying Skalmad's last words, confirming that the troll king's promise to return went beyond bravado. Skalmad knew that his death was only a temporary setback.

Success: If the adventurers attain 4 successes before 3 failures, they deduce that whatever the *Stone Cauldron* is, it has something to do with Skalmad's rise to power. Rualiss is able to do further research. The following day, he gives the PCs the information revealed in the read aloud text below.

Failure: If the adventurers attain 3 failures before gaining 4 successes, they are at a loss, but Rualiss can pick up where they left off. After two days of research, he gives the PCs most of the information revealed in the read aloud text below. However, he does not mention the fomorians, referring to them only as “an ancient race.” Because the PCs failed the skill challenge, they are denied this key piece of information regarding the *Cauldron* and the means to destroy it (see “Destroying the Cauldron,” below).

When Rualiss is ready to reveal what he has learned regarding the Stone Cauldron, read:

“The Stone Cauldron is not a relic, but a magical site. Centuries ago, a clan of fomorians found a magic spring and built a cauldron of stone around it. It stands within a ruined fortress in the Feywild. The Cauldron was once a powerful fomorian weapon that could raise entire armies from the dead, but its power is said to have declined over the long passage of years.

“The ruined fortress is just east of the Feywild equivalent of the Trollhaunt. If Skalmad has managed to tap into the power of the Stone Cauldron, he must have a way to cross over to the Feywild within or close to the Great Warren.”

HOOK: DESTROY THE STONE CAULDRON

Even as they return to the Great Warren to break up Skalmad's forces and discover that the troll king has indeed returned, the adventurers take on a new major quest. They must find and destroy the *Stone Cauldron* to permanently vanquish Skalmad's power and end the threat of a reborn Vardar.

Quest XP: 4,000 XP (major quest).

DESTROYING THE CAULDRON

Crafted long ago by dark fomorian magic, the *Stone Cauldron* is difficult to destroy. If the adventurers succeeded on the previous skill challenge (allowing Rualiss to determine the fomorian connection to the *Cauldron*), the eladrin is able to hypothesize that throwing *Moran's Eye* into the

Cauldron will destroy it. As well, the eladrin provides them with a scroll for the *ritual of Alleshandros*. This special ritual takes 10 minutes to perform, but it will also destroy the *Cauldron*.

If the PCs failed at the skill challenge, they know neither of these pieces of information, and must figure out how to destroy the *Cauldron* on their own.

RETURNING TO THE GREAT WARREN

Certain areas of the Great Warren previously cleared out by the adventurers are eventually reinforced with new creatures. See the individual encounter area descriptions for more information. In the aftermath of the adventurers' first foray (likely including the first death of Skalmad) and the foiled attack on Moonstair, the denizens of the Great Warren are uniformly alert and prepared for trouble.

Though Skalmad will have heard of the raid's failure by now, his focus is no longer on Moonstair but on the adventurers who have bested him and stand in the way of his ultimate plan.

WHAT IF THE PCS DON'T GO BACK TO THE GREAT WARREN?

The adventurers might decide they want to go directly to the Feywild instead of returning to complete the rout of Skalmad's forces in the Great Warren. Here are two ways to dissuade them from that strategy.

◆ **The Moon Door is shut.** Remember that the door to the Feywild in Moonstair works only under clear skies within a few nights of the full moon. A continuation of the bad weather seen on their arrival might force the PCs to wait a month or more for the door to open. Alternatively, the Moon Door might have been damaged during the town raid, with Rualiss explaining that it will take the portal an unknown amount of time to restore itself before it can be used again.

◆ **Skalmad is still out there.** If the PCs defeated Skalmad in Interlude 1, his final threat and the manner in which his body disappeared suggests that the troll king will return. If they haven't fought Skalmad at all yet, play up the threat of another raid—one likely to destroy Moonstair and everyone in it.

If the PCs insist on going directly to the Feywild and have the means to do so, remember that the Feywild reflects the natural world to a certain degree. Before the PCs arrive at the Feywild version of Skalmad's throne room (Encounter C1 on page 52), you can run them through variant versions of the remaining Great Warren encounters. In the Feywild, the analog Great Warren is aboveground in an area of fractured cliffs, rather than underground beneath a dank bog. See the next section for more information.

PART 2: THE STONE CAULDRON

After passing from the natural world to the Feywild, the adventurers arrive at the ruined fomorian fortress of Mross-Kagg. The unknown forces that shattered the fortress and the surrounding landscape centuries before exposed a series of caverns beneath it. Here, the fomorians found a magic spring around which they created the *Stone Cauldron*. Over time, the *Cauldron's* magic weakened and the fomorians abandoned even the ruins. When Skalmad discovered *Moran's Eye*, he was able to claim the power of the *Cauldron* as his own.

ARRIVAL IN THE FEYWILD

If the adventurers use Skalmad's throne to reach the Feywild, they appear in an alternate version of the throne cavern (Location 1 on the map).

When the adventurers arrive in the Feywild by using the crystal throne (Encounter W12), read:

You feel a sudden lurch as the throne chamber blurs, then just as quickly snaps back into focus. You appear not to have moved at all, yet the roof of the cavern has been replaced by open sky. What were once walls have become towering cliffs heavy with moss, a tree-covered landscape around you torn through by enormous rifts extending down into darkness.

If the adventurers go through the Moon Door or have an alternate means of traveling to the Feywild from Moonstair, they need to travel east for the better part of a day to reach the alternate throne room. The castle-city of Celduilon lies a few days to the west. It plays no part in this adventure and is left to your development (but see "The Next Adventure" on page xx).

As the adventurers travel overland, consider challenging them with the Feywild additional encounters from *Adventure Book One* (page 11).

When the adventurers arrive in the Feywild by traveling through the Moon Door, read:

The region of the Feywild east of the Moon Door is a vague reflection of the Trollhaunt—a broad expanse of fen and bog, but overgrown with huge trees that blot out the sky. By following the route that would have taken you to the Great Warren in the natural world, you eventually find yourself in a rising landscape fractured by deep rifts and narrow valleys. There, you see an open chamber bounded by steep cliffs that appears to be an analog of Skalmad's throne cavern—complete with the crystal throne itself.

However the adventurers arrive in Skalmad's Feywild throne room, go to Encounter C1 on page 52.

THE FORTRESS OF MROSS-KAGG

This part of the adventure takes the PCs through the area outside Mross-Kagg, into the ruined fortress's upper level, and finally through a series of caverns where they face Skalmad for the last time.

Specific locations in and around the fortress include:

1. Troll Throne (Encounter C1). The Feywild version of Location 21 and 23 of the Great Warren is walled off by steep cliffs. A magic portal leads through the eastern wall from the chamber to the north.

2. Smashed Statue. This stone statue of a fomorian was shattered long ago. Its larger eye is an enormous gemstone worth 2,000 gp.

3. Outpost (Encounter C2). A fomorian dark initiate here guards the road to the fortress.

4. Waterfall (Encounter C3). Where the road is partially flooded by a waterfall, a pack of feymire crocodiles and their quickling allies lay in wait.

5. Guardhouse (Encounter C4). A squad of cyclopes guards this entrance to the fortress.

6. Great Hall. Rubble fills this chamber.

7. Kitchen. Dark stains and desiccated bones cover the floor here.

8. Pantry. Shelves are rotted and bare here.

9. Courtyard. This area is open to the sky and overgrown with thick grass and ivy.

10. Barracks. Fomorian graffiti covers these walls.

11. Lord's Bedchamber. Two huge rifts have all but destroyed this area.

12. War Room. The walls of this room hang with ancient maps showing eladrin and fomorian lands.

13. Throne Room. The pillars here are carved with regal Elven runes in the fomorian dialect.

14. Underground Entrance. An opening leading into the underground area extends from a narrow shelf 20 feet down the side of this rift. It can be climbed with a DC 15 Athletics check (DC 10 with a rope).

15. Underground Cavern (Encounter C5). A displacer beast packlord is on guard here, assisted by a pack of ghost trolls.

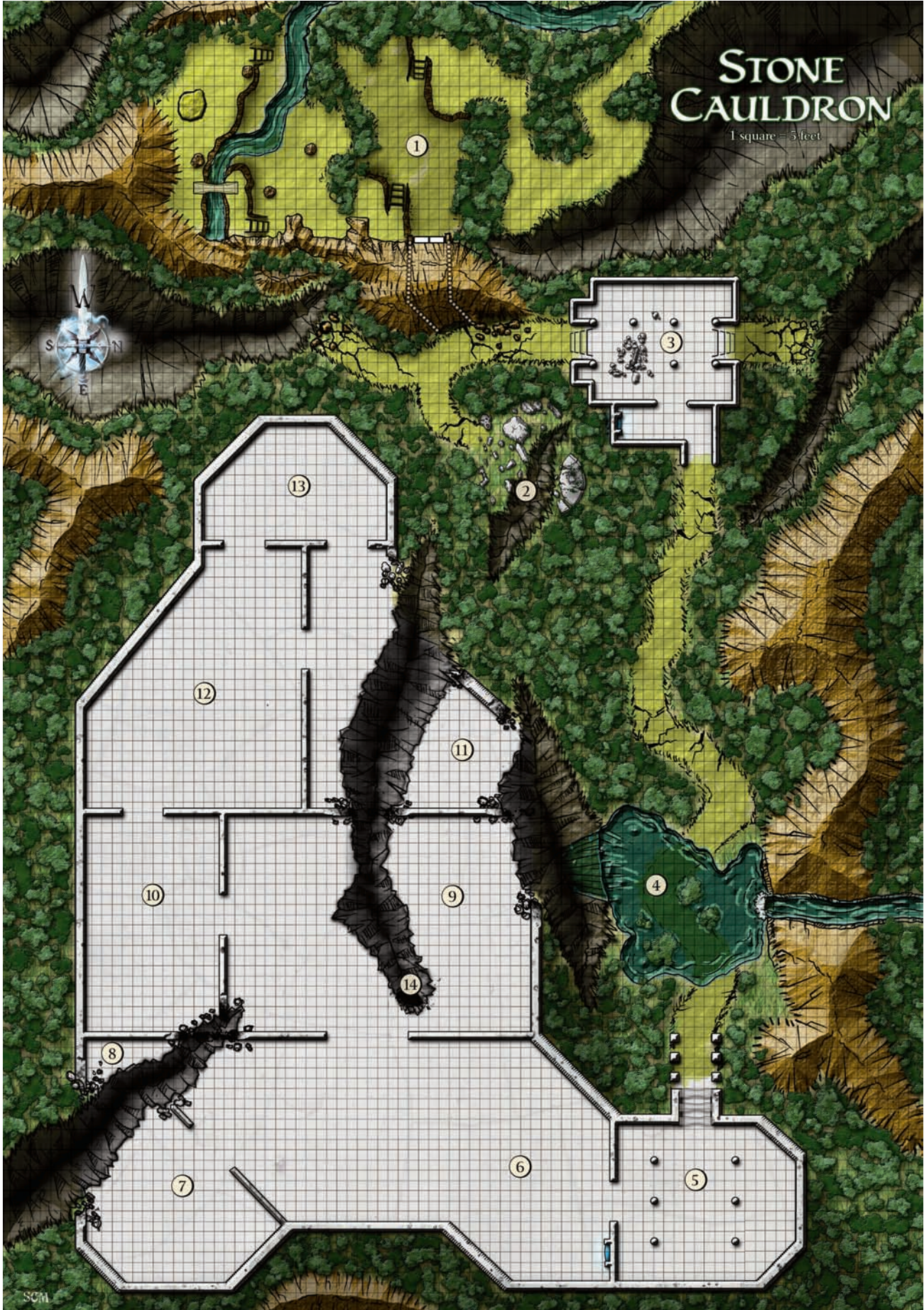
16. Natural Spring. The water that slowly bubbles to the surface here is supernaturally clear. A DC 20 Arcana check reveals that spending a healing surge in this room provides an extra 10 hit points.

17. Cauldron Chamber (Encounter C6). The *Stone Cauldron* is housed in this dank cavern, protected by the risen form of the troll king Vard.

18. Underground Vault. Skalmad's treasure hoard lies within this room, hidden by a false wall.

STONE CAULDRON

1 square = 5 feet



SCM

ENCOUNTER C1: CLIFFSIDE PORTAL

Encounter Level 12 (3,600 XP)

3 helmed horrors (H)

Magic portal skill challenge

SETUP

This encounter takes place in Location 1.

The throne cavern to the south contains nothing of interest. However, debris on the floor shows signs of recent activity in the area (Skalmad disturbed the area on his previous excursions here).

As the adventurers investigate the throne cavern, read:

The color of the throne has darkened to a near-black hue. A rock-slide has shattered the doorway that once led to the chamber to the north. A pale yellow glow radiates from that area now.

When the adventurers pass into the northern chamber, read:

A fall of rock to the east has pulled down part of the cliff wall on that side. Though this place resembles the cavern where the skeleton cages hung, they are gone now, and the area is open to the sky. Instead, three suits of plate armor stand on display in the lower central section of the cavern. They appear to be of excellent make, and are posed with greatswords held up in salute.

To the northeast stands an archway, with a solid slab of stone cliff face behind it. Rellanic runes are scribed across it, glowing yellow. Close by, the corpse of an eladrin lies sprawled on the ground in a pool of drying blood.

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Show the players the “View of the Feywild Gate” illustration on page 30 of *Adventure Book One*.

The three suits of armor are helmed horrors placed here as guardians of the archway portal.

When a PC moves within 5 squares of a helmed horror, read:

The runes on the portal flare white as a tendril of energy flashes out to strike one of the suits of armor. With a creaking groan, the suit of armor moves to attack.

Until it is successfully opened (see “Activating the Magic Portal”), the archway pours energy into the helmed horrors each round. On their initiative count, activate one additional helmed horror or reactivate one reduced to 0 hit points, returning it to its bloodied hit point total and recharging all its powers. When the portal is activated, the helmed horrors return to their original positions and become inactive once more.

3 Helmed Horrors (H)		Level 13 Soldier
Medium elemental animate (construct)		XP 800 each
Initiative +11	Senses Perception +15; darkvision, truesight 10	
HP 131; Bloodied 65		
Regeneration 5		
AC 29; Fortitude 28, Reflex 23, Will 24		
Immune charm, disease, fear, poison, sleep		
Speed 6, fly 6 (clumsy)		
⊕ Elemental Greatsword (standard; at-will) ⊕ Weapon; Cold, Fire, Lightning, or Thunder		
+20 vs. AC; 1d10 + 7 damage plus 1d10 cold, fire, lightning, or thunder damage (helmed horror’s choice).		
⊖ Blade Sweep (standard; encounter) ⊕ Weapon; Cold, Fire, Lightning, or Thunder		
The helmed horror makes an elemental greatsword attack against two different targets within reach.		
Tactical Step (free, when the helmed horror hits with an opportunity attack; at-will)		
The helmed horror shifts 2 squares.		
Alignment Unaligned	Languages Common, Primordial	
Skills Insight +15		
Str 24 (+13)	Dex 16 (+9)	Wis 18 (+10)
Con 19 (+10)	Int 10 (+6)	Cha 14 (+8)
Equipment greatsword		

TACTICS

The helmed horrors mindlessly attack the closest targets, ignoring attempts to activate the magic portal. They take to the air if any foes have the ability to fly, though they do not leave this area.

ACTIVATING THE MAGIC PORTAL

The runes on the portal arch are in the fomorian dialect. They translate to “The blood of our enemies is our strength,” but their magical essence holds further meaning for those who study them. Figuring out the operation of the magic portal is a skill challenge to be undertaken during the combat with the helmed horrors.

Setup: The fomorians built this portal. To activate it, a specific pattern must be traced in Eladrin blood on the blank wall within the arch. Successfully activating the portal might require multiple applications, as detailed below.

Level: 15 (XP 1,200).

Complexity: 1 (4 successes before 3 failures).

Primary Skills: Arcana, Perception, Religion, Thievery.

Arcana or Religion (DC 18): The PC closely examines the runic writing, discovering one of the following pieces of information.

- ◆ The stone wall beyond the arch must be anointed with eladrin blood in order for the portal to be activated.
- ◆ Blood from a dead eladrin is less potent than that of a living specimen.

A character fluent in Elven or who can read Rellanic gets a +2 bonus on these checks.

Arcana, Religion, or Thievery (DC 23): The PC applies a handful of eladrin blood to the wall within the arch. It takes a minor action to scoop up the blood from the pool around the dead eladrin. If the blood is from a living creature (most likely an eladrin PC), a successful check grants two successes instead of one. Obtaining enough blood for the ritual from a living creature is a standard action that deals 5 damage to the creature. With the blood in hand, applying it to the wall and making the check is a standard action.

Perception (DC 18): Though the portal absorbs the blood used to activate it, the PC can see faint flecks of red on the wall that suggest the pattern that must be traced.

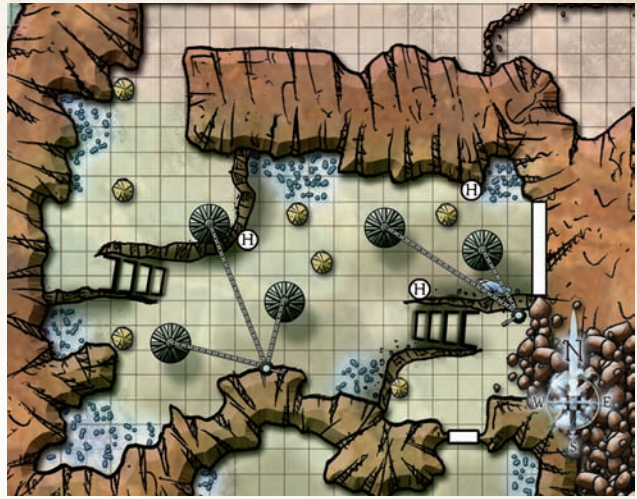
Thievery (DC 18): A few of the stones that make up the archway are loose, weakening the portal's power. By pushing them back into place, the PC makes the portal easier to open.

Success: If the adventurers achieve 4 successes before 3 failures, the magic portal opens to reveal an ethereal passageway through the cliff wall (indicated on the overview map, page 51). The helmed horrors return to their original positions, becoming inactive once more.

Failure: If the adventurers attain 3 failures before 4 successes, the portal goes dormant and doesn't open. The helmed horrors return to their original positions and stop fighting, retaining their current hit point totals. They do not activate again unless they are attacked, at which point they fight until destroyed.

DEVELOPMENT

Without the use of the portal, the adventurers must find another way to cross the mountain or the rifts. Climbing the cliffs requires a DC 21 Athletics check, or you can create another short skill challenge to accommodate this.



FEATURES OF THE AREA

Illumination: Bright light if the PCs have arrived during the day. Darkness at night.

Magic Portal: An archway covered with Rellanic runes stands before a solid stone wall.

Eladrin Corpse: The body is an eladrin male in the garb of a warrior of Celduilon. His weapons are gone, but he wears an *eladrin ring of passage* (see *Adventure Book One* page 23). The eladrin was slain a few hours earlier to activate the magic portal (by the fomorian dark adept in Location 3). The body remains chained to the adjacent wall, and cannot be moved without breaking the chain (DC 25 Strength check) or opening the manacles that bind the body (DC 25 Thievery check).

Escarpment: This steep slope rises to a height of 40 feet. Scaling the cliff requires a DC 18 Athletics check. A creature that drops down from above takes 4d10 falling damage.

ENCOUNTER C2: OUTPOST

Encounter Level 13 (4,000 XP)

1 fomorian dark initiate (F)

SETUP

This encounter takes place in Location 3.

The adventurers must beat the fomorian's passive Perception of 23 to approach without being detected. If they succeed, she is in the open and unaware of their approach. Otherwise, she hides in the small room to the east as soon as she becomes aware of them.

When the adventurers can see within the outpost, read:

This outpost must once have served as an inspection point for travelers bound for the fortress. Eight pillars support the ceiling, each carved at the top in the shape of a dragon's head. The open mouth of each pillar drips an acrid-smelling viscous green fluid. One of the pillars has been smashed, and a section of the ceiling has fallen here without the support of the pillar.

When the fomorian emerges from hiding, show the players the “View of the Fomorian Outpost” illustration on page 31 of *Adventure Book One*, then read:

A hunched and misshapen giant stands before you, her skin a sickly purple-gray. One of her eyes is larger than the other, its catlike iris shot through with black veins. With her deformed arms, she raises a gnarled wooden staff.

TACTICS

If the fomorian goes undetected initially, she makes a *black flame* attack from around the corner during the surprise round.

Once the fight begins in earnest, the fomorian shifts away from the closest PCs, uses *evil eye* against the most formidable melee opponent, then uses *double spell* to target two different groups of foes. She willingly provokes an opportunity attack from a weak foe to use *evil eye* against a strong combatant (ideally one that has previously dealt her damage).

If surrounded by enemies, the fomorian uses *dark step* to move to an advantageous position to use her *black flame* and *mind wrack* attacks. She is aware of the dragon oil that leaks from the pillars here. If she can use *dark step* or *shadow gaze* to move enemies next to the pillars, she then uses *black flame* to ignite the oil.

The fomorian is fiercely loyal to Skalmad, and she fights to the death.

Fomorian Dark initiate (F) **Level 13 Solo Controller**
Huge fey humanoid (giant) XP 4,000

Initiative +7 **Senses** Perception +13; truesight 6

HP 650; **Bloodied** 325; see also *bloodied invisibility*

AC 29; **Fortitude** 27, **Reflex** 24, **Will** 27

Resist 10 necrotic, 10 poison

Saving Throws +5

Speed 8

Action Points 2

⊕ **Necrotic Staff** (standard; at-will) ♦ **Necrotic**

Reach 3; +17 vs. Reflex; 1d10 + 7 necrotic damage, and the target is pushed 1 square.

↗ **Evil Eye** (minor; at-will) ♦ **Illusion**

Ranged 5; +17 vs. Will, and the dark initiate is invisible to the target until the start of the dark initiate's next turn. If the dark initiate uses this power against a new target, the previous target is no longer affected.

✦ **Black Flame** (standard; at-will) ♦ **Fire, Necrotic**

Area burst 1 within 10; +17 vs. Reflex; 2d8 + 7 fire and necrotic damage.

↵ **Mind Wrack** (standard; at-will) ♦ **Psychic**

Close blast 5; +15 vs. Will; 2d6 + 7 psychic damage, and the target is dazed (save ends).

Double Spell (standard; recharge Ⓜ Ⓜ Ⓜ)

The dark initiate makes a *black flame* attack and a *mind wrack* attack.

↵ **Dark Step** (move; encounter) ♦ **Necrotic, Teleportation**

Close burst 1; +17 vs. Fortitude; 1d10 + 7 necrotic damage and the target is immobilized (save ends). The dark initiate teleports 10 squares, and can teleport creatures in the burst into a square the dark initiate occupied before teleporting.

Bloodied Invisibility (immediate reaction, when first bloodied; encounter) ♦ **Illusion**

The dark initiate teleports 10 squares and becomes invisible until the end of its next turn.

Shadow Gaze (immediate reaction, when damaged by an attack; at-will) ♦ **Teleportation, Necrotic**

The triggering attacker is teleported 3 squares and takes ongoing 5 necrotic damage (save ends).

Alignment Evil **Languages** Common, Elven

Skills Insight +13, Stealth +12

Str 20 (+11)

Dex 12 (+7)

Wis 14 (+8)

Con 18 (+10)

Int 13 (+7)

Cha 24 (+13)

ROLEPLAYING THE DARK INITIATE

The fomorian dark initiate believes that Skalmad is the ancient king Vard given new flesh and form. She proudly fights to protect him and advance his plans for conquest. In many ways, she sees Skalmad as a god, and her language includes prayers and exclamations in Skalmad's name.

“Skalmad’s eye!”

“Skalmad’s eye look upon me!”

“May Skalmad’s eye curse you and never stop watching you.”

“You cannot hide from Skalmad’s eye!”

“You cannot stand against the power of Skalmad, king of the trolls!”

DEVELOPMENT

The fomorian wears a leather purse containing 570 pp, her pay for guarding this area. The platinum pieces are stamped with a troll’s head, and feature lettering in Rellanic, the written language of elves, eladrin, and fomorians, that reads “KINGDOM OF VARDAR” and “SKALMAD THE CONQUEROR.”

Also inside the satchel is a letter written in misspelled Common:

“Guard this place ontill Vardar rises agin. The coldron will reward you greatly when I rule the land. Skalmad, King of Vardar.”

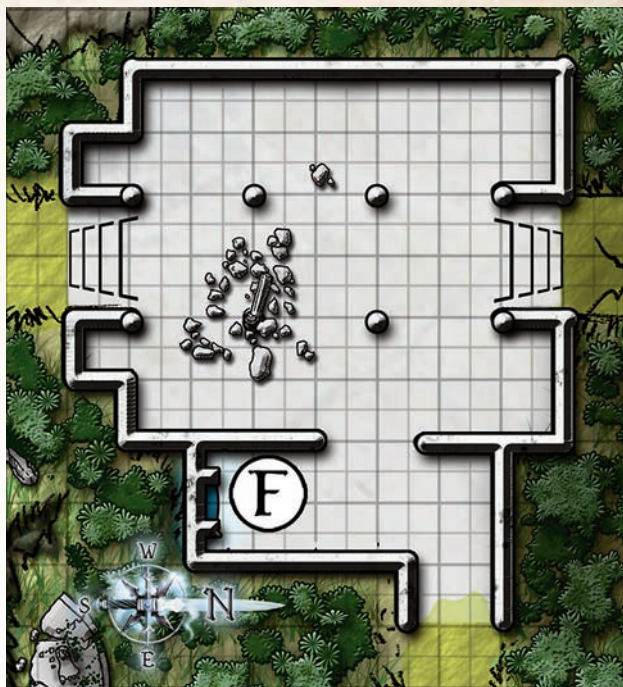
FEATURES OF THE AREA

Illumination: Bright light if the adventurers arrive during the day. At night, the fomorian has a torch set into the middle of the rubble pile that casts bright light.

Pillars: The top of each pillar is carved into the form of a dragon’s head that slowly drips a viscous green oil to the floor.

Dragon Oil: The oil dripping from the open mouths of the dragon pillars is highly flammable. Oil that drips to the rubble-strewn floor cannot be reclaimed, but small reservoirs in the tops of the pillars allow the adventurers to fill ten vials with the potent oil if they so choose.

As a standard action, a vial of dragon oil can be applied to a square of floor or wall, or to a standing object such as a tree, pillar, or statue. When exposed to fire, dragon oil ignites to create a cloud of toxic smoke. The cloud fills all squares adjacent to the surface or object, dealing 10 poison damage to any creature that enters or starts its turn in the cloud. The cloud lasts until the end of the encounter or for 5 minutes.



ENCOUNTER C2: OUTPOST

If the fomorian uses black flame to ignite the oil as it drips from a pillar, then the entire pillar bursts into green flame fed by the constant supply of oil. In this case, the poison cloud is more toxic. It deals 20 poison damage to any creature that enters or starts its turn in the cloud.

Rubble: Part of the ceiling has collapsed where one of the pillars has fallen. These squares are difficult terrain (requiring 1 extra square of movement to enter).

Portal: A teleportation portal is set into the southern wall of the smaller room to the east. Faint magical energy swirls within the stones that frame the portal, but not just anyone can enter. A DC 21 Arcana check or a DC 16 Intelligence check by a character who can read Rellanic reveals that the portal functions only for those possessing fomorian magic (including fomorians themselves). *Moran's Eye* or a fragment of the *Stone Cauldron* can be used to activate the portal.

The portal leads to Location 6 of the fortress, allowing characters who can use it to sneak up on the cyclopes in Encounter C4.

ENCOUNTER C3: WATERFALL

Encounter Level 13 (4,000 XP)

2 feymire crocodiles (C)
2 quickling zephyrs (Q)

SETUP

This encounter takes place in Location 4.

The feymire crocodiles are partially submerged when the adventurers reach this location. The ferns and roots that grow from their hides make them appear to be clusters of foliage sticking up from the water. Make Stealth checks for the crocodiles. If they gain surprise, they wait until the first PC is directly between them to attack.

The quickling zephyrs hide in the trees (one on top of the cliff, one below). They know that the crocodiles lurk below waiting for victims, and are happy to lend a hand if it means being able to loot the bodies sooner.

When the adventurers approach this area, read:

The path ahead is partially flooded where water cascades down from the cliff above. This wide pond is stagnant and murky, with trees and other foliage from the surrounding forest growing up on both sides of the submerged road.

If the adventurers spot the crocodiles, read:

As you draw closer, you see that what first appeared to be patches of roots and ferns are actually enormous reptilian creatures. Their dark eyes gleam as they move to attack.

If the adventurers spot the quicklings, read:

Farther along in the trees, you can make out a pair of small forms hiding in the shadows.

When the fight begins, read:

Two huge crocodiles burst from the water in a shower of mud and wet leaves. At the same time, two fast-moving humanoid creatures bound from the trees. They have short swords in their hands, their oversized teeth bared as they attack.

TACTICS

The crocodiles target the closest foes with bite attacks, using their *clamping jaws* as soon as a target is grabbed. When a grabbed foe is bloodied, a crocodile attempts to swallow it. The crocodiles work together only if no separate foes are in range, both biting to grab, then using *clamping jaws* to tear the target apart.

As soon as a PC is grabbed by a crocodile, the quickling zephyrs run in to attack with combat advantage. They do not attack foes not already grabbed by a crocodile. If one of the crocodiles is killed, the quicklings escape by running up the cliff. If one of the quicklings is killed, the survivor escapes the same way.

2 Feymire Crocodiles (C)	Level 10 Elite Soldier
Huge fey beast (reptile)	XP 1,000 each
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, plus the target is grabbed (until escape). 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. Miss: Half damage.	
⊕ Swallow (standard; at-will)	
The feymire crocodile attempts to swallow a bloodied Medium or smaller creature it is grabbing; +15 vs. Fortitude; on a hit, the target is swallowed and restrained (no save) and takes 10 damage on subsequent rounds at the start of the crocodile's turn. The swallowed creature can make melee basic attacks only, and only with one-handed or natural weapons. If the feymire crocodile dies, any creature trapped in the gullet can escape as a move action, ending that action in a square formerly occupied by the crocodile.	
Alignment Unaligned	Languages –
Skills Stealth +12	
Str 22 (+11)	Dex 15 (+7) Wis 17 (+8)
Con 20 (+10)	Int 5 (+2) Cha 8 (+4)

2 Quickling Zephyrs (Q)

Small fey humanoid

Level 14 Lurker

XP 1,000 each

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 the quickling zephyr has combat advantage against its target, it deals an extra 2d6 damage and dazes the target (save ends) on a successful melee attack.

Unstoppable

The 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

DEVELOPMENT

If the adventurers return to this area later, four quickling zephyrs have taken up residence here. If the adventurers decided to take an extended rest here, four quicklings arrive and decide that the sleeping adventurers are easy pickings.

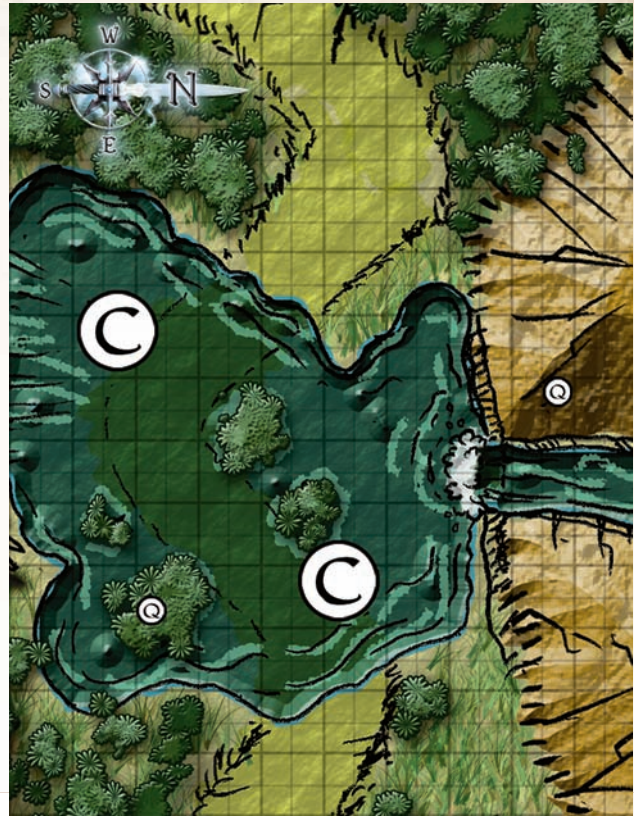
FEATURES OF THE AREA

Illumination: Bright light if the adventurers arrive here during the day. Darkness at night.

Cliff and Waterfall: A cliff rises 50 feet alongside the road, a waterfall pouring down it. The cliff can be climbed with a DC 15 Athletics check (DC 20 if a character attempts to climb within the waterfall).

Slimy Water: The stagnant pool varies between 1 and 3 feet deep, and has a heavy layer of mud along the bottom. A character who runs through the area of the water must make a DC 15 Acrobatics check or fall prone. Characters can move at normal speed without difficulty.

Trees: Squares containing trees are difficult terrain (requiring 1 extra square of movement to enter) and provide concealment (-2 to attack rolls) to anyone standing in them. A tree's trunk provides cover (-2 to attack rolls) to anyone standing adjacent to it.



ENCOUNTER C4: GUARDHOUSE

Encounter Level 13 (4,500 XP)

6 cyclops guards (G)
3 cyclops impalers (I)

SETUP

This encounter takes place in Location 5.

The main entrance to the fortress is guarded by cyclops impalers on the roof and cyclops guards beyond the open entryway. The guards are easily spotted, but the impalers use the cover of the roof to hide.

Unless the adventurers managed to avoid the fight in Encounter C3 (or were able to kill the crocodiles in silence), the cyclopes know they are coming. They roll Perception checks against the PCs' Stealth checks if any characters try to sneak up on the guardhouse entrance.

When the adventurers approach within 10 squares of the guardhouse entrance, read:

You hear snarling voices from what appears to be a guardhouse ahead. Within the open entryway stand six one-eyed giants, battleaxes at the ready as they roar a challenge.

If the impalers are not noticed, they attack with surprise when the first PC gets within 6 squares of the guardhouse entrance.

When the cyclops impalers attack, read:

Suddenly a shout comes from the roof, followed closely by a hail of spears.

6 Cyclops Guards (G)		Level 14 Minion
Large fey humanoid		XP 250 each
Initiative +8	Senses Perception +13; truesight 6	
HP 1; a missed attack never damages a minion.		
AC 27; Fortitude 26, Reflex 23, Will 23		
Speed 6		
⊕ Battleaxe (standard; at-will) ♦ Weapon		
Reach 2; +17 vs. AC; 7 damage.		
⊖ Evil Eye (immediate reaction, when a melee attack misses the cyclops guard; at-will)		
The cyclops guard makes a melee basic attack against the attacker.		
Alignment Unaligned	Languages Elven	
Str 22 (+11)	Dex 16 (+8)	Wis 17 (+8)
Con 20 (+10)	Int 11 (+5)	Cha 11 (+5)
Equipment hide armor, heavy shield, battleaxe		

3 Cyclops Impalers (I)		Level 14 Artillery
Large fey humanoid		XP 1,000 each
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 [iii]) ♦ Weapon		
The cyclops impaler makes 2 ranged spear attacks against different targets no more than 2 squares apart; range 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 evil eye 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)		

TACTICS

The impalers rain spears down on the adventurers, targeting foes in the open whenever possible. They do not enter melee voluntarily. Even if a PC goes onto the roof or an impaler is forcibly moved or teleported down to the ground, the impalers enter close combat only if they are unable to move away in order to make ranged attacks.

The cyclops guards rush into the entryway, blocking it and using their battleaxes against any PCs who attempt to move past them. The first rank of guards behind them make reach attacks against the same targets, while the remaining cyclopes step up to replace any fallen defenders.

If the adventurers make it inside the gatehouse without defeating the impalers on the roof, the cyclopes attack if the PCs go back to the road or into the open courtyard (Location 9). However, they do not pursue if the PCs decide to leave this location.

DEVELOPMENT

After the cyclopes are defeated, the fortress becomes eerily quiet. No sign of reinforcements can be seen or heard. The guards carry 65 pp each, while the impalers have 180 pp each. This is Skalmad's own coinage; see Encounter C2 on page 54 for details.

FEATURES OF THE AREA

Illumination: Bright light if the adventurers arrive during the day. At night, the cyclopes have torches that provide bright light within the guardhouse and outside the entryway, but not on the roof.

Roof: The guardhouse stands 40 feet high. Where they stand atop it, the cyclops impalers have cover (-2 to attack rolls). The wall can be climbed with a DC 20 Athletics check, but creatures doing so grant combat advantage to the cyclops impalers above.

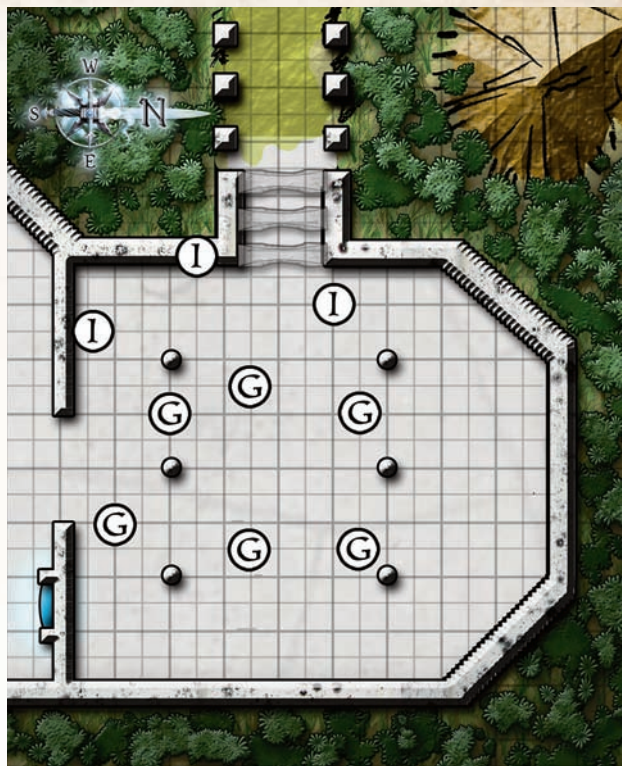
Arches: The entryway is covered by arches above but has no roof. A creature in the entryway has cover from a creature on the roof, and vice-versa.

Portal: A teleportation portal is set into the southern wall of the smaller room to the east. Faint magical energy swirls within the stones that frame the portal, but not just anyone can enter. A DC 20 Arcana check or a DC 15 Intelligence check by a character who can read Rellanic reveals that the portal functions only for those possessing fomorian magic (including fomorians themselves). *Moran's Eye* or a fragment of the *Stone Cauldron* can activate the portal.

The portal leads to Location 3, the outpost (Encounter C2).

Hill: This rough slope rises 10 feet and is difficult terrain (requiring 1 extra square of movement to enter).

Trees: Squares containing trees are difficult terrain and provide concealment (-2 to attack rolls) to anyone standing in them.



ENCOUNTER C4: GUARDHOUSE

ENCOUNTER C5: ENTRANCE CAVERN

Encounter Level 13 (4,000 XP)

- 1 displacer beast packlord (D)
- 2 ghost troll renders
- 1 ghost troll devourer

SETUP

This encounter takes place in Location 15.

A displacer beast packlord has made its lair in this cavern since before Skalmad claimed the fortress as his own. The troll king has allowed it to stay here as a guardian, placing a pack of ghost trolls to assist it.

Do not place the ghost trolls on the battle grid until they phase through the walls to attack.

The displacer beast packlord is sleeping, giving it a passive Perception check of 20 to detect intruders. If the adventurers made an exceptional amount of noise in the cavern entrance (Location 14), make a normal Perception check for the displacer beast (taking into account the increased distance) in addition to its passive Perception check against the PCs as they enter the cavern.

When the adventurers enter the cavern, read:

Glowing fungi scatters dim light throughout this cavern, casting faint shadows across the cracked and pitted floor. Against the wall in the southeast corner, a large catlike creature lies on a bed of straw, long tentacles emerging from its back.

Adventurers trying to sneak past the displacer beast must move slowly to avoid penalties to their Stealth checks. In addition, they must avoid squares of cracked floor (see “Features of the Area,” below) or risk a fall. A square of cracked floor that collapses wakes the displacer beast.

If the displacer beast packlord is asleep, read:

The rumbling of slow breathing reverberates through the cavern. The beast appears to be asleep.

When the displacer beast packlord wakes, read:

The creature rises to its feet, its glowing eyes narrowed as it stretches its back and growls. Its tentacles lash the air as it springs to attack.

The ghost trolls phase through the walls in the second round after combat begins. Even if the PCs manage to get past the displacer beast, the ghost trolls make Perception checks to notice their presence. If they spot them, the ghost trolls move to block the PCs’ exit and initiate combat. This wakes the displacer beast, who joins the fray one round later.

When the ghost trolls appear, read:

Suddenly, three translucent gray forms step out from the stone wall of the cavern. The figures appear to be trolls—two with wicked serrated claws, the other with an oversized jaw and razor-sharp obsidian teeth. Wisps of shadow stream off them as they attack.

Displacer Beast Packlord (D)		Level 13 Elite Skirmisher
Huge fey magical beast		XP 1,600
Initiative +14	Senses Perception +15; low-light vision	
HP 258; Bloodied 124		
AC 27; Fortitude 28, Reflex 26, Will 24; see also <i>displacement</i>		
Saving Throws +2		
Speed 12; see also <i>nimble stride</i>		
Action Points 1		
⊕ Tentacle (standard; at-will)	Reach 3; +18 vs. AC; 2d6 + 7 damage.	
‡ Bite (standard; at-will)	+18 vs. AC; 3d6 + 7 damage.	
‡ Beast’s Fury (standard; at-will)	Requires combat advantage; the displacer beast packlord makes two tentacle attacks and a bite attack against a single target.	
Displacement ◆ Illusion	All melee and ranged attacks have a 50% chance to miss the displacer beast packlord. The effect ends when the displacer beast is hit by an attack, but it recharges as soon as the packlord moves 2 or more squares on its turn. Critical hits ignore displacement. (See also <i>superior shifting tactics</i> .)	
Nimble Stride	The displacer beast packlord ignores difficult terrain and speed penalties for squeezing.	
Superior Shifting Tactics (free, when an attack misses the displacer beast packlord because of its displacement; at-will)	The packlord makes a melee basic attack and shifts 1 square.	
Threatening Reach	The displacer beast packlord can make opportunity attacks against all enemies within its reach (3 squares).	
Alignment Unaligned	Languages –	
Skills Stealth +17		
Str 24 (+13)	Dex 23 (+12)	Wis 18 (+10)
Con 17 (+9)	Int 10 (+6)	Cha 12 (+7)

2 Ghost Troll Renders

Large shadow humanoid

Level 13 Brute

XP 800

Initiative +10 **Senses Perception** +14

HP 121; **Bloodied** 60

AC 25; **Fortitude** 27, **Reflex** 24, **Will** 23

Immune disease, poison; **Resist** insubstantial (MM page 282)

Corporealize If a ghost troll takes acid, fire, or radiant damage, it loses the insubstantial quality until the end of its next turn.

Speed fly 7 (hover); phasing (MM page 282)

⊕ **Spirit Claw** (standard; at-will)

Reach 2; +15 vs. Reflex; 2d10 + 7 damage.

↓ **Terror Strike** (standard; encounter) ◆ **Psychic**

Reach 2; bloodied target only; +14 vs. Will; 3d6 + 3 psychic damage and the target is slowed (save ends).

Failed Save: The target is unconscious (save ends). If the target takes damage, it is no longer unconscious.

Alignment Chaotic evil **Languages** Giant

Str 24 (+13) **Dex** 18 (+10) **Wis** 16 (+9)

Con 21 (+11) **Int** 5 (+3) **Cha** 11 (+6)

Ghost Troll Devourer

Large shadow humanoid

Level 13 Lurker

XP 800

Initiative +14 **Senses Perception** +14

HP 82; **Bloodied** 41

AC 27; **Fortitude** 27, **Reflex** 24, **Will** 23

Immune disease, poison; **Resist** insubstantial (MM page 282)

Corporealize If a ghost troll takes acid, fire, or radiant damage, it loses the insubstantial quality until the end of its next turn.

Speed fly 7 (hover); phasing (MM page 282)

⊕ **Spirit Bite** (standard; at-will) ◆ **Necrotic**

Reach 2; +18 vs. Fortitude; 1d8 + 5 damage, and ongoing 5 necrotic damage (save ends).

Frenzied Jaws (free, when the ghost troll's attack bloodies an enemy; at-will)

The ghost troll recharges *entrapping jaws*.

↓ **Entrapping Jaws** (standard; recharge ☒ ☒)

+20 vs. AC; 2d6 + 7 damage, plus the target is restrained (save ends) and the ghost troll devourer gains +2 to all defenses. The restrained condition and defense bonus end automatically when the ghost troll is no longer adjacent to the target.

Alignment Chaotic evil **Languages** Giant

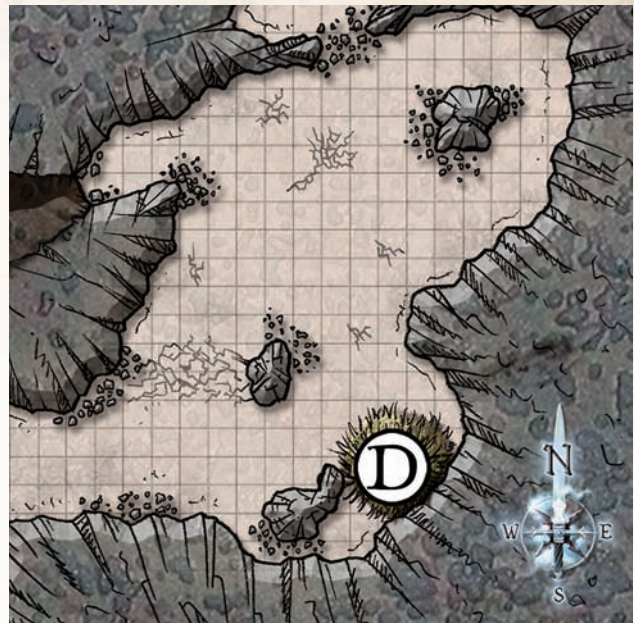
Str 20 (+11) **Dex** 18 (+10) **Wis** 16 (+9)

Con 25 (+13) **Int** 5 (+3) **Cha** 11 (+6)

TACTICS

The displacer beast packlord moves into the middle of the cavern to make use of its *threatening reach*, relying on its *displacement* to protect it from attacks.

The ghost trolls arrive through the south and west walls, using their phasing ability to set up flanking attacks with the packlord. If the devourer restrains a target or a render knocks a target unconscious, the displacer beast targets that foe in the hope of making a quick kill.



FEATURES OF THE AREA

Illumination: Dim light, provided by phosphorescent fungi throughout the chamber.

Ceiling: The rough stone ceiling of the cavern rises to a height of 25 feet.

Straw: A pile of straw in the corner of the room serves as the displacer beast packlord's bed. Any attack that deals fire damage in the area of the straw sets it alight for 3 rounds, creating bright light in a 5-square radius. A creature moving into a square of flaming straw takes 1d10 fire damage.

Rubble: These areas of loose stone and scree are difficult terrain (requiring 1 extra square of movement to enter).

Cracked Floor: The floor of the cavern is honeycombed with areas of cracked and fragile stone. When a creature enters one of these squares, the floor falls away into a crevice below. The creature must make a DC 21 Acrobatics or Athletics check or fall into a 10-foot-deep pit and take 1d10 damage. Creatures of Large size or larger fall only if their entire space falls within an area of cracked floor.

ENCOUNTER C6: CAULDRON CHAMBER

Encounter Level 16 (7,000 XP)

Vard (V)
4 ghost troll devourers
Stone cauldron

SETUP

This encounter takes place in Location 17.

In the northeast corner of this cavern stands the *Stone Cauldron*, guarded by the risen Vard.

When the adventurers enter the cavern, show the players the “View of the Stone Cauldron” illustration on page 31 of *Adventure Book One*, then read:

In the far corner of this tall cavern stands a ring of black stone. A pool of liquid within roils and bubbles, casting forth an eerie blue light.

When Vard appears, read:

From the steam of the Cauldron, a form emerges—an immense troll wearing tarnished battle armor. “I am Vard, founder of Vardar and the one true king of all trolls. Your existence shall no longer be tolerated.”

The *Cauldron* summons a ghost troll at the end of each round until all four ghost trolls have appeared.

When the first ghost troll appears, read:

The Cauldron suddenly hisses as the form of a ghostly troll drifts out of it and it slips through the air toward you.

4 Ghost Troll Devourers		Level 13 Lurker
Large shadow humanoid		XP 800
Initiative +14	Senses Perception +14	
HP 82; Bloodied 41		
AC 27; Fortitude 27, Reflex 24, Will 23		
Immune disease, poison; Resist insubstantial (MM page 282)		
Corporealize If a ghost troll takes acid, fire, or radiant damage, it loses the insubstantial quality until the end of its next turn.		
Speed fly 7 (hover); phasing (MM page 282)		
⊕ Spirit Bite (standard; at-will) ◆ Necrotic		
Reach 2; +18 vs. Fortitude; 1d8 + 5 damage, and ongoing 5 necrotic damage (save ends).		
Frenzied Jaws (free, when the ghost troll's attack bloodies an enemy; at-will)		
The ghost troll recharges <i>entrapping jaws</i> .		
† Entrapping Jaws (standard; recharge ☒ ☒)		
+20 vs. AC; 2d6 + 7 damage, plus the target is restrained (save ends) and the ghost troll devourer gains +2 to all defenses. The restrained condition and defense bonus end automatically when the ghost troll is no longer adjacent to the target.		
Alignment Chaotic evil	Languages Giant	
Str 20 (+11)	Dex 18 (+10)	Wis 16 (+9)
Con 25 (+13)	Int 5 (+3)	Cha 11 (+6)

Stone Cauldron	Level 14 Controller
Trap	XP 1,000
<i>As you approach it, the blue light shining from the Stone Cauldron begins to pulse.</i>	
Trap: The area within 10 squares of the <i>Cauldron</i> is protected by its magical power.	
Perception	
No check is required to see the <i>Cauldron</i> .	
Additional Skill: Arcana	
◆ DC 22: The character deduces the effect of the magical field protecting the <i>Cauldron</i> .	
Initiative +6	
Trigger	
The trap rolls initiative when an enemy moves within 10 squares of it.	
Attack	
Standard Action Ranged 10	
Target: The enemy closest to the <i>Cauldron</i> .	
Attack: +16 vs. Will	
Hit: 6d6 psychic damage and the target is pushed 3 squares.	
Miss: The trap targets the next-nearest creature. Do not repeat the attack if the second attack misses.	
Trigger Immediate Interrupt	
When a creature teleports to a destination within 10 squares of the <i>Cauldron</i> , the creature instead arrives in an empty square within 2 squares of its intended destination.	
Countermeasure	
◆ The <i>Cauldron</i> is destroyed if <i>Moran's Eye</i> is thrown into it, or if the <i>ritual of Alleshandros</i> (page 49) is performed within 15 squares of it.	

DESTROYING THE CAULDRON

Whether they do so during the battle or only after the troll king and his servants are defeated, the PCs must deal with the *Stone Cauldron* in the end. If Rualiss gave them a scroll containing the *ritual of Alleshandros* (page 49), the PCs can perform the ritual within 15 squares of the *Cauldron* to destroy it once the fight is done. If the PCs are in possession of *Moran's Eye*, dropping it into the *Cauldron* destroys both relics.

TACTICS

Vard uses *smoldering eye* against as many targets as he can. He uses *baleful eye* to let him pick and choose the targets of his *propelling swipe* attacks.

Vard uses his *propelling swipe* to keep foes from closing, then focuses his wrath on a single PC. He uses his *necrotic blood power* on weaker-looking foes.

The ghost trolls stay on the outskirts of combat, targeting those PCs making ranged or area attacks against the troll king.

The *Cauldron's* power is automatic. It pushes PCs away without regard for how that impacts the trolls' strategy.

Vard, King of All Trolls (V) **Level 16 Elite Brute**
Large shadow humanoid (undead) XP 2,800

Initiative +13 **Senses** Perception +17
HP 348; **Bloodied** 174
Regeneration 10 (if Vard takes acid or fire damage, regeneration does not function until the end of his next turn)
AC 28; **Fortitude** 26, **Reflex** 23, **Will** 22
Immune disease, poison
Saving Throws +2
Speed 8
Action Points 1

⊕ **Claw** (standard; at-will)
 Reach 2; +19 vs. AC; 3d8 + 7 damage; see also *frenzied strike*.

‡ **Frenzied Strike** (free, when Vard's attack bloodies an enemy; at-will)
 Vard makes a claw attack.

‡ **Propelling Swipe** (standard; at-will)
 Close blast 2; +17 vs. Reflex; 3d8 + 7 damage, and the target is pushed 2 squares and knocked prone. If Vard takes acid or fire damage, *propelling swipe* does not function until the end of his next turn.

‡ **Necrotic Blood** (immediate reaction, when Vard takes damage; at-will) ◆ **Necrotic**
 Reach 2; +17 vs. Fortitude; the target takes ongoing 10 necrotic damage (save ends).

↘ **Baleful Eye** (minor; at-will)
 Range sight; +19 vs. Will; the target is slowed and cannot teleport (save ends both). The effect ends if Vard uses *baleful eye* on another target.

↙ **Smoldering Eye** (standard; encounter) ◆ **Fire**
 Close blast 5; +19 vs. Reflex; 2d10 + 7 fire damage, plus ongoing 10 fire damage and a -2 penalty to attack rolls (save ends both). Vard takes 10 psychic damage when he uses this power.

Bound to the Cauldron
 If the *Stone Cauldron* is destroyed, Vard takes 40 damage and howls in pain. If the *Stone Cauldron* is intact when Vard is reduced to 0 hit points or fewer, the troll king's body turns to a dark fog that flows back into the *Cauldron*. One round later, he reforms with 174 hp and without *Moran's Eye* (so he cannot use *baleful eye* or *smoldering eye* powers). If the *Cauldron* is already destroyed when Vard is defeated, his essence dissipates.

Alignment Chaotic evil **Languages** Common, Elven, Giant
Skills Athletics +21, Endurance +20, Intimidate +14
Str 26 (+16) **Dex** 20 (+13) **Wis** 18 (+12)
Con 24 (+15) **Int** 8 (+7) **Cha** 13 (+9)
Equipment *Moran's Eye*, plate armor

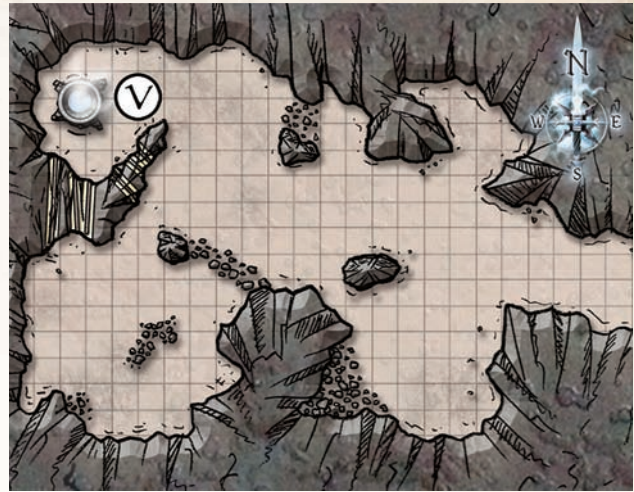
FEATURES OF THE AREA

Illumination: Bright light emanating from the *Stone Cauldron* in the form a ghostly blue glow. Phosphorescent fungi provides dim light in the rest of the cavern.

Ceiling: The rough ceiling of the cavern rises to a height of 30 feet.

Rubble: These areas of loose rock and scree are difficult terrain (requiring 1 extra square of movement to enter).

Pockmarked Wall: Close to the *Stone Cauldron*, the wall is pockmarked and cut through with holes. Creatures on either side of the wall have superior cover (-5 to attack rolls).



Moran's Eye: If Vard is killed, *Moran's Eye* teleports into an alcove to the southeast. It can be found there, glowing, with a DC 21 Perception check by any character within 5 squares of its location.

VARD RETURNS

Vard, king of all trolls, tied himself to the *Stone Cauldron* in life. Each time Skalmad uses the *Cauldron*, Vard inches closer to returning to life. Finally, with his second death, Skalmad provides the last push necessary to bring back the undead troll king. If Skalmad escaped at the end of Encounter W12, his return to the *Cauldron* also allows Vard to step through the veil of death and take possession of Skalmad's body.

When Vard is killed in this chamber, he returns one round later. However, *Moran's Eye* takes up its place in the alcove to the southeast. Vard must retrieve it to make use of its powers.

DEVELOPMENT

A DC 20 Perception check made to search the cavern reveals the false stone wall that blocks off Skalmad's treasure vault (Location 18). See "Ending the Adventure" on the next page for more information.

ENDING THE ADVENTURE

With the *Stone Cauldron* destroyed, the threat of a renewed troll kingdom is ended. Moonstair, Therund, and all neighboring lands are safe.

THE VAULT

A false stone wall hides Skalmad's treasure vault (Location 18), with which the would-be troll king planned to finance his rise to power. Within it, the adventurers find the following.

- ◆ *Life force amulet* (see page 23 in *Adventure Book One*).
- ◆ +4 *magic scale armor* (or equivalent heavy armor).
- ◆ +3 *lightning mace* (or an equivalent weapon).
- ◆ 1,080 pp. This is Skalmad's own coinage; see Encounter C2 (page 54) for details.
- ◆ A jeweled silver statuette of eladrin make worth 2,500 gp.
- ◆ Two identical ornate mithral rings worth 1,500 gp each.
- ◆ An emerald (1,000 gp), a fire opal (1,000 gp), and a black pearl (500 gp).

The vault also contains Skalmad's prized trophy: *Sunwrath*, heirloom sword of Therund. When the adventurers return to the natural world, they can arrange for the sword to be returned to Baron Perenon or they can escort it back to him themselves (see "The Next Adventure").

BACK TO MOONSTAIR

The adventurers are hailed as heroes when they return to the natural world, and word of their deeds spreads rapidly across the land. They will always be welcome in Moonstair, and hold a place of honor in the history of the town. Baron Perenon and the eladrin court of Celduilon are indebted to the adventurers for their deeds and bravery. However, Skalmad's former servants and allies might have scores to settle in the future, if you so choose.

THE NEXT ADVENTURE

Any number of adventures can branch off from the events of *King of the Trollhaunt Warrens*. Here are a few suggestions.

- ◆ The ruins of Vardar that dot the Trollhaunt are still occupied by forces loyal to Skalmad. The adventurers can explore those ruins (some of which are described in "Additional Encounters," page 10 of *Adventure Book One*) and clear them out.
- ◆ *Sunwrath* needs to be returned to Baron Perenon. If the adventurers choose to return the blade themselves, they discover from the baron that a cult worshipping a dark god or demon lord has begun to consolidate power with the death of Etheran. (A mission against the cult's leadership was what brought Etheran through Moonstair.) Having completed Etheran's mission in the Trollhaunt, the baron hopes that the adventurers might take up this new cause. (If the cult worships Orcus, this side adventure provides a possible connection to adventure *P2: Demon Queen's Enclave*.)
- ◆ If the adventurers travel to Celduilon, they discover that the fomorian dark initiate and the cyclopes guarding Mross-Kagg were part of a secret alliance between Skalmad and a fomorian clan hostile to the eladrin. The fomorians now hope to rebuild the *Stone Cauldron*, and only the adventurers can stop them.
- ◆ The drow who were negotiating with Skalmad show up again in adventure *P2: Demon Queen's Enclave*. This adventure throws the PCs into the middle of a power struggle between drow loyal to Lolth and those who serve Orcus.

