

EAST1-6

THE FARDROP INCIDENT

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

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The Crafty Kobold Salvage Company has lost contact with an expedition to the abandoned Underchasm outpost of Fardrop. The mission is simple, but the true situation is far more complicated than the dwarves realize. A *Living Forgotten Realms* adventure set in the East Rift for characters levels 11-14.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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Most likely you ordered this adventure as part of an RPGA event, or you received it from your organizer. To play this adventure and receive rewards for it, you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

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By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, tracked under your play history. Second, DMs gain rewards for sanctioned RPGA play if they are members of the DM REWARDS program. DMing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2012.

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PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your organizer directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. Living Forgotten Realms adventures are designed to be played within 3.5 - 4 hours; try to be very aware

of running long or short. Adjust the pacing accordingly.

- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 11-14. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

Each adventure has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the lower levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the higher levels of the adventure's level spread.

A group may decide to play the high level when their levels are more suited to the low level if everyone in the group agrees to do so; however, some of the rewards may not be available to them. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group agrees; however, some of the rewards may be less than what they'd ideally want from the adventure.

Reading the Numbers: Each encounter has a level and sometimes other values (such as XP or skill check DCs) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version of the adventure; the number after the slash is the value for the high-level version of the adventure.

FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter – that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success – they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later and defeat it, award them the other half of the experience points for the encounter.

CHARACTER DEATH

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly among the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there are encounters remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure

or their last extended rest. **Encounters that do not give out experience points do not count for purposes of reaching a milestone.** Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't easily resolved before the end of the adventure. The two most common lasting effects are the death penalty and diseases.

Death Penalty: When a character dies and is brought back to life by the Raise Dead ritual, that character suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until they have reached three milestones. The player should simply record the adventure where the character died on their adventure log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, they no longer suffer the penalty.

Diseases: Diseases take hold of a character and last until they are cured or they reach their final state. Normally, a PC makes an Endurance check after each extended rest to see if the disease improves, worsens, or maintains its current condition. At the end of the adventure, any character suffering from a disease must resolve the disease to either its cure or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may decide to aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Any effects that last for a specific period of time (that end after a certain number of days or a certain number of extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified). Effects that use some sort of adventuring benchmark of unknown duration (such as milestones) should be recorded on the character's logsheet and tracked across adventures.

ADVENTURE BACKGROUND

Fardrop is a way station designed to watch the Underchasm, it fell to forces from the deep. The incursion was stopped before it spread, but it destroyed most of the outpost. A mind flayer named Mindros has come upon the ruins of Fardrop. He got inside and

discovered the source of Fardrop's demise: the outpost was built atop a rift leading to a mind flayer cyst. The rift was sealed by the defenders of Fardrop, but the area was still considered too dangerous, so Fardrop was abandoned and sealed.

Mindros tried to open the rift, but the rune stones sealing the rift are protected from tampering by non-dwarves. He made a group of duergar his thralls, thinking that they could get open the rift. Unfortunately, the rune stones did not consider duergar to be true dwarves.

Meanwhile, the Crafty Kobold Salvage Company sent a crew to the outpost. This expedition is led by a stout dwarven explorer named Brendin. The dwarves found the seal already broken and began their salvage operations. The initial reports they sent back were good, prompting the Company to send additional supplies in preparation for the arrival of a larger excavation team - but then Mindros and his duergar minions returned to the area. After a battle, the Eartheart dwarves were forced to retreat from the outpost and have set up camp a short distance away.

During the fighting, Mindros was able to make a pair of dwarven brothers his thralls without the other dwarves realizing what had happened. Now the mind flayer is using these two dwarves to try and convince the others that they should flee Fardrop. Once the others are gone, Mindros plans to use the brothers to open the rift. Mindros also sent an ambush team to cut off all additional supplies to the outpost. If he can not convince the dwarves to flee, then he will starve them and kill them once they are weakened.

DM'S INTRODUCTION

The dwarves of the Crafty Kobold Salvage Company recently began the arduous task of clearing out Fardrop. Their resupply caravans have stopped returning and they need adventurers to secure the outpost and find out what happened to the expedition.

The PCs are ambushed on the way by duergar. Then they can either track them back to their lair or go find the expedition. At the expedition they face a skill challenge to convince the dwarves not to flee. Then they can go to the duergar lair (if not already done), or head to Fardrop.

If they have not gone to the duergar lair at all, then the duergar from the lair are guarding Fardrop, otherwise the duergar forces have taken too much damage from the PCs and the way is clear. Once inside Fardrop, the PCs face off against the duergar leaders and their mind flayer controller.

PLAYER'S INTRODUCTION

When the adventure begins, the PCs are already assembled at an office belonging to the Crafty Kobold Salvage Company in Hammergate, the foreign quarter of Eartheart. For more details, see pages 120-121 of the *Forgotten Realms Campaign Guide*.

This introduction assumes that the PCs have already accepted the invitation to come to Eartheart and find out what the Crafty Kobold Salvage Company would like them to do. If there are characters who have played previous East Rift adventures and earned favors and accolades, either with the Crafty Kobold Salvage Company in particular or the city of Eartheart in general, play those favors up during the introduction. These characters are well-known heroes and should be recognized as such during their visit to the city.

Read or paraphrase the following:

You are gathered in Eartheart, along the eastern edge of the Underchasm. Dwarves bustle to and fro, always about some task. All around you, the city's residents are busily engaged in trading, smithing, mining, or drinking. More than a few dwarves seem to be pursuing several of these worthy occupations at the same time.

You've heard that the Crafty Kobold Salvage Company is once again in need of some adventurous souls to undertake a mission of importance.

You find yourself in the headquarters of the Company, meeting with the company's current Liaison of Exterior Business Affairs. Gromdig Battlepick looks more like a mercenary than a business man. He leans back in his chair behind the massive table and lifts his peg leg up to rest on the table with a loud thud.

"I thank ye for coming. I'll be getting right to the heart of the matter. The Crafty Kobold's got a problem. I sent an expedition of me best salvagers to Fardrop, an abandoned outpost in the Underchasm. Got back some great reports." Gromdig slaps a pile of papers down on the table. "Then the reports stopped coming. So I sent a supply caravan to see what was the matter. They didn't come back. Neither did the rescue operation I sent after the supply caravan. Now, as me father always used to say, I may be dumb, but I'm not stupid. Whatever it is they've found, or that's found them, it's more than our people can handle. I need some hard steel, experienced folks like yerselves, who can get down there, find the expedition, and secure Fardrop. What d'ye say?"

The PCs are free to ask any questions they want at this point. Gromdig offers the PCs a fair wage of 600 (low tier) or 1000 (high tier) gold pieces for securing Fardrop. The amount is non-negotiable.

Assuming they accept, Gromdig gives the PCs a map of the tunnels that the original expedition and subsequent caravans took through the Underdark, along with a writ to show that they work for the Crafty Kobold Salvage Company. He also shares the DC 15 information below if asked about the history of the outpost, but he does not know the full history. For the higher DCs, the PCs will need to draw on their own resources.

The adventurers can learn the following information by making History or Streetwise checks, via rituals, or through roleplaying (PCs who have been to the East Rift before may have various NPC contacts).

- DC 15: Fardrop was a way station designed to watch the Underchasm. It was overrun by monsters not long after it was founded, and has been abandoned ever since. Due to the danger, the area is officially off-limits to citizens of the East Rift per the authorities of Eartheart.
- DC 20: The Underdark incursion was stopped before it could spread, but the battle destroyed most of the outpost. The invading forces created a portal allowing them to send reinforcements from unknown locations, making the area very dangerous even once the initial fighting was over.
- DC 25: A detachment of spellcasters from the Temple of Moradin managed to seal the rift, but could not ward a large enough area to ensure that more monsters wouldn't arrive sooner or later, so the decision was made to abandon the outpost.
- DC 30: The leader of the invading forces was said to be a mind flayer.

If the PCs inquire about whether or not they have the legal right to go to the outpost, considering that it is off limits, Gromdig gets a bit belligerent, but finally admits that the city is the one that sanctioned the expedition. They just don't want it publicly known that they are funding a Crafty Kobold Salvage Company operation because other companies would protest that they should have equal rights to attempt a salvage operation. If the PCs have other contacts within the city, they can verify the truth of Gromdig's statements. If the PCs ask about Divhon, they learn that he is still convalescing and mourning the death of his son, but will hopefully return to the leadership of the Company soon.

Note: Make sure you get the PCs' marching order and passive Perception scores at this point so that you don't need to ask for this information later. There is an ambush coming...

ENCOUNTER 1: AMBUSH

ENCOUNTER LEVEL 10 / 12 (2,500 / 3,400 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 2 Duergar Fleshtearers (F)
- 1 Duergar Hellcaller (H)
- 5 Duergar Thralls (level 11) (T)

This encounter includes the following creatures at the high tier:

- 2 Duergar Fleshtearers (level 13) (F)
- 1 Duergar Hellcaller (level 14) (H)
- 5 Duergar Thralls (T)

After leaving Eartheart, the PCs travel for a few days through the winding passages of the Underdark, following markers and maps given to them by Gromdig. Have the PCs establish a marching order, then set up the encounter area.

The duergar have set an ambush, in the form of a wrecked and still smoldering caravan wagon. They have even left a few dwarven bodies laying around, one of which is still alive, though unconscious.

As the adventurers enter the area, read:

Apparently you have found one of the missing caravans. Most of the wagons are smashed, and the one that remains whole is blackened and scarred by fire. The burnt wood still smolders, indicating that this group must have been attacked very recently. Scattered around the wreckage are several dwarven bodies. As you approach, one of the bodies stirs, and a distinctly dwarven moan echoes through the cavern. He is badly hurt, but still alive.

If the PCs are cautious and try to check things out slowly, then give them the chance to make Perception checks. When they make the checks, confirm where the PCs are by placing themselves in the starting area of the encounter, or where they intend to move.

Perception DC 21/23: Wagon tracks lead to this intersection from both ahead of you and behind you, converging on this spot.

Perception DC 23/25: You notice the dwarven bodies have all already been stripped of their valuables, and the dwarf that is still alive is bound hand and foot.

Perception DC 25/27: In the shadows to either side of the cavern you can make out a few figures attempting to hide. Down one of the side passages, you hear a bit of movement, and you notice a set of tracks, made by humanoid boots.

Once any PC reaches the bodies, or gets within 5 squares of any of the ambushers, call for initiative and start the encounter. If none of the ambushers have been spotted, give the duergar a surprise round. If any PCs spot the duergar, they can act in the surprise round. If any PCs spot the ambushers and call out a warning, there is no surprise round.

FEATURES OF THE AREA

Illumination: There is no illumination in this area of the cavern.

Bodies: The bodies on the map represent the fallen dwarves and their smashed wagons. Treat these squares as difficult terrain.

Wagon: There is one intact wagon (in the area marked "W"). It is 10 feet square and is treated as blocking terrain. The hellcaller can use this for cover and still make attacks down the passageway. Any close or area attack that includes the wagon will automatically hit the wagon, and PCs may target it with melee or ranged attacks if they wish (AC and Reflex 4, Fortitude 12, Will immune). The wagon has 30 hit points remaining (out of 40).

Water: Squares of water on the map are treated as difficult terrain. Athletics checks are not required, but the pools are deep enough for a character to drop prone (submerging himself). If a character submerges himself in water, then any ongoing fire effect on that character ends immediately.

Cliffs: The cliff faces shown on the map are 10 feet tall (Athletics DC 15 to climb up or down).

Rubble: Squares containing rubble are treated as difficult terrain.

TACTICS

The unconscious dwarf is out of healing surges, and even if healed is too weak to participate in the fight (any healing effect brings him to 1 hit point). If he is revived during the fight, he cowers, shifting as he can out of the fight. The duergar know he is not a threat so will leave him till after they have taken out the PCs.

The fleshtearers hold their actions until the thralls have engaged, then they attack, hopefully from behind. The hellcaller will use *quill storm* as soon as possible to get the most people in it, then will try to get in position to use *ruby curse*. The thralls spend one round to throw quills then move up as much as possible.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove a duergar fleshtearer.

Six PCs: Add another duergar hellcaller.

ENDING THE ENCOUNTER

After the fight has ended, the PCs can attend to the unconscious dwarf. Any power with the Healing keyword or a successful Heal check (DC 15) revives him. He tells the party that his name is Grondin. He thanks the PCs for rescuing him, but is reluctant to tell them much more unless they convince him that they are from the Crafty Kobold Salvage Company (any social skill will do for this purpose, DC 10).

If they earn his trust, Grondin tells the PCs that the expedition is in serious trouble. They have received no supplies in weeks and have been run out of Fardrop by duergar. Grondin gives the PCs the location of the few survivors of the expedition. They are hiding in one of the many side passage ahead. After that Grondin insists he needs to run back to Eartheart to try and fetch more help, and sets out unless the PCs forcibly restrain him. Anything the PCs want to give Grondin (such as magic items) to help speed his journey, he promises to return to them when next he sees them (they get these items back at the end of the adventure). It is also possible that the PCs might have the ability to teleport Grondin directly back to Eartheart via a ritual; if so, the Crafty Kobold Salvage Company reimburses them for the cost of the ritual components (for this purpose only).

The PCs might also search for signs of where the duergar came from. All of the caravan tracks either head from Eartheart to here, or are from the direction of Fardrop. The duergar raiders also left tracks, however, which the PCs can discover with a successful Perception check (DC 21/23 after the battle).

The PCs have a choice on where to go next. If they follow the duergar tracks, they reach Encounter 2. If they befriended Grondin he tells them where the expedition is hiding. If they go there, proceed to Encounter 3. If they decide to ignore both of these leads and head directly to Fardrop, then run Encounter 4.

EXPERIENCE POINTS

Each PC receives 500 / 680 XP for defeating the duergar. Note that legion devil hellguards summoned via *devilish sacrifice* are not included in this total, as they are considered part of the hellcaller's XP value.

TREASURE

There is still something of value among the wreckage that the duergar missed: a small jewelry box belonging to one of the dead dwarves. Grondin is not aware that the box is here, but if the PCs find it (Perception DC 25), he can identify the dwarf to whom it belonged, a young female named Rynthera, who was recently engaged to be married. Her fiance and family are back in Eartheart.

The jewelry box contains a small ring case with a *cherished ring* and other non-magical jewelry worth 100 / 200 gp per PC. If the PCs do the honorable thing and attempt to return this treasure to Rynthera's family or her fiance, the grateful dwarves ask the PCs to keep it (or offer equivalent items that lack sentimental value) as a reward for bringing her body home to receive a proper burial.

ENCOUNTER 1: "AMBUSH" STATISTICS (LOW LEVEL)

Duergar Fleshtearer	Level 11 Lurker
Medium natural humanoid, dwarf (devil)	XP 600
Initiative +13 Senses Perception +9; darkvision	
HP 89; Bloodied 44	
AC 26; Fortitude 25, Reflex 24, Will 24	
Resist 10 fire, 10 poison	
Speed 5	
m Claw (standard; at-will)	
+16 vs. AC; 1d8 + 3 damage, and ongoing 5 damage (save ends).	
M Quill Stab (standard; requires combat advantage against the target; recharges when the fleshtearer hits with its claw attack) ♦ Poison	
+16 vs. AC; 1d8 damage, and target takes ongoing 5 poison damage and a -2 penalty to attack rolls (save ends both)	
R Infernal Quills (standard; at-will) ♦ Poison	
Ranged 3; +16 vs. AC; 1d8 damage and the target takes ongoing 5 poison damage and a -2 penalty to attack rolls (save ends both).	
Shadow Scourge	
While the duergar fleshtearer is invisible, its attacks deal twice the normal amount of ongoing damage.	
Underdark Sneak (minor; while in dim light or darkness and adjacent to an object or a wall that occupies at least 1 square; at-will)	
The duergar fleshtearer becomes invisible until the end of its next turn or until it hits or misses with an attack.	
Alignment Evil Languages Common, Deep Speech, Dwarven	
Skills Bluff +10, Dungeoneering +14, Stealth +14	
Str 21 (+10) Dex 19 (+9) Wis 18 (+9)	
Con 17 (+8) Int 12 (+6) Cha 10 (+5)	
Equipment leather armor	

Duergar Thrall (Level 11)	Level 11 Minion Soldier
Medium natural humanoid, dwarf (devil)	XP 150
Initiative +9 Senses Perception +9; darkvision	
HP 1; a missed attack never damages a minion.	
AC 26; Fortitude 24, Reflex 22, Will 22	
Resist 10 fire, 10 poison	
Speed 5	
m Warhammer (standard; at-will) ♦ Weapon	
+18 vs. AC; 8 damage.	
R Infernal Quills (standard; at-will) ♦ Poison	
Ranged 3; +16 vs. AC; 8 poison damage.	
Mind Flayer Thrall	
The thrall is immune to the <i>mind blast</i> power of mind flayers, and gains a +5 bonus to its Will defense while within 10 squares of its controlling mind flayer.	
Alignment Evil Languages Deep Speech	
Str 21 (+10) Dex 19 (+9) Wis 18 (+9)	
Con 17 (+8) Int 12 (+6) Cha 10 (+5)	
Equipment chainmail, warhammer	

Duergar Hellcaller	Level 12 Artillery
Medium natural humanoid, dwarf (devil)	XP 700
Initiative +10 Senses Perception +13; darkvision	
HP 96; Bloodied 48	
AC 24; Fortitude 23, Reflex 23, Will 25	
Resist 10 fire, 10 poison	
Speed 5	
m Mace (standard; at-will) ♦ Weapon	
+19 vs. AC; 1d8 + 5 damage.	
R Infernal Quills (standard; at-will) ♦ Fire, Poison	
Ranged 10; +19 vs. AC; 1d8 + 3 fire and poison damage and the target takes ongoing 5 fire and poison damage and a -2 penalty to attack rolls (save ends both).	
R Quick Quill Strike (minor; encounter)	
The duergar hellcaller makes an <i>infernal quills</i> attack.	
C Asmodeus's Ruby Curse (standard; encounter) ♦ Fear, Psychic	
Close blast 5; targets enemies; +16 vs. Will; 3d8 + 5 psychic damage, and the duergar hellcaller slides the target to the nearest space outside the blast. This forced movement provokes opportunity attacks.	
A Quill Storm (standard; encounter) ♦ Fire, Poison	
Area burst 2 within 10; +17 vs. Reflex; 1d8 fire and poison damage, and the target takes ongoing 10 fire and poison damage and a -2 penalty to attack rolls (save ends both).	
Devilish Sacrifice (immediate interrupt, when an enemy makes a melee attack roll against the duergar hellcaller; encounter)	
The hellcaller shifts to the nearest space beyond the triggering enemy's reach. A legion devil hellguard appears in the hellcaller's former space and becomes the target of the enemy's attack. The devil acts immediately after the hellcaller's initiative count.	
Alignment Evil Languages Common, Deep Speech, Dwarven	
Skills Arcana +11, Dungeoneering +13, Religion +11	
Str 14 (+8) Dex 19 (+10) Wis 14 (+8)	
Con 18 (+10) Int 11 (+6) Cha 22 (+12)	
Equipment leather armor, mace	

Legion Devil Hellguard	Level 11 Minion
Medium immortal humanoid (devil)	XP 150
Initiative +6 Senses Perception +6; darkvision	
HP 1; a missed attack never damages a minion.	
AC 27; Fortitude 23, Reflex 22, Will 22; see also <i>squad defense</i>	
Resist 10 fire	
Speed 6, teleport 3	
m Longsword (standard; at-will) ♦ Weapon	
+16 vs. AC; 6 damage.	
Squad Defense	
The legion devil hellguard gains a +2 bonus to its defenses when adjacent to at least one other legion devil.	
Alignment Evil Languages Supernal	
Str 14 (+7) Dex 12 (+6) Wis 12 (+6)	
Con 14 (+7) Int 10 (+5) Cha 12 (+6)	
Equipment plate armor, heavy shield, longsword	

ENCOUNTER 1: "AMBUSH" STATISTICS (HIGH LEVEL)

Duergar Fleshtearer (Level 13)	Level 13 Lurker
Medium natural humanoid, dwarf (devil)	XP 800
Initiative +14 Senses Perception +10; darkvision	
HP 101; Bloodied 50	
AC 28; Fortitude 27, Reflex 26, Will 26	
Resist 10 fire, 10 poison	
Speed 5	
m Claw (standard; at-will)	
+18 vs. AC; 1d8 + 4 damage, and ongoing 5 damage (save ends).	
M Quill Stab (standard; requires combat advantage against the target; recharges when the fleshtearer hits with its claw attack) ♦ Poison	
+18 vs. AC; 1d8 + 1 damage, and target takes ongoing 5 poison damage and a -2 penalty to attack rolls (save ends both)	
R Infernal Quills (standard; at-will) ♦ Poison	
Ranged 3; +18 vs. AC; 1d8 + 1 damage and the target takes ongoing 5 poison damage and a -2 penalty to attack rolls (save ends both).	
Shadow Scourge	
While the duergar fleshtearer is invisible, its attacks deal twice the normal amount of ongoing damage.	
Underdark Sneak (minor; while in dim light or darkness and adjacent to an object or a wall that occupies at least 1 square; at-will)	
The duergar fleshtearer becomes invisible until the end of its next turn or until it hits or misses with an attack.	
Alignment Evil Languages Common, Deep Speech, Dwarven	
Skills Bluff +11, Dungeoneering +15, Stealth +15	
Str 21 (+11) Dex 19 (+10) Wis 18 (+10)	
Con 17 (+9) Int 12 (+7) Cha 10 (+6)	
Equipment leather armor	

Duergar Thrall	Level 13 Minion Soldier
Medium natural humanoid, dwarf (devil)	XP 200
Initiative +10 Senses Perception +10; darkvision	
HP 1; a missed attack never damages a minion.	
AC 28; Fortitude 26, Reflex 24, Will 24	
Resist 10 fire, 10 poison	
Speed 5	
m Warhammer (standard; at-will) ♦ Weapon	
+20 vs. AC; 9 damage.	
R Infernal Quills (standard; at-will) ♦ Poison	
Ranged 3; +18 vs. AC; 9 poison damage.	
Mind Flayer Thrall	
The thrall is immune to the <i>mind blast</i> power of mind flayers, and gains a +5 bonus to its Will defense while within 10 squares of its controlling mind flayer.	
Alignment Evil Languages Deep Speech	
Str 21 (+11) Dex 19 (+10) Wis 18 (+10)	
Con 17 (+9) Int 12 (+7) Cha 10 (+6)	
Equipment chainmail, warhammer	

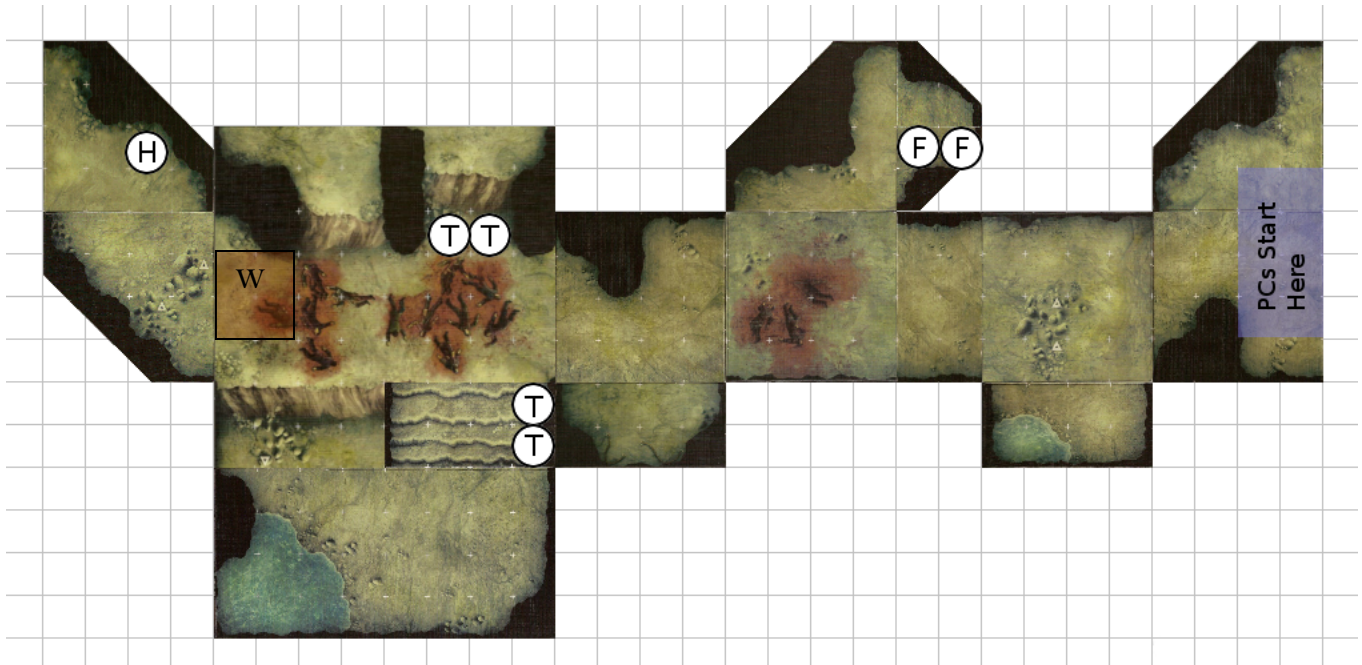
Duergar Hellcaller (Level 14)	Level 14 Artillery
Medium natural humanoid, dwarf (devil)	XP 1,000
Initiative +11 Senses Perception +14; darkvision	
HP 108; Bloodied 54	
AC 26; Fortitude 25, Reflex 25, Will 27	
Resist 10 fire, 10 poison	
Speed 5	
m Mace (standard; at-will) ♦ Weapon	
+21 vs. AC; 1d8 + 6 damage.	
R Infernal Quills (standard; at-will) ♦ Fire, Poison	
Ranged 10; +21 vs. AC; 1d8 + 4 fire and poison damage and the target takes ongoing 5 fire and poison damage and a -2 penalty to attack rolls (save ends both).	
R Quick Quill Strike (minor; encounter)	
The duergar hellcaller makes an <i>infernal quills</i> attack.	
C Asmodeus's Ruby Curse (standard; encounter) ♦ Fear, Psychic	
Close blast 5; targets enemies; +18 vs. Will; 3d8 + 6 psychic damage, and the duergar hellcaller slides the target to the nearest space outside the blast. This forced movement provokes opportunity attacks.	
A Quill Storm (standard; encounter) ♦ Fire, Poison	
Area burst 2 within 10; +19 vs. Reflex; 1d8 + 1 fire and poison damage, and the target takes ongoing 10 fire and poison damage and a -2 penalty to attack rolls (save ends both).	
Devilish Sacrifice (immediate interrupt, when an enemy makes a melee attack roll against the duergar hellcaller; encounter)	
The hellcaller shifts to the nearest space beyond the triggering enemy's reach. A legion devil hellguard appears in the hellcaller's former space and becomes the target of the enemy's attack. The devil acts immediately after the hellcaller's initiative count.	
Alignment Evil Languages Common, Deep Speech, Dwarven	
Skills Arcana +12, Dungeoneering +14, Religion +12	
Str 14 (+9) Dex 19 (+11) Wis 14 (+9)	
Con 18 (+11) Int 11 (+7) Cha 22 (+13)	
Equipment leather armor, mace	

Legion Devil Hellguard (Level 13)	Level 13 Minion
Medium immortal humanoid (devil)	XP 200
Initiative +7 Senses Perception +7; darkvision	
HP 1; a missed attack never damages a minion.	
AC 29; Fortitude 25, Reflex 24, Will 24; see also <i>squad defense</i>	
Resist 10 fire	
Speed 6, teleport 3	
m Longsword (standard; at-will) ♦ Weapon	
+18 vs. AC; 7 damage.	
Squad Defense	
The legion devil hellguard gains a +2 bonus to its defenses when adjacent to at least one other legion devil.	
Alignment Evil Languages Supernal	
Str 14 (+8) Dex 12 (+7) Wis 12 (+7)	
Con 14 (+8) Int 10 (+6) Cha 12 (+7)	
Equipment plate armor, heavy shield, longsword	

ENCOUNTER 1: "AMBUSH" MAP

TILE SETS NEEDED

DU2 Caverns of Carnage x1



Note: Grondin the dwarf is tied up and lying in the large pile of bodies (between the two sets of thralls). Consider placing him on the map, as the PCs should want to avoid catching him in area effects.

To be clear, the PCs do not all have to start in the small area marked "PCs Start Here." This is merely an indicator of the direction from which the PCs approach. In general, the adventure assumes that at least the leading (frontmost) members of the adventuring party will be in roughly the indicated area when they first notice the wrecked caravan, but you need to adjudicate this on the fly based on what the PCs actually do. Feel free to extend the tunnel as far back as needed to accommodate everybody. There are a variety of reasons why the party might be spread out (perhaps they have someone scouting ahead, for example). You should get a standard marching order from the players at the beginning of the adventure (including their typical distance between party members, which may vary greatly depending on whether or not some or all of the PCs have darkvision) and use that throughout, along with the results of opposed Perception and Stealth checks and the presence or absence of visible light sources, to determine where each combatant begins the encounter.

ENCOUNTER 2: DUERGAR LAIR (OPTIONAL ENCOUNTER A)

ENCOUNTER LEVEL 12 / 14 (3,300 /
4,600 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 Duergar Blackguard (level 11) (B)
- 2 Duergar Hellcallers (H)
- 1 Duergar Blasphemer (level 12) (Bl)

This encounter includes the following creatures at the high tier:

- 1 Duergar Blackguard (B)
- 2 Duergar Hellcallers (level 14) (H)
- 1 Duergar Blasphemer (Bl)

This encounter only occurs if the PCs choose to backtrack the duergar ambushers before they head to Fardrop. If they go directly to Fardrop, then run Encounter 4 instead of this encounter. The PCs fight the same creatures either way.

As the adventurers enter the area, read:

This area of the cavernous Underdark is dimly lit by luminous mosses and glowing mushrooms.

Give the players time to decide if they wish to extinguish any of their own light sources before continuing. Do not ask them; just give them the opportunity to tell you. Then read:

On the other side of a small pool, the cavern splits into two sections. On the left, a steep ramp ascends through a series of sharp turns. On the right, the passage is broad and level, but littered with rubble and bodies. Some 40 feet above, you see a narrow cave opening, very defensible and with an excellent view of the entire area.

FEATURES OF THE AREA

Illumination: The area is dimly lit.

Rubble and Bodies: These squares are treated as difficult terrain. The bodies include dwarves, duergar, and various other Underdark creatures.

Cliff: The split between the two passages (marked with a red line on the map) is a cliff that ascends 10 feet for every 4 squares along its length. The PCs do not

need to make Athletics checks to climb, but the steepness of the path means that characters going up suffer a penalty of 2 squares to their speed (minimum 1), while characters moving down get a bonus of 2 squares to their speed.

Ladder: The ladder is anchored to the cliff face, making it easy to climb (DC 5 Athletics).

Water: The underground pool is cold and shallow. These squares are not deep enough to swim in, but do count as difficult terrain.

TACTICS

If the PCs are using any sort of visible light source, then they are immediately spotted by the duergar, who set up an ambush. If the PCs are stealthy and do not draw attention to themselves, then they have a chance to sneak up on the duergar guards.

During the fight, the blackguard attempts to engage the PCs in melee, while the hellcallers and blasphemer rain death from above.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove a duergar hellcaller.

Six PCs: Add another duergar blasphemer.

ENDING THE ENCOUNTER

After defeating the duergar, the PCs can search their lair. There is some mundane and magical equipment, as detailed under Treasure, but more importantly, the PCs are able to find the grisly chamber used by the mind flayer Mindros.

Skulls of various sizes, with a series of small, jagged holes bored through the bone, line the walls. A macabre throne made of bones sits before a bloodstained stone table with a shallow bowl-shaped depression. A successful Dungeoneering check (DC 25) allows the PCs to recognize the damage to the skulls as being characteristic of mind flayer tentacles.

Among the flayer's possessions is a map of this section of the Underchasm, including the location of Fardrop. Notes in Deep Speech indicate that there is some sort of portal located within the boundaries of Fardrop. The destination of this portal is not indicated, but the scrawled notes hint strongly that it leads to a mind flayer cyst. This is clearly what Mindros and his allies are after, and no doubt explains the reason behind the initial fall of the outpost, as well.

The PCs can now either head directly to Fardrop and Encounter 5, or go meet with the survivors or the

Crafty Kobold expedition at Encounter 3. If the PCs did not get the location of the expedition from Grondin in Encounter 1, they can learn it here. Mindros' map includes some markings that suggest a few dwarves have holed up elsewhere in the tunnels and the flayer simply hasn't gotten around to rooting them out and turning them into thralls yet. The flayer also writes that several of the dwarves are already his thralls, but the notes do not say which ones.

EXPERIENCE POINTS

The PCs earn 660 / 920 XP each for defeating the duergar. Note that legion devil hellguards summoned via *devilish sacrifice* are not included in this total, as they are considered part of the hellcaller's XP value.

TREASURE

A small treasure chest sits just inside the entrance to Mindros' room. It contains 200 / 400 gp per PC. The duergar blackguard wields a *staggering weapon* +3 (low-level only) or a *vengeful weapon* +3 (high-level only). The duergar blasphemer wears a +3 *abyssal adornment* (low-level only) or a +3 *necklace of fireballs* (high-level only). See the New Rules section for details on these items; it's up to you whether or not to have the monsters use these items' powers during the fight (in any case, their attacks, damage, and defenses would not be increased by the items due to the magic item threshold).

ENCOUNTER 2: “DUERGAR LAIR” STATISTICS (LOW LEVEL)

Duergar Blackguard (Level 11)	Level 11 Elite Soldier
Medium natural humanoid, dwarf (devil)	XP 1,200
Initiative +7 Senses Perception +7; darkvision	
HP 228; Bloodied 114	
AC 27; Fortitude 25, Reflex 23, Will 23	
Resist 10 fire, 10 poison	
Saving Throws +2	
Speed 5	
Action Points 1	
m Blighted Warhammer (standard; at-will) ♦ Poison, Weapon	
+18 vs. AC; 2d10 + 2 damage, and the duergar blackguard makes a secondary attack against the target. <i>Secondary Attack:</i>	
+14 vs. Fortitude; the target takes ongoing 5 poison damage and a -2 penalty to attack rolls (save ends both).	
C Darkfire Mark (minor 1/round; at will) ♦ Fire, Necrotic	
Close burst 10; targets one enemy; until the end of the duergar blackguard's next turn, the target is marked and gains no benefit from concealment. In addition, if the target ends its turn further from the blackguard than it began the turn, or if it does not make an attack roll against the blackguard during its next turn, the target takes 10 fire and necrotic damage.	
C Quill Burst (minor; recharge 4 5 6) ♦ Poison	
Close burst 3; targets one enemy; +16 vs. AC; 1d8 + 3 damage, and the target takes ongoing 5 poison damage and a -2 penalty to attack rolls (save ends both).	
Infernal Footwork (immediate reaction, when an enemy adjacent to the duergar blackguard moves or shifts away from it; at-will)	
The blackguard shifts 2 squares and must end the shift in a space adjacent to the triggering enemy. If the triggering enemy is marked by the duergar blackguard, the blackguard then uses <i>blighted warhammer</i> against the target as a free action.	
Alignment Evil	Languages Common, Deep Speech, Dwarven
Skills Dungeoneering +14, Intimidate +14, Religion +12	
Str 22 (+11)	Dex 11 (+5) Wis 14 (+7)
Con 18 (+9)	Int 19 (+9) Cha 18 (+9)
Equipment plate armor, heavy shield, warhammer	

Duergar Hellcaller	Level 12 Artillery
Medium natural humanoid, dwarf (devil)	XP 700
Initiative +10 Senses Perception +13; darkvision	
HP 96; Bloodied 48	
AC 24; Fortitude 23, Reflex 23, Will 25	
Resist 10 fire, 10 poison	
Speed 5	
m Mace (standard; at-will) ♦ Weapon	
+19 vs. AC; 1d8 + 5 damage.	
R Infernal Quills (standard; at-will) ♦ Fire, Poison	
Ranged 10; +19 vs. AC; 1d8 + 3 fire and poison damage and the target takes ongoing 5 fire and poison damage and a -2 penalty to attack rolls (save ends both).	
R Quick Quill Strike (minor; encounter)	
The duergar hellcaller makes an <i>infernal quills</i> attack.	
C Asmodeus's Ruby Curse (standard; encounter) ♦ Fear, Psychic	
Close blast 5; targets enemies; +16 vs. Will; 3d8 + 5 psychic damage, and the duergar hellcaller slides the target to the nearest space outside the blast. This forced movement provokes opportunity attacks.	
A Quill Storm (standard; encounter) ♦ Fire, Poison	
Area burst 2 within 10; +17 vs. Reflex; 1d8 fire and poison damage, and the target takes ongoing 10 fire and poison damage and a -2 penalty to attack rolls (save ends both).	
Devilish Sacrifice (immediate interrupt, when an enemy makes a melee attack roll against the duergar hellcaller; encounter)	
The hellcaller shifts to the nearest space beyond the triggering enemy's reach. A legion devil hellguard appears in the hellcaller's former space and becomes the target of the enemy's attack. The devil acts immediately after the hellcaller's initiative count.	
Alignment Evil	Languages Common, Deep Speech, Dwarven
Skills Arcana +11, Dungeoneering +13, Religion +11	
Str 14 (+8)	Dex 19 (+10) Wis 14 (+8)
Con 18 (+10)	Int 11 (+6) Cha 22 (+12)
Equipment leather armor, mace	

Legion Devil Hellguard	Level 11 Minion
Medium immortal humanoid (devil)	XP 150
Initiative +6 Senses Perception +6; darkvision	
HP 1; a missed attack never damages a minion.	
AC 27; Fortitude 23, Reflex 22, Will 22; see also <i>squad defense</i>	
Resist 10 fire	
Speed 6, teleport 3	
m Longsword (standard; at-will) ♦ Weapon	
+16 vs. AC; 6 damage.	
Squad Defense	
The legion devil hellguard gains a +2 bonus to its defenses when adjacent to at least one other legion devil.	
Alignment Evil	Languages Supernal
Str 14 (+7)	Dex 12 (+6) Wis 12 (+6)
Con 14 (+7)	Int 10 (+5) Cha 12 (+6)
Equipment plate armor, heavy shield, longsword	

Duergar Blasphemer (Level 12)			Level 12 Controller (Leader)		
Medium natural humanoid, dwarf (devil)			XP 700		
Initiative +8		Senses Perception +12; darkvision			
Crush Nonbelievers (Fire, Poison) aura sight; the duergar blasphemer and each ally within the aura can score critical hits on rolls of 19-20 against prone targets and deal 10 extra fire and poison damage on critical hits against prone targets.					
HP 124; Bloodied 62					
AC 26; Fortitude 23, Reflex 23, Will 24					
Resist 10 fire, 10 poison					
Speed 5					
m Greatclub (standard; at-will) ♦ Fire, Necrotic, Weapon					
+17 vs. AC; 2d4 + 2 damage, and ongoing 5 fire and necrotic damage (save ends).					
M Sinner's Slip (immediate interrupt, when an enemy marked by the duergar blasphemer makes an attack roll against it; encounter)					
♦ Psychic					
Targets the triggering enemy; +16 vs. Will; the enemy's attack instead targets the ally of the attacker nearest to it. If no target is available, the attacker is knocked prone and takes 3d6 + 5 psychic damage.					
R Eyes of Asmodeus (standard; at-will)					
Ranged 10; +16 vs. Fortitude; the target is weakened and marked until the end of the duergar blasphemer's next turn. <i>Aftereffect:</i> The target is slowed (save ends). <i>Miss:</i> The target is slowed (save ends).					
R Infernal Quills (standard; at-will) ♦ Fire, Poison					
Ranged 10; +17 vs. AC; 1d8 + 3 fire and poison damage, and the target takes ongoing 5 fire and poison damage and a -2 penalty to attack rolls (save ends).					
R Quick Quill Strike (minor; encounter)					
The duergar blasphemer makes an <i>infernal quills</i> attack.					
C Preach Submission (minor 1/round; at-will)					
Close burst 10; targets one enemy; +17 vs. Will; the target is marked (save ends). If the target is already marked by the duergar blasphemer, it is knocked prone.					
Alignment Evil		Languages Common, Deep Speech, Dwarven			
Skills Bluff +14, Dungeoneering +17, Religion +16					
Str 14 (+8)		Dex 15 (+8)		Wis 23 (+12)	
Con 20 (+11)		Int 20 (+11)		Cha 16 (+9)	
Equipment robes, greatclub					

ENCOUNTER 2: “DUERGAR LAIR” STATISTICS (HIGH LEVEL)

Duergar Blackguard	Level 13 Elite Soldier
Medium natural humanoid, dwarf (devil)	XP 1,600
Initiative +8 Senses Perception +8; darkvision	
HP 260; Bloodied 130	
AC 29; Fortitude 27, Reflex 25, Will 25	
Resist 10 fire, 10 poison	
Saving Throws +2	
Speed 5	
Action Points 1	
m Blighted Warhammer (standard; at-will) ♦ Poison, Weapon	
+20 vs. AC; 2d10 + 3 damage, and the duergar blackguard makes a secondary attack against the target. <i>Secondary Attack:</i>	
+16 vs. Fortitude; the target takes ongoing 5 poison damage and a -2 penalty to attack rolls (save ends both).	
C Darkfire Mark (minor 1/round; at will) ♦ Fire, Necrotic	
Close burst 10; targets one enemy; until the end of the duergar blackguard's next turn, the target is marked and gains no benefit from concealment. In addition, if the target ends its turn further from the blackguard than it began the turn, or if it does not make an attack roll against the blackguard during its next turn, the target takes 10 fire and necrotic damage.	
C Quill Burst (minor; recharge 4 5 6) ♦ Poison	
Close burst 3; targets one enemy; +18 vs. AC; 1d8 + 4 damage, and the target takes ongoing 5 poison damage and a -2 penalty to attack rolls (save ends both).	
Infernal Footwork (immediate reaction, when an enemy adjacent to the duergar blackguard moves or shifts away from it; at-will)	
The blackguard shifts 2 squares and must end the shift in a space adjacent to the triggering enemy. If the triggering enemy is marked by the duergar blackguard, the blackguard then uses <i>blighted warhammer</i> against the target as a free action.	
Alignment Evil	Languages Common, Deep Speech, Dwarven
Skills Dungeoneering +15, Intimidate +15, Religion +13	
Str 22 (+12)	Dex 11 (+6) Wis 14 (+8)
Con 18 (+10)	Int 19 (+10) Cha 18 (+10)
Equipment plate armor, heavy shield, warhammer	

Duergar Hellcaller (Level 14)	Level 14 Artillery
Medium natural humanoid, dwarf (devil)	XP 1,000
Initiative +11 Senses Perception +14; darkvision	
HP 108; Bloodied 54	
AC 26; Fortitude 25, Reflex 25, Will 27	
Resist 10 fire, 10 poison	
Speed 5	
m Mace (standard; at-will) ♦ Weapon	
+21 vs. AC; 1d8 + 6 damage.	
R Infernal Quills (standard; at-will) ♦ Fire, Poison	
Ranged 10; +21 vs. AC; 1d8 + 4 fire and poison damage and the target takes ongoing 5 fire and poison damage and a -2 penalty to attack rolls (save ends both).	
R Quick Quill Strike (minor; encounter)	
The duergar hellcaller makes an <i>infernal quills</i> attack.	
C Asmodeus's Ruby Curse (standard; encounter) ♦ Fear, Psychic	
Close blast 5; targets enemies; +18 vs. Will; 3d8 + 6 psychic damage, and the duergar hellcaller slides the target to the nearest space outside the blast. This forced movement provokes opportunity attacks.	
A Quill Storm (standard; encounter) ♦ Fire, Poison	
Area burst 2 within 10; +19 vs. Reflex; 1d8 + 1 fire and poison damage, and the target takes ongoing 10 fire and poison damage and a -2 penalty to attack rolls (save ends both).	
Devilish Sacrifice (immediate interrupt, when an enemy makes a melee attack roll against the duergar hellcaller; encounter)	
The hellcaller shifts to the nearest space beyond the triggering enemy's reach. A legion devil hellguard appears in the hellcaller's former space and becomes the target of the enemy's attack. The devil acts immediately after the hellcaller's initiative count.	
Alignment Evil	Languages Common, Deep Speech, Dwarven
Skills Arcana +12, Dungeoneering +14, Religion +12	
Str 14 (+9)	Dex 19 (+11) Wis 14 (+9)
Con 18 (+11)	Int 11 (+7) Cha 22 (+13)
Equipment leather armor, mace	

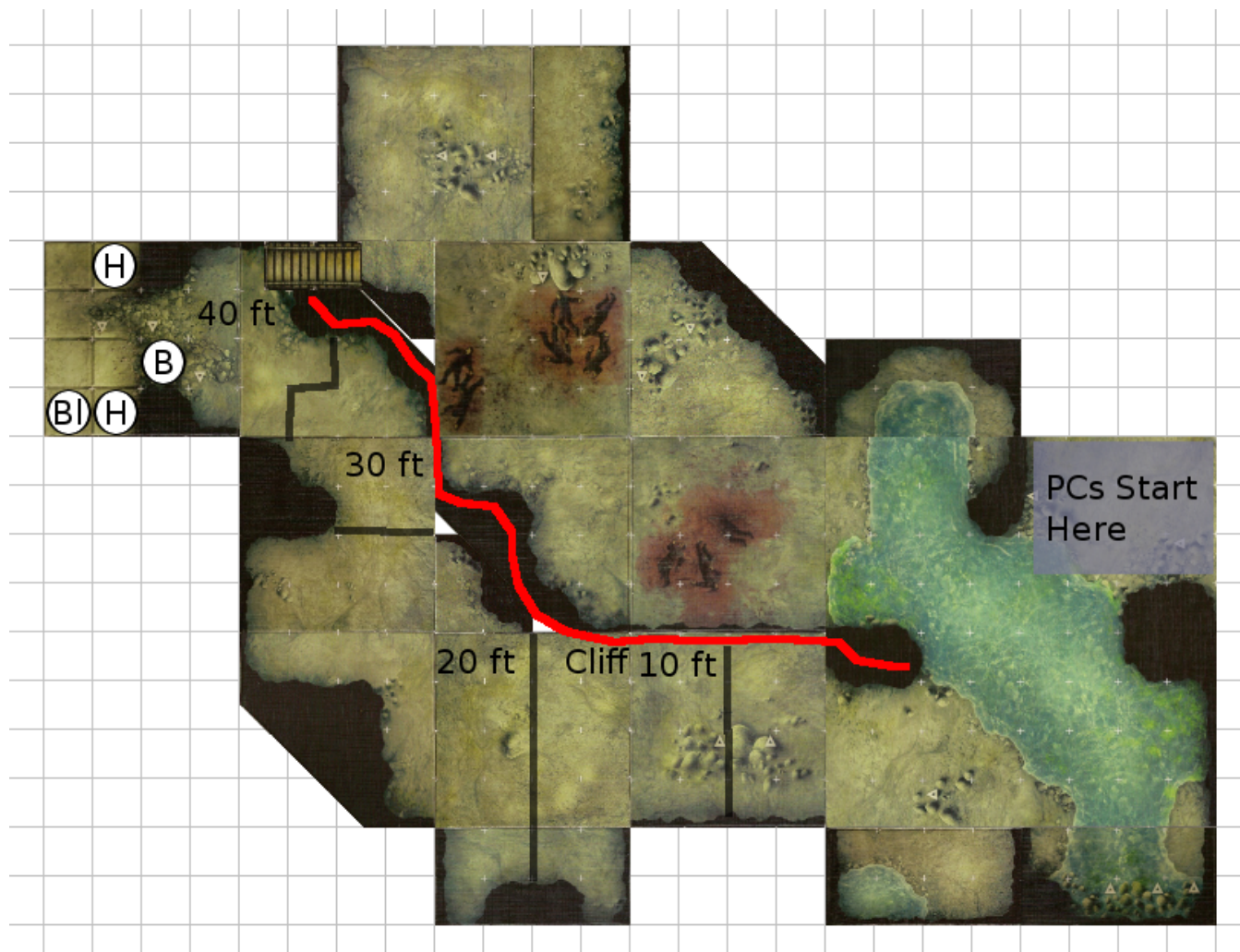
Legion Devil Hellguard (Level 13)	Level 13 Minion
Medium immortal humanoid (devil)	XP 200
Initiative +7 Senses Perception +7; darkvision	
HP 1; a missed attack never damages a minion.	
AC 29; Fortitude 25, Reflex 24, Will 24; see also <i>squad defense</i>	
Resist 10 fire	
Speed 6, teleport 3	
m Longsword (standard; at-will) ♦ Weapon	
+18 vs. AC; 7 damage.	
Squad Defense	
The legion devil hellguard gains a +2 bonus to its defenses when adjacent to at least one other legion devil.	
Alignment Evil	Languages Supernal
Str 14 (+8)	Dex 12 (+7) Wis 12 (+7)
Con 14 (+8)	Int 10 (+6) Cha 12 (+7)
Equipment plate armor, heavy shield, longsword	

Duergar Blasphemer		Level 14 Controller (Leader)
Medium natural humanoid, dwarf (devil)		XP 1,000
Initiative +9	Senses Perception +13; darkvision	
Crush Nonbelievers (Fire, Poison) aura sight; the duergar blasphemer and each ally within the aura can score critical hits on rolls of 19-20 against prone targets and deal 10 extra fire and poison damage on critical hits against prone targets.		
HP 140; Bloodied 70		
AC 28; Fortitude 25, Reflex 25, Will 26		
Resist 10 fire, 10 poison		
Speed 5		
m Greatclub (standard; at-will) ♦ Fire, Necrotic, Weapon		
+19 vs. AC; 2d4 + 3 damage, and ongoing 5 fire and necrotic damage (save ends).		
M Sinner's Slip (immediate interrupt, when an enemy marked by the duergar blasphemer makes an attack roll against it; encounter)		
♦ Psychic		
Targets the triggering enemy; +18 vs. Will; the enemy's attack instead targets the ally of the attacker nearest to it. If no target is available, the attacker is knocked prone and takes 3d6 + 6 psychic damage.		
R Eyes of Asmodeus (standard; at-will)		
Ranged 10; +18 vs. Fortitude; the target is weakened and marked until the end of the duergar blasphemer's next turn. <i>Aftereffect:</i> The target is slowed (save ends). <i>Miss:</i> The target is slowed (save ends).		
R Infernal Quills (standard; at-will) ♦ Fire, Poison		
Ranged 10; +19 vs. AC; 1d8 + 4 fire and poison damage, and the target takes ongoing 5 fire and poison damage and a -2 penalty to attack rolls (save ends).		
R Quick Quill Strike (minor; encounter)		
The duergar blasphemer makes an <i>infernal quills</i> attack.		
C Preach Submission (minor 1/round; at-will)		
Close burst 10; targets one enemy; +19 vs. Will; the target is marked (save ends). If the target is already marked by the duergar blasphemer, it is knocked prone.		
Alignment Evil	Languages Common, Deep Speech, Dwarven	
Skills Bluff +15, Dungeoneering +18, Religion +17		
Str 14 (+9)	Dex 15 (+9)	Wis 23 (+13)
Con 20 (+12)	Int 20 (+12)	Cha 16 (+10)
Equipment robes, greatclub		

ENCOUNTER 2: “DUERGAR LAIR” MAP

TILE SETS NEEDED

DU2 Caverns of Carnage x1



Note: The red line on the map is simply there to emphasize the edge of the cliff. The elevations of each section of the rising passageway are as shown on the map; creatures in this area can see down into the lower section (where the bodies are).

ENCOUNTER 3: DEBATE

**SKILL CHALLENGE LEVEL 11 / 13,
COMPLEXITY 2 (1,200 / 1,600 XP)**

SETUP

The surviving members of the Crafty Kobold Salvage Company expedition are as follows:

Brendin: Brendin is the leader of the expedition. He is concerned for the safety of his men, but knows he has a job to do. In this encounter play Brendin as the troubled leader. He only wants what is best for his men.

Morach and Fervos: These brothers are actually thralls to Mindros. During this encounter they argue that it is time to pack things up and head back to Eartheart. If the PCs find evidence that they are working with Mindros, they are quickly neutralized by Brendin. Morach is hot headed, but Fervos is very even tempered and speaks from a position of age and wisdom.

Other Dwarves: Of the 20 dwarves to head to Fardrop only eight remain, including the three above. If the PCs rescued Grondin and prevented him from traveling back to Eartheart, then the other dwarves are happy to see him alive, but are even more worried because now there is no runner going back to Eartheart for additional help.

The dwarves are tired, injured, and frightened. Most of them are ready to pack it in, but Brendin has yet to call a retreat.

The PCs can get to this encounter in a variety of ways. The most likely scenario is that Grondin gave the PCs the expedition's location after the initial ambush (Encounter 1). Another possibility is that they discovered the mind flayer's map in the duergar lair (Encounter 2). However, if neither of these things have occurred, feel free to put the expedition in the PCs' path to continue the adventure flow.

Crates, barrels, and an overturned wagon barricade the entrance to this small cavern. Several dwarves, armed with crossbows, are lined up behind the makeshift wall. One peeks out at you over the barricade and gruffly shouts, "They ain't duergar!"

Assuming the PCs can convince the guards they are harmless and have come to help them (a project that might be significantly more difficult if any of the PCs are drow, since to these dwarves, dark elves and dark dwarves seem quite similar at this point), continue with:

The dwarves lower their weapons and drag a portion of the barricade aside, allowing you to enter the cavern. A burly older dwarf presents himself as you are ushered in. "I'm Brendin. I sure hope ye've come from the Company, because we're in dire need. I'm in charge of these boys, or at least what's left of 'em."

Allow the PCs to roleplay a bit with Brendin then have Morach interrupt:

A surly looking dour faced dwarf steps out of the group of those watching as you talk with Brendin. "Their arrival changes nothing! We need to pack this camp up and get out of here while we still can. Now that the way is clear there is no good reason for us to be staying."

Brendin blanches at the thought then turns to you. "Some of the boys are thinkin' it best for us to flee back to Eartheart. This here be Morach." He points to a dwarf standing next to Morach, "And that be his brother Fervos. They be advocatin' us headin' back. I can't say I agree, despite the losses we've taken. We still have a job ta do, and now that ye've arrived, we have a chance!"

Fervos looks on calmly. He is a slightly older dwarf, and smaller, but seems a bit wiser than his quick tempered brother. "Brendin, we all know that you are loyal to a fault. You believe in the Company and our mission, and that's commendable. But the time for bravery is over! Wisdom demands we retreat and return only once the malevolence here has passed or been defeated."

Let the roleplaying take over at this point. If you want you can point out that this is a skill challenge. Alternately you can just run the skill challenge without calling it out as such to the players.

Brendin advocates for the dwarves to stay. He believes that with the PCs' assistance the original mission can still be salvaged. Morach argues that enough dwarves have died already and is very belligerent in his demands for the expedition to return to Eartheart, with the PCs as escorts. Fervos frequently apologizes for his brother, but then makes the same arguments, much more calmly. The rest of the dwarves look on silently. They are loyal to Brendin as the leader, and will stay if that is his decision, but most of them agree with the brothers that leaving is the smart thing to do at this point. The PCs can add their voices to this debate, and determine whether the expedition rallies behind Brendin or heeds the advice of the brothers Morach and Fervos instead.

SKILL CHALLENGE: DWARVEN DEBATE

Goal: Convince Brendin and the rest of the dwarves to stick it out here in Fardrop, and not to give up.

This goal might seem counterintuitive to the players, particularly if the PCs have the wherewithal to immediately send the dwarves back to Eartheart via rituals, but having the dwarves stay and finish their mission comports with the PCs' own assignment. Although the Company wants its people to come back alive, if they don't secure Fardrop now, they are unlikely to be able to do so in the future because the authorities of Eartheart will cancel the commission upon learning of the monster attacks against the caravans. There's also no telling what sort of reinforcements the duergar will be able to call up if the expedition retreats now. The Company needs to drive away the monsters and establish some of its people within the outpost in order to be able to withstand the political backlash that will occur when news of the attacks gets back to Eartheart.

Complexity: 2 (6 successes before 3 failures)

Difficulty: In this skill challenge, the easy DCs are 10/11, the moderate DCs are 16/18, and the hard DCs are 21/23. Two skills are assigned even higher DCs, but these do not directly count as successes or failures.

Primary Skills: Bluff, Diplomacy, Insight, Intimidate

Other Skills: Arcana, Athletics, Dungeoneering, Endurance, Heal, History

Victory: If the PCs are successful, then the dwarves rally around them and Brendin and vow to stick it through to the end, no matter what the cost. They will then go with the PCs to Fardrop.

Defeat: If the PCs fail the challenge, then the dwarves give up on Fardrop, abandon their tools and excess supplies, and head back to Eartheart.

Arcana (DC 26/28, not a success or failure)

Sense the Presence of Magic: *You notice that there is a slight arcane aura coming from the two brothers, Morach and Fervos. (Unlocks Identify Magical Effect)*

Identify Magical Effect: *The aura appears to be related to charm or mental control and must have been created by a powerful creature to be so subtle. Your senses recoil at the aberrant sensation of this power, whatever it is. Something is not right about those two dwarves.*

Note: The dwarves deny any knowledge of the enchantment and Morach accuses the party of lying if they bring it up. However, several of the other dwarves mutter that they think the brothers have been acting strangely ever since the last battle. The PCs have the upper hand in the debate, and all PCs gain a +2 bonus on all social skill checks for the rest of the encounter.

If the PCs have already completed the "Sense Outside Influence" Insight check, or if they also present the evidence from Mindros' lair that he had created some thralls, proceed to "Exposing the Brothers."

Athletics or Endurance (DC 16/18, 1 success, 1 maximum per skill)

You notice that the dwarves all look tired. Their flimsy barricade is ready to fall over, and heavy supply crates are scattered all over the cave. They eye the mess with weary eyes and seem as if they just need a rest. Hefting a few of the knocked over barricades you right them and help divide some of the supplies into easier loads, carrying some yourself. This seems to lift their spirits a bit and they perk up and listen more closely to what you have to say.

Bluff (DC 16/18, 1 success, 3 maximum)

Spinning a yarn that would make any seamstress proud, you manage to convince the dwarves that no threat could possibly stop them from reclaiming Fardrop, with your help of course. At least they seem a bit convinced.

Diplomacy (DC 16/18, 1 success, 3 maximum)

Appealing to their dwarven heritage of stoutness and resolution in the face of danger, you manage to get a few convinced looks as you try to persuade the dwarves that they should see their mission to its conclusion.

Dungeoneering (DC 16/18, 1 success, 1 maximum)

Pulling from your knowledge of the Underdark and other deep places, you mention the importance of Fardrop as an outpost watching over the Underchasm and its many dangers. The dwarves generally nod in agreement and murmur amongst themselves about the necessity of the mission.

Heal (DC 16/18, 1 success, 2 maximum)

Noticing that every single one of the dwarves is wounded, some seriously, you tend to their injuries and get a few grim nods from the generally dour group. They seem to listen a bit more closely to your words, thankful for the aid.

Note: The use of daily powers with the Healing keyword should grant automatic successes due to the resource consumption. The use of encounter powers with the Healing keyword instead grants a +2 bonus on Heal checks.

History (DC 16/18, 1 success, 1 maximum)

You mention stories of great dwarven fortitude and resilience, and bring up the past greatness of East Rift. Soon the dwarves nod in agreement and begin listening more intently to what you have to say.

Insight (DC 16/18, not a success or failure)

Sense Motives and Attitudes: *You carefully gauge how your words are being taken by the dwarves, as well as the counterarguments being made against you, and adjust your discussion based on what seems to be working. (On a successful Insight check, the character may grant a +2 bonus on any other character's next skill check.)*

Insight (DC 26/28, not a success or failure)

Sense Outside Influence: *You study the two dwarven brothers, Morach and Fervos, as they argue passionately that the dwarves need to abandon this mission, forget about Fardrop, and return to Eartheart. Even though the dwarves' voices are clear and strong, you are certain that their words are not entirely their own. There is something clouding their minds and influencing their actions.*

Note: The dwarves deny that they have any ulterior motives or that they are being influenced in any way. However, the other members of the expedition become much more suspicious of the brothers. If the PCs have already succeeded on the "Identify Magical Effect" Arcana check, or if they also present the evidence from Mindros' lair that he had created some thralls, proceed to "Exposing the Brothers."

Intimidate (DC 16/18, 1 success, 3 maximum)

Dwarves are normally a tough crowd to order around, but the members of the expedition are frightened and exhausted. You are able to be as grim and dour as they are and they seem to respect someone with such backbone. While their pride makes them act as if they aren't impressed, you can see that the dwarves respond well to your exhortations.

Exposing the Brothers

If the party brings up the evidence found in Mindros' lair, the dwarves are concerned by the mention of "thralls" perhaps having infiltrated their own ranks. However, the PCs require more proof before they can drive this point home. If the PCs succeed on either the "Identify Magical Effect" Arcana check or the "Sense Outside Influence" Insight check combined with the mind flayer's writings, or both the Arcana and Insight checks without the written evidence, read the following:

The grumbling of the other dwarves grows louder and all eyes are on the two brothers, who suddenly seem to realize that they are in trouble.

Morach growls and starts to make for a weapon, shouting "Enough! I'll show you! For the master!" He is interrupted as the rest of the dwarves immediately tackle the two brothers, pinning them to the ground.

Looking a bit shaken, Brendin sighs and says, "These two be not themselves. We cannae heed their

words any longer. Whatever those monsters have done to them, we'll get it fixed, but if they've betrayed their own people, they'll have to account fer that when we get back to Eartheart."

Note: This immediately ends the skill challenge with a victory for the PCs. The discovery of the brothers' treachery (even if it is induced by an outside force) is enough to persuade the dwarves that they must defeat this evil and reclaim Fardrop for their people.

Using Story Awards

PCs who have earned story awards reflecting their past deeds in the East Rift should be able to draw upon that to give them greater influence in this encounter. Grant a +2 or higher bonus, as you see fit, if a player is able to work any of the following story objects into their roleplaying. (This list is not necessarily comprehensive; if you think other awards are appropriate, allow them.)

EAST01 Divhon's a Talker

EAST06 Gratitude of Thorgar Axebolt

EAST08 Friends and Enemies in Low Places

ENDING THE ENCOUNTER

Success, but the brothers were NOT exposed: *Morach seems enraged. He yells about stupid surface dwellers and says he is not going to stick around on a fool's errand. He storms off, and Fervos shrugs and follows him. Brendin allows them to leave and holds back anyone who tries to stop them. "It is their choice," the dwarven leader says sadly. "Let them make it."*

Success, and the brothers WERE exposed: *With the traitorous dwarves still thrashing against their bonds and screaming obscenities, Brendin nods his assent to your plan. The rest of the dwarves pull themselves together, and prepare to accompany you to the outpost. "Time to put an end to this, once and for all," says Brendin grimly.*

Failure: *The rest of the group agrees with Morach and Fervos: remaining here is both dangerous and stupid. The expedition packs up for the long trek back to Eartheart. Brendin seems resigned to the failure of his mission.*

EXPERIENCE POINTS

Each character earns 240 / 320 XP for successfully completing the skill challenge. They earn half that amount (120 / 160 XP) if they fail, but they will have the opportunity to make up the lost XP in the final encounter by fighting extra foes.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 4: ENTRENCHED (OPTIONAL ENCOUNTER B)

ENCOUNTER LEVEL 12/14 (3300/4600 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 Duergar Blackguard (level 11) (B)
- 2 Duergar Hellcallers (H)
- 1 Duergar Blasphemer (level 12) (Bl)

This encounter includes the following creatures at the high tier:

- 1 Duergar Blackguard (B)
- 2 Duergar Hellcallers (level 14) (H)
- 1 Duergar Blasphemer (Bl)

This encounter only occurs if the PCs head to Fardrop without first going to the duergar lair. By the time the PCs reach the outpost, the monsters are entrenched at the entrance. These are the same monsters that the PCs would have fought in Encounter 2 had they gone to the duergar lair instead of coming straight to Fardrop.

As the adventurers enter the area, read:

You turn a corner and see a passage that slopes upward then widens out. At the end of the passage you can see dim light. It illuminates a side cavern containing supplies, presumably left behind by the expedition when the dwarves were forced to retreat. Large crates are stacked to either side of the entrance, and a stack of barrels sits to one side of the widened area.

This is an ambush. The duergar send the barrels rolling down the ramp and then pelt the party with attacks from above.

FEATURES OF THE AREA

Illumination: The whole area is dimly lit from the light filtering in through the side passage.

Sloped Passage: If the PCs manage to prevent the blackguard from tipping the barrel over then the ramp is not difficult to traverse. However after he has upended the barrel the stone is slick with lamp oil.

A character who wishes to move up the oil-slicked ramp must either move at half speed or attempt a DC 15 Acrobatics check. On a failed check, the moving character falls prone. Making matters worse, any area

effect that deals fire damage and includes the oily ramp ignites the oil, causing the whole ramp area to catch fire. The fire lasts for the rest of the encounter before burning itself out. Smoke from the burning oil also provides concealment.

Any creature that starts its turn or enters a square of fire takes 2d6 + 3 fire damage and suffers ongoing 5 fire damage (save ends).

Stacks of crates: These are blocking terrain, but can be toppled with a successful DC 25 Athletics check. Toppling the crates onto someone deals 3d10 damage.

Water: Squares of water on the map are treated as difficult terrain. Athletics checks are not required, but the pools are deep enough for a character to drop prone (submerging himself). If a character submerges himself in water, then any ongoing fire effect on that character ends immediately.

Rubble: These squares are treated as difficult terrain.

TACTICS

The duergar employ a simple tactic: dump oil down the ramp (the blackguard uses a standard action to do this on his first turn), ignite it with any fire attack, then pelt anyone that tries to make it up the blazing ramp. If a large group of PCs are standing on the oil slick at the same time, the duergar do what they can to light the oil right away. Otherwise they wait to light the fire until after the second PC makes it up, hoping to split the party. Since they are thralls of Mindros, the duergar fight to the death.

If Brendin's group is with the PCs, which could happen if the PCs skipped Encounter 2, went to Encounter 3, and then came here, the dwarves hang back and let the experienced adventurers do the fighting.

If the PCs do not attempt to move up the slope, then the duergar taunt them, throw all their ranged attacks down the slope, then move away. If they make it off the map, add them to the final encounter.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove a duergar hellcaller.

Six PCs: Add another duergar blasphemer.

ENDING THE ENCOUNTER

Once the encounter is over the PCs can proceed to Fardrop. Any prisoners they take here are far too afraid

of Mindros to tell the PCs anything except the mind flayer's name.

EXPERIENCE POINTS

The PCs earn 660 / 920 XP each for defeating the duergar. Note that legion devil hellguards summoned via *devilish sacrifice* are not included in this total, as they are considered part of the hellcaller's XP value.

TREASURE

The duergar carry treasure worth a total of 200 / 400 gp per PC. The duergar blackguard wields a *staggering weapon* +3 (low-level only) or a *vengeful weapon* +3 (high-level only). The duergar blasphemer wears a +3 *abyssal adornment* (low-level only) or a +3 *necklace of fireballs* (high-level only). See the New Rules section for details on these items; it's up to you whether or not to have the monsters use these items' powers during the fight (in any case, their attacks, damage, and defenses would not be increased by the items due to the magic item threshold).

ENCOUNTER 4: “ENTRENCHED” STATISTICS (LOW LEVEL)

Duergar Blackguard (Level 11)	Level 11 Elite Soldier
Medium natural humanoid, dwarf (devil)	XP 1,200
Initiative +7 Senses Perception +7; darkvision	
HP 228; Bloodied 114	
AC 27; Fortitude 25, Reflex 23, Will 23	
Resist 10 fire, 10 poison	
Saving Throws +2	
Speed 5	
Action Points 1	
m Blighted Warhammer (standard; at-will) ♦ Poison, Weapon	
+18 vs. AC; 2d10 + 2 damage, and the duergar blackguard makes a secondary attack against the target. <i>Secondary Attack:</i>	
+14 vs. Fortitude; the target takes ongoing 5 poison damage and a -2 penalty to attack rolls (save ends both).	
C Darkfire Mark (minor 1/round; at will) ♦ Fire, Necrotic	
Close burst 10; targets one enemy; until the end of the duergar blackguard's next turn, the target is marked and gains no benefit from concealment. In addition, if the target ends its turn further from the blackguard than it began the turn, or if it does not make an attack roll against the blackguard during its next turn, the target takes 10 fire and necrotic damage.	
C Quill Burst (minor; recharge 4 5 6) ♦ Poison	
Close burst 3; targets one enemy; +16 vs. AC; 1d8 + 3 damage, and the target takes ongoing 5 poison damage and a -2 penalty to attack rolls (save ends both).	
Infernal Footwork (immediate reaction, when an enemy adjacent to the duergar blackguard moves or shifts away from it; at-will)	
The blackguard shifts 2 squares and must end the shift in a space adjacent to the triggering enemy. If the triggering enemy is marked by the duergar blackguard, the blackguard then uses <i>blighted warhammer</i> against the target as a free action.	
Alignment Evil	Languages Common, Deep Speech, Dwarven
Skills Dungeoneering +14, Intimidate +14, Religion +12	
Str 22 (+11)	Dex 11 (+5) Wis 14 (+7)
Con 18 (+9)	Int 19 (+9) Cha 18 (+9)
Equipment plate armor, heavy shield, warhammer	

Duergar Hellcaller	Level 12 Artillery
Medium natural humanoid, dwarf (devil)	XP 700
Initiative +10 Senses Perception +13; darkvision	
HP 96; Bloodied 48	
AC 24; Fortitude 23, Reflex 23, Will 25	
Resist 10 fire, 10 poison	
Speed 5	
m Mace (standard; at-will) ♦ Weapon	
+19 vs. AC; 1d8 + 5 damage.	
R Infernal Quills (standard; at-will) ♦ Fire, Poison	
Ranged 10; +19 vs. AC; 1d8 + 3 fire and poison damage and the target takes ongoing 5 fire and poison damage and a -2 penalty to attack rolls (save ends both).	
R Quick Quill Strike (minor; encounter)	
The duergar hellcaller makes an <i>infernal quills</i> attack.	
C Asmodeus's Ruby Curse (standard; encounter) ♦ Fear, Psychic	
Close blast 5; targets enemies; +16 vs. Will; 3d8 + 5 psychic damage, and the duergar hellcaller slides the target to the nearest space outside the blast. This forced movement provokes opportunity attacks.	
A Quill Storm (standard; encounter) ♦ Fire, Poison	
Area burst 2 within 10; +17 vs. Reflex; 1d8 fire and poison damage, and the target takes ongoing 10 fire and poison damage and a -2 penalty to attack rolls (save ends both).	
Devilish Sacrifice (immediate interrupt, when an enemy makes a melee attack roll against the duergar hellcaller; encounter)	
The hellcaller shifts to the nearest space beyond the triggering enemy's reach. A legion devil hellguard appears in the hellcaller's former space and becomes the target of the enemy's attack. The devil acts immediately after the hellcaller's initiative count.	
Alignment Evil	Languages Common, Deep Speech, Dwarven
Skills Arcana +11, Dungeoneering +13, Religion +11	
Str 14 (+8)	Dex 19 (+10) Wis 14 (+8)
Con 18 (+10)	Int 11 (+6) Cha 22 (+12)
Equipment leather armor, mace	

Legion Devil Hellguard	Level 11 Minion
Medium immortal humanoid (devil)	XP 150
Initiative +6 Senses Perception +6; darkvision	
HP 1; a missed attack never damages a minion.	
AC 27; Fortitude 23, Reflex 22, Will 22; see also <i>squad defense</i>	
Resist 10 fire	
Speed 6, teleports 3	
m Longsword (standard; at-will) ♦ Weapon	
+16 vs. AC; 6 damage.	
Squad Defense	
The legion devil hellguard gains a +2 bonus to its defenses when adjacent to at least one other legion devil.	
Alignment Evil	Languages Supernal
Str 14 (+7)	Dex 12 (+6) Wis 12 (+6)
Con 14 (+7)	Int 10 (+5) Cha 12 (+6)
Equipment plate armor, heavy shield, longsword	

Duergar Blasphemer (Level 12)			Level 12 Controller (Leader)		
Medium natural humanoid, dwarf (devil)			XP 700		
Initiative +8		Senses Perception +12; darkvision			
Crush Nonbelievers (Fire, Poison) aura sight; the duergar blasphemer and each ally within the aura can score critical hits on rolls of 19-20 against prone targets and deal 10 extra fire and poison damage on critical hits against prone targets.					
HP 124; Bloodied 62					
AC 26; Fortitude 23, Reflex 23, Will 24					
Resist 10 fire, 10 poison					
Speed 5					
m Greatclub (standard; at-will) ♦ Fire, Necrotic, Weapon					
+17 vs. AC; 2d4 + 2 damage, and ongoing 5 fire and necrotic damage (save ends).					
M Sinner's Slip (immediate interrupt, when an enemy marked by the duergar blasphemer makes an attack roll against it; encounter)					
♦ Psychic					
Targets the triggering enemy; +16 vs. Will; the enemy's attack instead targets the ally of the attacker nearest to it. If no target is available, the attacker is knocked prone and takes 3d6 + 5 psychic damage.					
R Eyes of Asmodeus (standard; at-will)					
Ranged 10; +16 vs. Fortitude; the target is weakened and marked until the end of the duergar blasphemer's next turn. <i>Aftereffect:</i> The target is slowed (save ends). <i>Miss:</i> The target is slowed (save ends).					
R Infernal Quills (standard; at-will) ♦ Fire, Poison					
Ranged 10; +17 vs. AC; 1d8 + 3 fire and poison damage, and the target takes ongoing 5 fire and poison damage and a -2 penalty to attack rolls (save ends).					
R Quick Quill Strike (minor; encounter)					
The duergar blasphemer makes an <i>infernal quills</i> attack.					
C Preach Submission (minor 1/round; at-will)					
Close burst 10; targets one enemy; +17 vs. Will; the target is marked (save ends). If the target is already marked by the duergar blasphemer, it is knocked prone.					
Alignment Evil		Languages Common, Deep Speech, Dwarven			
Skills Bluff +14, Dungeoneering +17, Religion +16					
Str 14 (+8)		Dex 15 (+8)		Wis 23 (+12)	
Con 20 (+11)		Int 20 (+11)		Cha 16 (+9)	
Equipment robes, greatclub					

ENCOUNTER 4: "ENTRENCHED" STATISTICS (HIGH LEVEL)

Duergar Blackguard	Level 13 Elite Soldier
Medium natural humanoid, dwarf (devil)	XP 1,600
Initiative +8 Senses Perception +8; darkvision	
HP 260; Bloodied 130	
AC 29; Fortitude 27, Reflex 25, Will 25	
Resist 10 fire, 10 poison	
Saving Throws +2	
Speed 5	
Action Points 1	
m Blighted Warhammer (standard; at-will) ♦ Poison, Weapon	
+20 vs. AC; 2d10 + 3 damage, and the duergar blackguard makes a secondary attack against the target. <i>Secondary Attack:</i>	
+16 vs. Fortitude; the target takes ongoing 5 poison damage and a -2 penalty to attack rolls (save ends both).	
C Darkfire Mark (minor 1/round; at will) ♦ Fire, Necrotic	
Close burst 10; targets one enemy; until the end of the duergar blackguard's next turn, the target is marked and gains no benefit from concealment. In addition, if the target ends its turn further from the blackguard than it began the turn, or if it does not make an attack roll against the blackguard during its next turn, the target takes 10 fire and necrotic damage.	
C Quill Burst (minor; recharge 4 5 6) ♦ Poison	
Close burst 3; targets one enemy; +18 vs. AC; 1d8 + 4 damage, and the target takes ongoing 5 poison damage and a -2 penalty to attack rolls (save ends both).	
Infernal Footwork (immediate reaction, when an enemy adjacent to the duergar blackguard moves or shifts away from it; at-will)	
The blackguard shifts 2 squares and must end the shift in a space adjacent to the triggering enemy. If the triggering enemy is marked by the duergar blackguard, the blackguard then uses <i>blighted warhammer</i> against the target as a free action.	
Alignment Evil	Languages Common, Deep Speech, Dwarven
Skills Dungeoneering +15, Intimidate +15, Religion +13	
Str 22 (+12)	Dex 11 (+6) Wis 14 (+8)
Con 18 (+10)	Int 19 (+10) Cha 18 (+10)
Equipment plate armor, heavy shield, warhammer	

Duergar Hellcaller (Level 14)	Level 14 Artillery
Medium natural humanoid, dwarf (devil)	XP 1,000
Initiative +11 Senses Perception +14; darkvision	
HP 108; Bloodied 54	
AC 26; Fortitude 25, Reflex 25, Will 27	
Resist 10 fire, 10 poison	
Speed 5	
m Mace (standard; at-will) ♦ Weapon	
+21 vs. AC; 1d8 + 6 damage.	
R Infernal Quills (standard; at-will) ♦ Fire, Poison	
Ranged 10; +21 vs. AC; 1d8 + 4 fire and poison damage and the target takes ongoing 5 fire and poison damage and a -2 penalty to attack rolls (save ends both).	
R Quick Quill Strike (minor; encounter)	
The duergar hellcaller makes an <i>infernal quills</i> attack.	
C Asmodeus's Ruby Curse (standard; encounter) ♦ Fear, Psychic	
Close blast 5; targets enemies; +18 vs. Will; 3d8 + 6 psychic damage, and the duergar hellcaller slides the target to the nearest space outside the blast. This forced movement provokes opportunity attacks.	
A Quill Storm (standard; encounter) ♦ Fire, Poison	
Area burst 2 within 10; +19 vs. Reflex; 1d8 + 1 fire and poison damage, and the target takes ongoing 10 fire and poison damage and a -2 penalty to attack rolls (save ends both).	
Devilish Sacrifice (immediate interrupt, when an enemy makes a melee attack roll against the duergar hellcaller; encounter)	
The hellcaller shifts to the nearest space beyond the triggering enemy's reach. A legion devil hellguard appears in the hellcaller's former space and becomes the target of the enemy's attack. The devil acts immediately after the hellcaller's initiative count.	
Alignment Evil	Languages Common, Deep Speech, Dwarven
Skills Arcana +12, Dungeoneering +14, Religion +12	
Str 14 (+9)	Dex 19 (+11) Wis 14 (+9)
Con 18 (+11)	Int 11 (+7) Cha 22 (+13)
Equipment leather armor, mace	

Legion Devil Hellguard (Level 13)	Level 13 Minion
Medium immortal humanoid (devil)	XP 200
Initiative +7 Senses Perception +7; darkvision	
HP 1; a missed attack never damages a minion.	
AC 29; Fortitude 25, Reflex 24, Will 24; see also <i>squad defense</i>	
Resist 10 fire	
Speed 6, teleport 3	
m Longsword (standard; at-will) ♦ Weapon	
+18 vs. AC; 7 damage.	
Squad Defense	
The legion devil hellguard gains a +2 bonus to its defenses when adjacent to at least one other legion devil.	
Alignment Evil	Languages Supernal
Str 14 (+8)	Dex 12 (+7) Wis 12 (+7)
Con 14 (+8)	Int 10 (+6) Cha 12 (+7)
Equipment plate armor, heavy shield, longsword	

Duergar Blasphemer	Level 14 Controller (Leader)
Medium natural humanoid, dwarf (devil)	XP 1,000
Initiative +9 Senses Perception +13; darkvision	
Crush Nonbelievers (Fire, Poison) aura sight; the duergar blasphemer and each ally within the aura can score critical hits on rolls of 19-20 against prone targets and deal 10 extra fire and poison damage on critical hits against prone targets.	
HP 140; Bloodied 70	
AC 28; Fortitude 25, Reflex 25, Will 26	
Resist 10 fire, 10 poison	
Speed 5	
m Greatclub (standard; at-will) ♦ Fire, Necrotic, Weapon	
+19 vs. AC; 2d4 + 3 damage, and ongoing 5 fire and necrotic damage (save ends).	
M Sinner's Slip (immediate interrupt, when an enemy marked by the duergar blasphemer makes an attack roll against it; encounter)	
♦ Psychic	
Targets the triggering enemy; +18 vs. Will; the enemy's attack instead targets the ally of the attacker nearest to it. If no target is available, the attacker is knocked prone and takes 3d6 + 6 psychic damage.	
R Eyes of Asmodeus (standard; at-will)	
Ranged 10; +18 vs. Fortitude; the target is weakened and marked until the end of the duergar blasphemer's next turn. <i>Aftereffect:</i> The target is slowed (save ends). <i>Miss:</i> The target is slowed (save ends).	
R Infernal Quills (standard; at-will) ♦ Fire, Poison	
Ranged 10; +19 vs. AC; 1d8 + 4 fire and poison damage, and the target takes ongoing 5 fire and poison damage and a -2 penalty to attack rolls (save ends).	
R Quick Quill Strike (minor; encounter)	
The duergar blasphemer makes an <i>infernal quills</i> attack.	
C Preach Submission (minor 1/round; at-will)	
Close burst 10; targets one enemy; +19 vs. Will; the target is marked (save ends). If the target is already marked by the duergar blasphemer, it is knocked prone.	
Alignment Evil	Languages Common, Deep Speech, Dwarven
Skills Bluff +15, Dungeoneering +18, Religion +17	
Str 14 (+9)	Dex 15 (+9) Wis 23 (+13)
Con 20 (+12)	Int 20 (+12) Cha 16 (+10)
Equipment robes, greatclub	

ENCOUNTER 4: “ENTRENCHED” MAP

TILE SETS NEEDED

DU1 Hall of the Giant Kings x1

DU2 Caverns of Carnage x1



ENCOUNTER 5: MINDROS

ENCOUNTER LEVEL 12 / 14 (3,600 / 5,600 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 Mindros, Mind Flayer Mastermind (level 13)
- 1 Duergar Hellcaller
- 1 Duergar Shock Trooper (level 12)
- 5 Duergar Thralls (level 11)

In addition, the encounter could also include:
Morach and Fervos, Dwarf Ruffian Thralls (Level 11)

This encounter includes the following creatures at the high tier:

- 1 Mindros, Mind Flayer Mastermind (level 15)
- 1 Duergar Hellcaller (level 15)
- 1 Duergar Shock Trooper (level 15)
- 5 Duergar Thralls

In addition, the encounter could also include:
Morach and Fervos, Dwarf Ruffian Thralls (Level 13)

Note that none of the monsters, except for the dwarven ruffian thralls if they are present, begin this encounter on the battle map.

As the adventurers enter the area, read:

You have arrived at Fardrop. The outpost is carved directly from the rock of the Underchasm, in typical dwarven fashion. The cavern leading up to the outpost is bathed in dim light coming from somewhere high above, though the ceiling is far beyond sight.

Fardrop is a squat little outpost that looks like it was designed less for defense and more for being able to see down deeper into the Underchasm. A massive balcony juts out over the edge, providing a commanding view of this area. Directly in front of you, a set of stairs leads up to a pair of double doors. The heavy stone is marked with runes and sigils in the dwarven language, warning of danger and declaring the outpost off limits, but these warnings have obviously not been heeded, as the doors stand open.

The remnants of the expedition's initial work still sit here, largely undisturbed. Crates, tables, workbenches, and the like are set up and tools are

scattered about, abandoned when the expedition was forced to flee but otherwise undamaged.

If the members of the expedition are with the PCs:
Brendin insists that he and his boys will guard the exterior, and gather their tools, while the PCs check out the inside.

Beyond the double doors, the PCs find the outpost is largely intact, if deserted. At the center is a building that obviously looks like the command post. Within, the PCs discover the rift that Mindros has been seeking to activate. Because of the flayer's (failed) efforts thus far to reopen the rift, the portal's defenses have been activated. Read the following:

The central room of the outpost is in complete ruins. What used to be a comfortable seating area is now a hollowed out shell with broken furniture strewn about. At the center of the room, a strange portal swirls with malignant energy. Four dwarf-carved rune stones surround it. Lines of crackling electricity flow from the rune stones to the portal in the center, covering it with a bubble of blue force.

How the rest of this encounter goes depends on whether or not the PCs participated in the skill challenge (Encounter 3) and whether or not they were successful.

If the PCs succeeded at the skill challenge and exposed the two brothers as mind flayer thralls, then Brendin accompanies them into the room. Read:

The leader of the dwarven expedition gasps when he sees the portal. "That... that was nae here before. Or if it was here, it wasn't active, not like that."

From outside, you can hear the dwarven brothers cursing and screaming as they try to break free of the bonds holding them. Abruptly, they stop struggling, and with one voice, they shout: "The master comes!"

If the PCs succeeded at the skill challenge but they did not expose the brothers, then the brothers are here, but they are immediately subdued by the other dwarves from the expedition. Read:

The leader of the dwarven expedition gasps when he sees the portal. "That... that was nae here before. Or if it was here, it wasn't active, not like that."

Standing on the other side of the portal are the two dwarven brothers. The taller of the two crosses his arms across his chest and growls, "Ya durn fools! I warned ya not to come back here! Now everybody is dead!"

The shorter of the two brothers glances nervously at the entrance and then the opposite balcony. He finally snaps, "You don't understand what you're doing! The master will be back soon! He said he would eat our brains if we did not get the expedition out of here! Please..."

Brendin gnashes his teeth in fury upon seeing the two brothers. "Oh no ya DON'T! Get 'em boys!" The remaining dwarves from the expedition pour into the room, grabbing the traitors and quickly subduing them. "We'll take care of our own," says Brendin. "Ye can deal with that ... whatever it be."

If the PCs failed at the skill challenge, then the two thralls slipped away from the rest of the expedition after the PCs left, and are already here. Read:

Standing on the other side of the portal are the two dwarven brothers. The taller of the two crosses his arms across his chest and growls, "Ya durn fools! There is nothing here to worry about. Everything is under control. Go on, get out of here, like everyone else!"

The shorter of the two brothers glances nervously at the entrance and then the opposite balcony. He finally snaps, "It is too late for them now! The master comes. He needs our help..."

If the PCs did not participate in the skill challenge at all, use the above description, but modify it for the fact that the PCs have never seen the two dwarves and have no idea who they are (and vice versa). The remaining members of the dwarven expedition should be assumed to have fled in this case, leaving only the brothers.

Regardless, Mindros and his remaining duergar allies arrive before the PCs have time to do anything with the portal. Mindros needs the dwarves to remove the rune stones so that he can access the portal.

From the balcony there is a loud whoosh of air and a soft pop. A number of figures suddenly appear, armed and ready for a fight. Most are duergar, but their leader is not. Tall and thin, with a disgusting octopus shaped head, you see an illithid!

A voice cuts into your minds. "I am Mindros, and it is time you stop meddling in my affairs."

FEATURES OF THE AREA

Illumination: The portal and rune stones illuminate the room with bright light.

Furniture and Rubble: The furniture is smashed and destroyed. Furniture squares and rubble squares are treated as difficult terrain.

Portal: The portal squares are impassable (blocking line of effect, but not line of sight) as long as the rune stones are left intact. If the stones are destroyed or disabled then the portal can be accessed. Stepping through it leads to a mind flayer cyst, a place of insanity and madness that would prove fatal even to paragon level characters. (If anyone actually steps through, don't auto-kill them. Just give them a glimpse of absolute horror before they are pulled back to safety through the portal.)

Rune Stones: The rune stones are not shown on the map; assume they occupy the four corner squares diagonally adjacent to the portal. Rune stones are blocking terrain. The stones are indestructible and immovable by non-dwarves. A dwarf who tries to move one of the stones must make an Athletics check (DC 25, provokes opportunity attacks). When the first and second stones topple, the bubble of force weakens visibly, but does not collapse. Unearthly howls begin to emanate from the portal after the second stone falls. Moving a third stone causes the protections to fail and the rift becomes accessible.

TACTICS

If Brendin and his boys are here they immediately flee, but drag the corrupted brothers away with them. If the dwarven explorers are not here, then the brothers join forces with Mindros, making this fight more difficult.

Mindros uses his thralls to keep a decent distance between himself and any melee combatants. He is highly intelligent and will take out party leaders and controllers first, then strikers, preferring to try and leave the defenders for last.

If present, the brothers focus their efforts on trying to topple the rune stones. They are willing to provoke opportunity attacks and risk their own lives in order to carry out the mind flayer's commands. If the brothers are not present or if the PCs defeat them, but there are dwarves in the party, then Mindros attempts to use his enslave power on them, ordering them to topple the stones instead of attacking their fellow party members.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove the duergar hellcaller.

Six PCs: Add another duergar shock trooper.

ENDING THE ENCOUNTER

Once Mindros is defeated the expedition can secure Fardrop (if they didn't abandon the mission as a result of the PCs failing the skill challenge).

EXPERIENCE POINTS

The PCs earn 720 / 1,120 XP each for defeating Mindros and his remaining allies. If the PCs failed the earlier skill challenge and must also fight the dwarven brothers, they earn an additional 120 / 160 XP, which brings their total XP back to what it would have been had they succeeded at the skill challenge.

TREASURE

Mindros wears a *robe of stars* +3 and carries gems and jewelry worth 300 / 600 gp per PC. The flayer also has a strange cylinder, covered with runes in Deep Speech. Putting the cylinder against one's forehead and concentrating on the runes causes it to telepathically blast information into the brain. This works exactly like a ritual book of either Analyze Portal and Detect Object or View Location (high-level only). These two options are represented as separate treasure bundles.

The party also receives their promised payment of 600 / 1,000 gp per PC for successfully completing the mission and securing Fardrop.

CONCLUDING THE ADVENTURE

Regardless of whether or not they were able to persuade the dwarves to stay, if the PCs defeated the mind flayer mastermind, they earn the story award **EAST12 Enemy of the Deep**. If the PCs have any rituals of their own that deal with portals, they may attempt to use these rituals, but the power of the ancient elder brain is too strong for the PCs to overcome.

The Crafty Kobold Salvage Company is most pleased upon learning of the PCs' success. If the PCs persuaded Brendin and his expedition to stay (succeeded at the skill challenge), and then defeated Mindros, each character earns a Minor Quest award for securing Fardrop (120 / 160 XP per PC). The PCs earn the Story Award **EAST13 Hero of Fardrop**. Read the following:

With the threat of the mind flayers' return eliminated for now, the leaders of Eartheart might consider resettling Fardrop in the future. Although its history is grim, the location is still ideal for a watch post guarding this portion of the Underchasm. Both you and the Crafty Kobold Salvage Company have earned a great

deal of prestige and the gratitude of Eartheart's leaders for your efforts.

The PCs do not earn EAST13 if they did not succeed on the skill challenge, because even though the threat of the mind flayer has been removed, the Crafty Kobold Salvage Company does not get credit for a successful operation, and the city leaders of Eartheart decide not to continue their efforts to reclaim the outpost because it is too dangerous.

If the PCs are defeated, the city leaders learn about the situation, and take control away from the Crafty Kobold Salvage Company. Earheart sends another band of high-level adventurers to the site. This group is accompanied by a significant additional force of fighters and clerics from Earheart, bringing enough power to defeat the mind flayer mastermind and his duergar allies. This provides a way for the PCs to be rescued from Mindros' clutches. (If your group regularly consists of the same players, you could even write a My Realms adventure for another group of PCs to come and rescue the first group of PCs.)

ENCOUNTER 5: “MINDROS” STATISTICS (LOW LEVEL)

Mind Flayer Mastermind (Level 13)		
Level 13 Elite Controller (Leader)		
Medium aberrant humanoid		XP 1,600
Initiative +9	Senses Perception +15; darkvision	
Psychic Static (Psychic) aura 10; while the mind flayer mastermind is not bloodied, enemies in the aura take a -2 penalty to Will defense.		
HP 260; Bloodied 130		
AC 28; Fortitude 28, Reflex 28, Will 30		
Saving Throws +2		
Speed 7		
Action Points 1		
m Tentacles (standard; at-will)		
+16 vs. AC; 3d6 damage, and the target is grabbed (until escape).		
M Bore Into Brain (standard; at will)		
Grabbed or stunned target only; +16 vs. Fortitude; 4d10 damage, and the target is stunned (save ends). If this power reduces the target to 0 hit points or fewer, the mind flayer mastermind can either devour its brain or turn it into a thrall (see below).		
Devour Brain (Healing): The mind flayer mastermind devours the target's brain. The target is killed instantly, and the mind flayer mastermind regains 25 hit points.		
Create Thrall (Charm): The target is dominated (no save) and regains enough hit points to restore it to its bloodied value. As a thrall, the target is immune to the <i>mind blast</i> power of mind flayers and gains a +5 bonus to its Will defense while within 10 squares of the controlling mind flayer mastermind. The target is no longer dominated and no longer a thrall once the controlling mastermind dies.		
C Mind Blast (standard; recharge 5 6) ♦ Psychic		
Close blast 5; mind flayers and their thralls are immune; +16 vs. Will; 3d8 + 4 psychic damage, and the target is dazed (save ends). Miss: Half damage, and the target is not dazed.		
R Enslave (standard; recharge 5 6) ♦ Charm		
Ranged 10; +16 vs. Will; the target is dominated (save ends). While dominated, the target is immune to the <i>mind blast</i> power of mind flayers and gains a +5 bonus to its Will defense while within 10 squares of the controlling mind flayer mastermind. The mastermind can use <i>enslave</i> only on one creature at a time.		
A Illusion of Pain (standard; recharge 5 6) ♦ Illusion, Psychic		
Area burst 1 within 10; enemies within the burst imagine that the area is filled with writhing, barbed tentacles; +22 vs. Will; 2d10 + 3 psychic damage, and the target takes ongoing 10 psychic damage and is immobilized (save ends both).		
Cradle of the Elder Brain (immediate interrupt, when attacked; recharge 5 6) ♦ Teleportation		
The mind flayer mastermind teleports 20 squares.		
Interpose Thrall (immediate interrupt, when targeted by a melee attack; at-will)		
The mastermind redirects the attack to an adjacent thrall.		
Alignment Evil	Languages Deep Speech, telepathy 10	
Skills Arcana +15, Bluff +18, Insight +15, Intimidate +18		
Str 11 (+6)	Dex 16 (+9)	Wis 18 (+10)
Con 18 (+10)	Int 18 (+10)	Cha 24 (+13)

Duergar Hellcaller		Level 12 Artillery
Medium natural humanoid, dwarf (devil)		XP 700
Initiative +10	Senses Perception +13; darkvision	
HP 96; Bloodied 48		
AC 24; Fortitude 23, Reflex 23, Will 25		
Resist 10 fire, 10 poison		
Speed 5		
m Mace (standard; at-will) ♦ Weapon		
+19 vs. AC; 1d8 + 5 damage.		
R Infernal Quills (standard; at-will) ♦ Fire, Poison		
Ranged 10; +19 vs. AC; 1d8 + 3 fire and poison damage and the target takes ongoing 5 fire and poison damage and a -2 penalty to attack rolls (save ends both).		
R Quick Quill Strike (minor; encounter)		
The duergar hellcaller makes an <i>infernal quills</i> attack.		
C Asmodeus's Ruby Curse (standard; encounter) ♦ Fear, Psychic		
Close blast 5; targets enemies; +16 vs. Will; 3d8 + 5 psychic damage, and the duergar hellcaller slides the target to the nearest space outside the blast. This forced movement provokes opportunity attacks.		
A Quill Storm (standard; encounter) ♦ Fire, Poison		
Area burst 2 within 10; +17 vs. Reflex; 1d8 fire and poison damage, and the target takes ongoing 10 fire and poison damage and a -2 penalty to attack rolls (save ends both).		
Devilish Sacrifice (immediate interrupt, when an enemy makes a melee attack roll against the duergar hellcaller; encounter)		
The hellcaller shifts to the nearest space beyond the triggering enemy's reach. A legion devil hellguard appears in the hellcaller's former space and becomes the target of the enemy's attack. The devil acts immediately after the hellcaller's initiative count.		
Alignment Evil	Languages Common, Deep Speech, Dwarven	
Skills Arcana +11, Dungeoneering +13, Religion +11		
Str 14 (+8)	Dex 19 (+10)	Wis 14 (+8)
Con 18 (+10)	Int 11 (+6)	Cha 22 (+12)
Equipment leather armor, mace		

Legion Devil Hellguard		Level 11 Minion
Medium immortal humanoid (devil)		XP 150
Initiative +6	Senses Perception +6; darkvision	
HP 1; a missed attack never damages a minion.		
AC 27; Fortitude 23, Reflex 22, Will 22; see also <i>squad defense</i>		
Resist 10 fire		
Speed 6, teleport 3		
m Longsword (standard; at-will) ♦ Weapon		
+16 vs. AC; 6 damage.		
Squad Defense		
The legion devil hellguard gains a +2 bonus to its defenses when adjacent to at least one other legion devil.		
Alignment Evil	Languages Supernal	
Str 14 (+7)	Dex 12 (+6)	Wis 12 (+6)
Con 14 (+7)	Int 10 (+5)	Cha 12 (+6)
Equipment plate armor, heavy shield, longsword		

Duergar Thrall (Level 11)	Level 11 Minion Soldier
Medium natural humanoid, dwarf (devil)	XP 150
Initiative +9 Senses Perception +9; darkvision	
HP 1; a missed attack never damages a minion.	
AC 26; Fortitude 24, Reflex 22, Will 22	
Resist 10 fire, 10 poison	
Speed 5	
m Warhammer (standard; at-will) ♦ Weapon	
+18 vs. AC; 8 damage.	
R Infernal Quills (standard; at-will) ♦ Poison	
Ranged 3; +16 vs. AC; 8 poison damage.	
Mind Flayer Thrall	
The thrall is immune to the <i>mind blast</i> power of mind flayers, and gains a +5 bonus to its Will defense while within 10 squares of its controlling mind flayer.	
Alignment Evil Languages Deep Speech	
Str 21 (+10) Dex 19 (+9) Wis 18 (+9)	
Con 17 (+8) Int 12 (+6) Cha 10 (+5)	
Equipment chainmail, warhammer	

Duergar Shock Trooper (Level 12)	Level 12 Brute
Medium natural humanoid, dwarf (devil)	XP 700
Initiative +9 Senses Perception +9; darkvision	
HP 144; Bloodied 72	
AC 24; Fortitude 25, Reflex 24, Will 24	
Immune illusion; Resist 10 fire, 10 poison	
Speed 5	
m Maul (standard; at-will) ♦ Weapon	
+15 vs. AC; 2d6 + 7 damage.	
R Infernal Quills (minor; encounter) ♦ Poison	
Ranged 3; +15 vs. AC; 1d8 + 5 damage, and the target takes ongoing 10 poison damage and a -2 penalty to attack rolls (save ends both).	
Expand (when first bloodied; encounter) ♦ Polymorph	
The duergar shock trooper becomes Large, occupying 4 squares instead of 1. Any creatures in the squares that the shock trooper comes to occupy are pushed 1 square. The shock trooper also gains reach 2 and a +5 bonus to its melee damage rolls. The shock trooper remains Large until the end of the encounter.	
Alignment Evil Languages Common, Deep Speech, Dwarven	
Skills Dungeoneering +14	
Str 19 (+10) Dex 16 (+9) Wis 16 (+9)	
Con 14 (+8) Int 10 (+6) Cha 8 (+5)	
Equipment chainmail, maul	

Dwarf Ruffian Thrall (Level 11)	Level 11 Soldier
Medium natural humanoid, dwarf	XP 600
Initiative +12 Senses Perception +5; low-light vision	
HP 112; Bloodied 56	
AC 27; Fortitude 23, Reflex 22, Will 21	
Saving Throws +5 against poison effects	
Speed 5	
m Hammer (standard; at-will) ♦ Weapon	
+18 vs. AC; 2d6 + 5 damage, and the target is marked until the end of the dwarf ruffian's next turn.	
M Mighty Strike (standard; recharge 5 6) ♦ Weapon	
+18 vs. AC; 3d8 + 5 damage, and the target is pushed 3 squares. The dwarf ruffian can use this power as part of a charge.	
Mad Dash	
When the dwarf ruffian makes a charge attack, the enemy is knocked prone on a hit, in addition to any other effects of the attack.	
Mind Flayer Thrall	
The thrall is immune to the <i>mind blast</i> power of mind flayers, and gains a +5 bonus to its Will defense while within 10 squares of its controlling mind flayer.	
Alignment Unaligned Languages Common, Dwarven	
Skills Athletics +14	
Str 18 (+9) Dex 21 (+10) Wis 11 (+5)	
Con 16 (+8) Int 11 (+5) Cha 18 (+9)	
Equipment chainmail, warhammer	

ENCOUNTER 5: “MINDROS” STATISTICS (HIGH LEVEL)

Mind Flayer Mastermind (Level 15)	Level 15 Elite Controller (Leader)
Medium aberrant humanoid	XP 2,400
Initiative +10 Senses Perception +16; darkvision Psychic Static (Psychic) aura 10; while the mind flayer mastermind is not bloodied, enemies in the aura take a -2 penalty to Will defense. HP 292; Bloodied 146 AC 30; Fortitude 30, Reflex 30, Will 32 Saving Throws +2 Speed 7 Action Points 1	
m Tentacles (standard; at-will) +18 vs. AC; 3d6 + 1 damage, and the target is grabbed (until escape).	
M Bore Into Brain (standard; at will) Grabbed or stunned target only; +18 vs. Fortitude; 4d10 + 1 damage, and the target is stunned (save ends). If this power reduces the target to 0 hit points or fewer, the mind flayer mastermind can either devour its brain or turn it into a thrall (see below). Devour Brain (Healing): The mind flayer mastermind devours the target's brain. The target is killed instantly, and the mind flayer mastermind regains 25 hit points. Create Thrall (Charm): The target is dominated (no save) and regains enough hit points to restore it to its bloodied value. As a thrall, the target is immune to the <i>mind blast</i> power of mind flayers and gains a +5 bonus to its Will defense while within 10 squares of the controlling mind flayer mastermind. The target is no longer dominated and no longer a thrall once the controlling mastermind dies.	
C Mind Blast (standard; recharge 5 6) ♦ Psychic Close blast 5; mind flayers and their thralls are immune; +18 vs. Will; 3d8 + 5 psychic damage, and the target is dazed (save ends). <i>Miss</i> : Half damage, and the target is not dazed.	
R Enslave (standard; recharge 5 6) ♦ Charm Ranged 10; +18 vs. Will; the target is dominated (save ends). While dominated, the target is immune to the <i>mind blast</i> power of mind flayers and gains a +5 bonus to its Will defense while within 10 squares of the controlling mind flayer mastermind. The mastermind can use <i>enslave</i> only on one creature at a time.	
A Illusion of Pain (standard; recharge 5 6) ♦ Illusion, Psychic Area burst 1 within 10; enemies within the burst imagine that the area is filled with writhing, barbed tentacles; +24 vs. Will; 2d10 + 4 psychic damage, and the target takes ongoing 10 psychic damage and is immobilized (save ends both).	
Cradle of the Elder Brain (immediate interrupt, when attacked; recharge 5 6) ♦ Teleportation The mind flayer mastermind teleports 20 squares.	
Interpose Thrall (immediate interrupt, when targeted by a melee attack; at-will) The mastermind redirects the attack to an adjacent thrall.	
Alignment Evil Languages Deep Speech, telepathy 10 Skills Arcana +16, Bluff +19, Insight +16, Intimidate +19 Str 11 (+7) Dex 16 (+10) Wis 18 (+11) Con 18 (+11) Int 18 (+11) Cha 24 (+14)	

Duergar Hellcaller (Level 15)	Level 15 Artillery
Medium natural humanoid, dwarf (devil)	XP 1,200
Initiative +11 Senses Perception +14; darkvision HP 116; Bloodied 58 AC 27; Fortitude 26, Reflex 26, Will 28 Resist 10 fire, 10 poison Speed 5	
m Mace (standard; at-will) ♦ Weapon +22 vs. AC; 1d8 + 6 damage.	
R Infernal Quills (standard; at-will) ♦ Fire, Poison Ranged 10; +22 vs. AC; 1d8 + 4 fire and poison damage and the target takes ongoing 5 fire and poison damage and a -2 penalty to attack rolls (save ends both).	
R Quick Quill Strike (minor; encounter) The duergar hellcaller makes an <i>infernal quills</i> attack.	
C Asmodeus's Ruby Curse (standard; encounter) ♦ Fear, Psychic Close blast 5; targets enemies; +19 vs. Will; 3d8 + 6 psychic damage, and the duergar hellcaller slides the target to the nearest space outside the blast. This forced movement provokes opportunity attacks.	
A Quill Storm (standard; encounter) ♦ Fire, Poison Area burst 2 within 10; +20 vs. Reflex; 1d8 + 1 fire and poison damage, and the target takes ongoing 10 fire and poison damage and a -2 penalty to attack rolls (save ends both).	
Devilish Sacrifice (immediate interrupt, when an enemy makes a melee attack roll against the duergar hellcaller; encounter) The hellcaller shifts to the nearest space beyond the triggering enemy's reach. A legion devil hellguard appears in the hellcaller's former space and becomes the target of the enemy's attack. The devil acts immediately after the hellcaller's initiative count.	
Alignment Evil Languages Common, Deep Speech, Dwarven Skills Arcana +12, Dungeoneering +14, Religion +12 Str 14 (+9) Dex 19 (+11) Wis 14 (+9) Con 18 (+11) Int 11 (+7) Cha 22 (+13)	
Equipment leather armor, mace	

Legion Devil Hellguard (Level 15)	Level 15 Minion
Medium immortal humanoid (devil)	XP 300
Initiative +8 Senses Perception +8; darkvision HP 1; a missed attack never damages a minion. AC 31; Fortitude 27, Reflex 26, Will 26; see also <i>squad defense</i> Resist 10 fire Speed 6, teleport 3	
m Longsword (standard; at-will) ♦ Weapon +20 vs. AC; 8 damage.	
Squad Defense The legion devil hellguard gains a +2 bonus to its defenses when adjacent to at least one other legion devil.	
Alignment Evil Languages Supernal Str 14 (+9) Dex 12 (+8) Wis 12 (+8) Con 14 (+9) Int 10 (+7) Cha 12 (+8)	
Equipment plate armor, heavy shield, longsword	

Duergar Thrall	Level 13 Minion Soldier
Medium natural humanoid, dwarf (devil)	XP 200
Initiative +10 Senses Perception +10; darkvision	
HP 1; a missed attack never damages a minion.	
AC 28; Fortitude 26, Reflex 24, Will 24	
Resist 10 fire, 10 poison	
Speed 5	
m Warhammer (standard; at-will) ♦ Weapon	
+20 vs. AC; 9 damage.	
R Infernal Quills (standard; at-will) ♦ Poison	
Ranged 3; +18 vs. AC; 9 poison damage.	
Mind Flayer Thrall	
The thrall is immune to the <i>mind blast</i> power of mind flayers, and gains a +5 bonus to its Will defense while within 10 squares of its controlling mind flayer.	
Alignment Evil	Languages Deep Speech
Str 21 (+11)	Dex 19 (+10) Wis 18 (+10)
Con 17 (+9)	Int 12 (+7) Cha 10 (+6)
Equipment chainmail, warhammer	

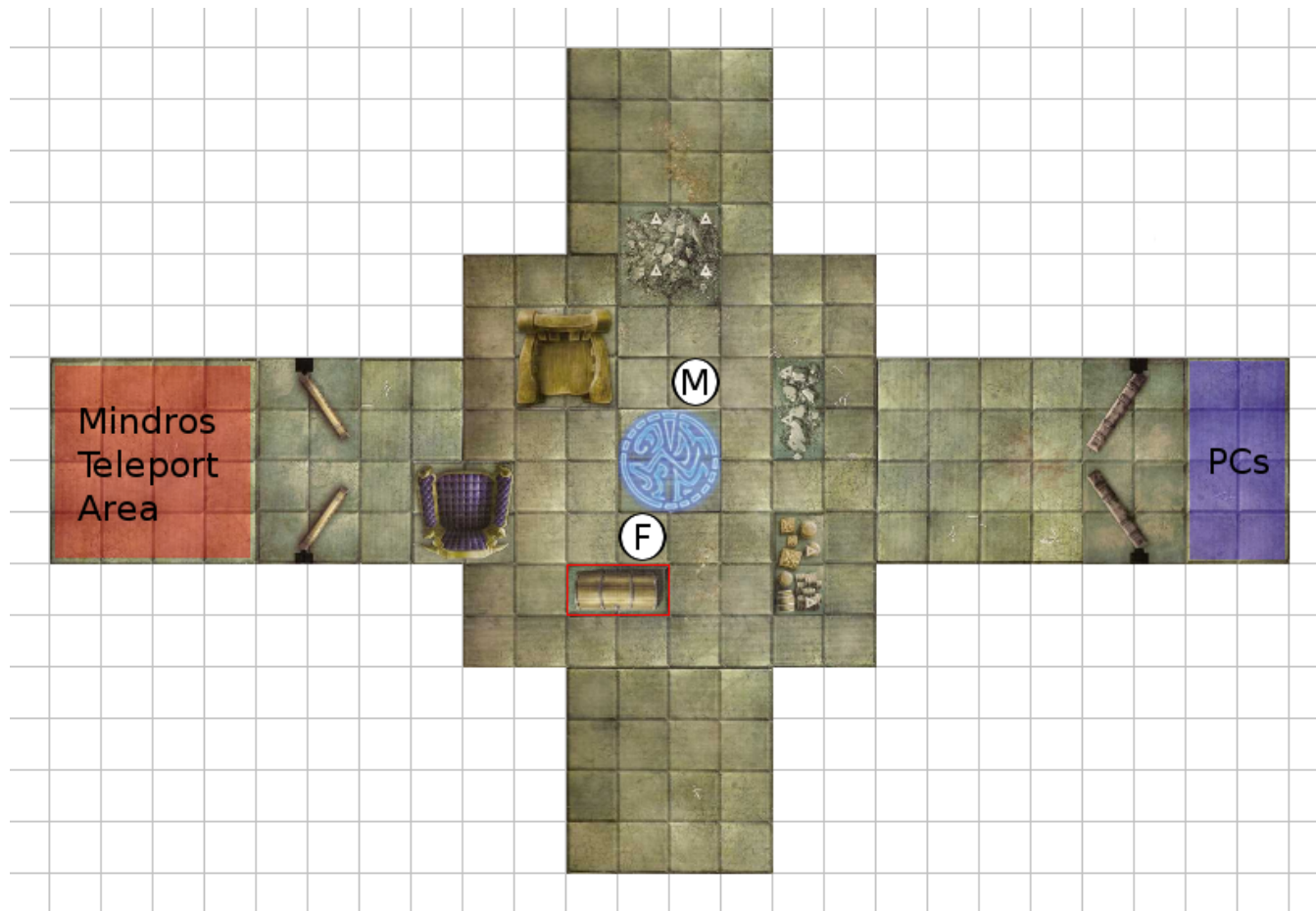
Duergar Shock Trooper (Level 15)	Level 15 Brute
Medium natural humanoid, dwarf (devil)	XP 1,200
Initiative +10 Senses Perception +11; darkvision	
HP 174; Bloodied 87	
AC 27; Fortitude 28, Reflex 27, Will 27	
Immune illusion; Resist 10 fire, 10 poison	
Speed 5	
m Maul (standard; at-will) ♦ Weapon	
+18 vs. AC; 2d8 + 8 damage.	
R Infernal Quills (minor; encounter) ♦ Poison	
Ranged 3; +18 vs. AC; 1d10 + 6 damage, and the target takes ongoing 10 poison damage and a -2 penalty to attack rolls (save ends both).	
Expand (when first bloodied; encounter) ♦ Polymorph	
The duergar shock trooper becomes Large, occupying 4 squares instead of 1. Any creatures in the squares that the shock trooper comes to occupy are pushed 1 square. The shock trooper also gains reach 2 and a +5 bonus to its melee damage rolls. The shock trooper remains Large until the end of the encounter.	
Alignment Evil	Languages Common, Deep Speech, Dwarven
Skills Dungeoneering +15	
Str 19 (+11)	Dex 16 (+10) Wis 16 (+10)
Con 14 (+9)	Int 10 (+7) Cha 8 (+6)
Equipment chainmail, maul	

Dwarf Ruffian Thrall (Level 13)	Level 13 Soldier
Medium natural humanoid, dwarf	XP 800
Initiative +13 Senses Perception +6; low-light vision	
HP 128; Bloodied 64	
AC 29; Fortitude 25, Reflex 24, Will 23	
Saving Throws +5 against poison effects	
Speed 5	
m Hammer (standard; at-will) ♦ Weapon	
+20 vs. AC; 2d6 + 6 damage, and the target is marked until the end of the dwarf ruffian's next turn.	
M Mighty Strike (standard; recharge 5 6) ♦ Weapon	
+20 vs. AC; 3d8 + 6 damage, and the target is pushed 3 squares. The dwarf ruffian can use this power as part of a charge.	
Mad Dash	
When the dwarf ruffian makes a charge attack, the enemy is knocked prone on a hit, in addition to any other effects of the attack.	
Mind Flayer Thrall	
The thrall is immune to the <i>mind blast</i> power of mind flayers, and gains a +5 bonus to its Will defense while within 10 squares of its controlling mind flayer.	
Alignment Unaligned	Languages Common, Dwarven
Skills Athletics +15	
Str 18 (+10)	Dex 21 (+11) Wis 11 (+6)
Con 16 (+9)	Int 11 (+6) Cha 18 (+10)
Equipment chainmail, warhammer	

ENCOUNTER 5: “MINDROS” MAP

TILE SETS NEEDED

DU1 Hall of the Giant Kings x1



REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

EXPERIENCE POINTS

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all. (Note: the PCs cannot earn XP from both Encounter 2 and Encounter 4; these encounters are mutually exclusive.)

Encounter 1: Ambush

500 / 680 XP

Encounter 2: Duergar Lair OR

Encounter 4: Entrenched

660 / 920 XP

Encounter 3: Debate

240 / 320 XP (or 120/160 XP if failed)

Encounter 5: Mindros

720 / 1,120 XP (plus 120/160 XP if the skill challenge was a failure and they defeat the additional foes)

Minor Quest: Secure Fardrop

120 / 160 XP

Total Possible Experience

2,240 / 3,200 XP

Gold per PC

1,200 / 2,200 gp

(Encounter 1: 100/200 gp per PC, Encounter 2/4: 200/400 gp per PC, Encounter 5: 300/600 gp per PC, Completing the Adventure: 600/1000 gp per PC)

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; players may choose the same treasure bundle. Note that it is possible (and likely) that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option

that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character who spends more gold than he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They receive 50% of the market price for ritual books and alchemical formulas.

If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon +1* is listed as a choice in a bundle, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

An asterisk next to a magic item means that it is an item that appears in the **New Rules** section.

EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

Bundle A: *staggering weapon +3** (12th level; AV) (low-level only)

Found in Encounter 2/4

Bundle B: *+3 abyssal adornment** (13th level; AV) (low-level only)

Found in Encounter 2/4

Bundle C: *robe of stars +3** (13th level; AV)

Found in Encounter 5

Bundle D: *cherished ring** (14th level; AV)

Found in Encounter 1

Bundle E: *vengeful weapon +3** (15th level; AV) (high-level only)

Found in Encounter 2/4

Bundle F: *+3 necklace of fireballs** (15th level; AV) (high-level only)

Found in Encounter 2/4

Bundle G: *Ritual book of Analyze Portal** (level 8, FRPG) and *Detect Object* (level 10, PH)

Found in Encounter 5

Bundle H: *Ritual book of View Location* (level 14, PH) (high-level only)

Found in Encounter 5

Consumable plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of vitality* (level 15 consumable, PH) plus 300 / 1,100 gp to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the listed amount of gold (if any) instead of any other treasure bundle. Consumable items obtained in this fashion do not take up found magic item slots.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 1,300 / 2,100 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards.

EAST12 Enemy of the Deep

You have defeated a powerful agent of an ancient mind flayer cyst, thereby preventing the elder brain from regaining access to the Underchasm. Although this threat has been blocked for the moment, mind flayers are patient and cunning.

This story award represents two things. First, it represents any small trophy (such as a severed tentacle) that you might choose to take from the dead mind flayer's corpse. In future adventures, your DM might allow you to use this grisly artifact for some roleplaying purpose.

Second, this certificate also represents the enmity you have earned from the elder brain. In future adventures, if you find yourself fighting mind flayers, please inform the DM that you deserve special attention from the monsters. They may receive a telepathic signal from the elder brain warning them about your past transgressions against the cyst. The DM may choose whether and how to act on this information.

EAST13 Hero of Fardrop

You assisted an expedition from the Crafty Kobold Salvage Company in completing their mission to secure the abandoned Underchasm outpost of Fardrop. Although some lives were lost, the damage was greatly reduced thanks to your actions. Your prestige with the Company and the city of Eartheart has increased as a result of the tales told by the grateful explorers.

ADVENTURE QUESTIONS

Mark the answers to the following adventure questions on the tracking form.

1. Did the players expose the thrall brothers?

- a. Yes
- b. No, but they succeeded in the skill challenge
- c. No, and they fought them in the final encounter

2. Did the players go to the Duergar Lair?

- a. Yes, immediately after the Ambush
- b. Yes, after the skill challenge
- c. Yes, but it was after the Entrenched encounter
- d. No

3. Did the players use story awards in helping to defeat the skill challenge?

- a. Yes
- b. No

NEW RULES

+3 Abyssal Adornment

Level 13

Made of charred and twisted black metal, this heavy chain broods with bridled hate.

Lvl 13 17,000 gp

Item Slot: Neck

Enhancement: +3 Fortitude, Reflex, and Will

Power (Daily): Immediate Interrupt. Use this power when you are hit by an attack that would deal acid, cold, fire, lightning, or thunder damage. Gain resist 20 against that type of damage until the end of your next turn.

Reference: *Adventurer's Vault*

Cherished Ring

Level 14

You and your words are more alluring when you wear this simple loop of burnished gold.

Lvl 14 21,000 gp

Item Slot: Ring

Property: Gain a +2 item bonus to Diplomacy checks.

Power (Daily, Charm): Standard Action. Make an attack: Ranged 10; Charisma vs. Will; on a hit, the target moves its speed towards you. If you've reached at least one milestone today, the target must spend one move action on each of its turns to move closer to you (save ends).

Reference: *Adventurer's Vault*

+3 Necklace of Fireballs

Level 15

A star ruby, glowing with inner fire, hangs from an iron chain.

Lvl 15 25,000 gp

Item Slot: Neck

Enhancement: +3 Fortitude, Reflex, and Will

Power (Daily, Fire): Standard Action. Pull the ruby from the necklace and throw it. Make an attack: Area burst 2 within 10 squares; Intelligence + 3 or Dexterity + 3 vs. Reflex; on a hit, the target takes 5d6 + 3 fire damage (half damage on a miss). After an extended rest, the necklace regrows a new ruby and can be used again.

Reference: *Adventurer's Vault*

Robe of Stars +3

Level 13

The dark, velvet fabric of this robe glimmers with delicate points of light that can burn brightly on command.

Lvl 13 +3 17,000 gp

Armor: Cloth

Enhancement: +3 AC

Power (Daily, Radiant): Minor Action. Until the end of your next turn, all enemies who attack you are blinded (save ends).

Reference: *Adventurer's Vault*

Staggering Weapon +3

Level 12

When you hit with this weapon, you send your foes lurching headlong whichever way you wish.

Lvl 12 +3 13,000 gp

Weapon: Axe, Flail, Hammer, Heavy Blade, Mace

Enhancement: +3 attack rolls and damage rolls

Critical: +3d6 damage

Property: When you use a power with the Weapon keyword that slides a target, you can add 3 to the number of squares the target slides.

Property: On a critical hit the target is knocked prone.

Power (Daily): Free Action. Use this power when you hit with the weapon. You can slide the target up to 3 squares.

Reference: *Adventurer's Vault*

Vengeful Weapon +3

Level 15

When an ally's life is on the line, the wielder of this weapon becomes a deadly adversary.

Lvl 15 +3 25,000 gp

Weapon: Any melee

Enhancement: +3 attack rolls and damage rolls

Critical: +3d6 damage

Power (Encounter): Free Action. Use this power when an attack hits a bloodied ally within 10 squares of you. Gain a +2 power bonus to attack rolls and +2d10 on damage rolls with this weapon against the attacker until the end of your next turn.

Reference: *Adventurer's Vault*

ANALYZE PORTAL

Scintillating motes of color sparkle inside the portal and from their patterns and movements you discern its secrets.

Level: 8

Component Cost: 250 gp

Category: Divination

Market Price: 800 gp

Time: 1 hour

Key Skill: Arcana

Duration: Instantaneous

When you perform this ritual, choose a specific active and permanent portal you can clearly see. Analyze Portal causes the portal to erupt with faint lights that flicker and spin, letting you learn a great deal about its destination and function. Its most basic effect is to reveal the portal's destination. Although a portal usually displays what its destination looks like, this ritual reveals the destination's name and its general location in the world or the plane on which it is located.

When you learn the origin and type of the last creature to use the portal, you also learn any keywords associated with that creature. Analyze Portal can also reveal the identity of the creature that created the portal. If no creature created it, you learn of the event that created it.

Arcana Check Result / Information Learned

29 or lower: The name of the portal's destination

30 or higher: The origin and type of the creature to use it last

30 + one-half creator's level: Identity of the creature that created it, if any

Reference: *Forgotten Realms Player's Guide*.