

GHOSTS OF THE PAST: HIVE OF CORRUPTION

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

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Every year, coronal Ilsevele Miritar, ruler of Myth Drannor, hires a group of adventurers to clean up one of the many dangerous ruins within her forest kingdom. This year she has reached out to several groups. What could have forced the eladrin to seek outside help and abandon their cautious ways? A *Living Forgotten Realms* adventure set in Myth Drannor for character levels 1 - 4.

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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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 1 - 4. 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

In the ancient past, Myth Drannor was the capital of the eladrin kingdom Cormanthyr. In 708 DR, a trio of fiends escaped ages-long captivity. They gathered an army of darkness, and in 711 DR attacked Cormanthyr. Myth Drannor was razed in the subsequent Weeping War.

Over the centuries, the ruins became home to numerous evil creatures that opened dozens of portals in their search for the lost treasures of the old kingdom. In 1374 DR, Seiveril Miritar organized a campaign to drive away the evil that had claimed the ruins for over 650 years. When he died, his daughter, Ilsevele Miritar, took over his crusade. With the help of the eladrin high mages, she restored the mythal (a mythal is a powerful, magical protective ward) to its former glory and Myth Drannor once again became the capital of a powerful eladrin nation.

Although the mythal blocked all of the remaining portals, Ilsevele and her subjects disliked the idea of leaving dark and potentially hazardous regions unchecked. So, with typical eladrin patience, she began the custom of hiring one adventuring group every year to clear out a specific area of Cormanthyr.

These yearly cleanups have continued for nearly a century to the satisfaction of the eladrin. This summer, however, Ilsevele sent out a call for help to allied nations and respected adventurers across Faerûn.

This year, the eladrin need a problem to be solved that is guaranteed to need more adventurers. When the mythal was repaired, it closed all the portals that dotted the ruins of the city. It appeared to have withstood the Spellplague, but they soon learned not everything went as expected. The high mages detected minor fluctuations in the mythal, which they traced to what appears to be a malfunctioning portal.

It was quickly decided the portal needed to be destroyed before the wrong people discovered it. It soon became clear that doing so was easier said than done. Before it can be destroyed, it needs to be fully opened and to do so the mythal needs to be suppressed. At that point all other portals open as well, potentially flooding the city with deadly threats from many different places.

When the adventure starts, the mythal has already been opened. Shortly after it was suppressed, a large group of dangerous vermin erupted from dozens of cracks and attacked the nearby eladrin. The vermin were easy to rebuke, but unless its source is dealt with innocents are bound to die. One possible victim may already have fallen: an eladrin boy was grabbed by the vermin and carried off. Witnesses believe the child was unconscious but still alive, though he is not likely to survive if not rescued fast.

The vermin retreated towards an old dungeon that once belonged to a member of the Naturalist Guild, also known as the Beast-Tamers, who studied monsters shortly before the fall of Myth Drannor. The member had an interest in vermin and fungi. The cause of the trouble is a fungi overgrown dead tree that changed nearby vermin and reanimated the dozens of preserved

animals the beast tamer collected. The dead tree contains residue of the long dead and almost forgotten deity of rot and corruption (Moander). The sudden suppression of the mythal has opened a connection to the nearby Citadel of Fungi, close to the location of Moander's defeat, and the residual energies it contains.

Myconid servitors (sentient humanoid fungi) of Ghaunadaur (chaotic evil god of aberrations and oozes) have moved into the dungeon, and immediately took command of the tainted vermin and undead creatures. Unaware of the status of events, the myconids sent out their servitors to scout and return to them anything of value, while they seek the laboratory for lore they can use to their advantage.

DM'S INTRODUCTION

This adventure is designed as a dungeon delve. The information contained within is sufficient to facilitate a series of fun and challenging combat encounters. The onus is on you to add flavor and story development and provide role-playing and investigative features to the adventure as you see fit, depending on the preferences of the players.

An overarching skill challenge determines how fast the PCs find the missing child (they should always find him - failure on the challenge has impact but not on whether or not they find the child). Once they find him, they are encouraged to investigate further.

Bear in mind that the adventure consists of 5 potentially challenging combat encounters as well as a skill challenge, and the players have to keep a steady pace if they hope to finish all in one 4-hour session. Finishing all encounters is not required to complete the mission to find the child. It might also mean you need to simplify some of the combat maps if you are running the adventure in a time sensitive environment. Do so with care so not to lose too much of the potentially fun enhancing terrain features.

QUEST2-1 Stir Not the World's Doom: This adventure contains an opportunity to fulfill task 1 of QUEST2-1 Stir Not the World's Doom. Check whether any PCs have the card, and make sure they are able to find the tome in Encounter 2/Scene 13.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

In answering Myth Drannor's call for adventurers, you were aware that many dozens of your fellow sellswords would also heed the call.

So it was that upon arrival at the fabled City of Song and being tested under the ruthless supervision of the eladrin Arms-Major, you were herded into small groups of similarly talented adventurers.

You received your briefing from an elderly eladrin and are assigned guard duty to a pond that contains a portal that apparently seeps blood. Rumors say the portal opens up in a dread place in the Elemental Chaos.

Despite these rumors, guard duty has proven dull. You are close to giving up on the idea that anything exciting will happen, when an eladrin woman in leather armor, her arms and face crisscrossed with bloody scratches, comes running up to you.

"Thank Corellon, you are still here! I was giving up hope there was anyone left. Drop whatever you were doing. We need your help. Follow me, quick!"

ENCOUNTER 1: THE VERMIN PROBLEM

SETUP

Important NPCs:

Ynendre Ulondarr, female eladrin aspiring knight of Myth Drannor

The woman that came to get the PCs is an aspiring knight of Myth Drannor, posted at the Six Tyryl Towers, a magic school in the eastern parts of Myth Drannor. She is looking for aid, and was directed to the PCs.

As she hurries the PCs along she explains:

“It should have been quiet. There are few portals east of Glyrryl’s Pool. But something broke through. Giant vermin overran us. Spiders, ants... They came from everywhere! We beat some of them back, but they kept coming. And now it appears they took someone. Dragged off an Audark youngster. You have to go and save him, and there is not much time.”

The PCs can ask questions as Ynendre rushes them along the Street of Song towards the south of the city.

She knows the following:

- Ynendre and her fellows fought off the vermin. There were a few unfortunate casualties among the guards. The ants carried some of the dead off. However, an eyewitness reported that an eladrin boy from house Audark was grabbed by a giant ant and dragged off. The boy was unconscious, but was still breathing, probably thanks to the magical belt he was wearing. The boy’s name is Ervaïen.
- Ynendre wants the PCs to track down the ants and free the boy, as he may still be alive. She also wishes to know where the ants came from and what made them so aggressive, but saving Ervaïen has priority - she feels the life of a child is precious.
- Ynendre gives the PCs a bracelet with a ceramic bauble. It is keyed to her own home. When they find the boy, they should put the bracelet on him, and crush the hollow ceramic shell. The bracelet then activates and teleport the person who wears it (but no one else) to her home (House Ulondarr). She will make sure the boy is immediately taken care of.
- The ants broke through self-dug tunnels, but most came from the southeast part of town, around Gondrim’s Ride.

- She suspects the vermin originated from the ruins of the Halls of the Guild of Naturalists. She provides directions to those ruins.
- The east of Myth Drannor is relatively new (for eladrin standards) and few eladrin live here aside from a few noble homes and Six Tyryl Towers, a magic school. There were few anticipated threats; hence there were fewer guards.
- The giant vermin appeared in the streets about fifteen minutes after the mythal went down.
- The ants looked peculiar. They were covered in mold and smelled of rot.
- Ysendre expects that the vermin problem will be contained once the mythal is restored and the eladrin forces can turn their attention to eradicating them. If the PCs can find and counter the cause of the infestation so much the better, but it is most important to find Ervaïen. After that, whatever the PCs can accomplish is much appreciated.
- When the PCs arrive at Tyryl Towers, Ervaïen’s mother, Aluthiel, approaches them, imploring to save her child. She will make sure that Ilsevele Miritar, coronal of Myth Drannor, rewards the PCs if they find the child.
- If the PCs show concern about their current duty as guards at the portal, Ynendre mentions she already send a messenger to the Arms-Major and she has posted a single guard to quickly alert forces in case there is unexpected activity at the portal.

ENDING THE ENCOUNTER

Once Ynendre arrives at Six Tyryl Towers, she sends the PCs off, sending them in the direction from where the ants came.

Continue in Encounter 1/Room 1, which refers to Encounter 2/Scene 1 for the PCs to start their tracking of Ervaïen. From there on, make use of the layout of the complex as described in Encounter 2 to plot the PCs progress.

EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count towards a milestone.

TREASURE

There is no treasure in this encounter

ENCOUNTER 2: FINDING ERVAIEN

SKILL CHALLENGE LEVEL 1/3 COMPLEXITY 1 (100/150 XP)

The search for Ervaien starts as soon as the PCs reach the Guild ruins. Start with Scene 1, and use the map to track the progress of the PCs as they continue through the colony.

The Appendix 1 contains a flowchart of all the scenes and encounters.

The sun is setting on the horizon as you approach the ruins of what once was the Hall of the Guild of Naturalists.

The vermin used by the myconids are mostly ants, which dug out a nest (ants do not create hives) and formed a colony months ago. Until the coming of the myconids, the ants never breached the surface, preferring to avoid the sunlight, and feeding on prey found deeper underground (only a small portion of the nest is described here). The dead tree (from room 15) slowly corrupted these ants and made them susceptible to control. With the mythal down, and the taint of Moander growing stronger, the ants are driven to obey the myconids that arrived through the portal temporarily created to the Citadel of Fungi. During the adventure, the portal closes, but Moander's taint still lingers.

SKILL CHALLENGE: FINDING ERVAIEN

Goal: Find Ervaien in time.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Varies per scene

Other Skills: Varies per scene

Victory: The PCs locate Ervaien and are able to return him in good health.

Defeat: The PCs locate Ervaien. However, the young boy is not well. While unhurt, a strange sheen covers his skin that the PCs are unable to remove. Due to exposure to the hive he has been tainted with Moander's touch.

Each scene in the skill challenge is tied to an area on the map. Navigate through the various scenes as indicated by the scene descriptions and the movement of the PCs.

Once the PCs accumulate 4 successes, or once they reach area 13, they find Ervaien. If the outcome cannot yet be determined by then, run Scene 17. Otherwise, run the end of this encounter, regardless of where the PCs are at the moment. Once the PCs decide to leave or

are chased out of the dungeon, or if time runs out, go to Encounter 8.

GENERAL FEATURES

Black Mold: Most of the lair of the ants, except for the hive queen's room and the most recent tunnels, are affected by a dark mold. The mold has also affected most of the vermin, giving some of them additional resistances (see Encounter 5 and 6). Brief exposure to the mold is not dangerous, but it is uncomfortable to touch and seems to absorb light.

Worker Tunnels: All throughout the hive are narrow tunnels that connect to a larger nest below. These tunnels are not mapped, and are incredibly difficult to navigate. Use these to indicate that what the PCs see is only a small portion of a much larger nest. The mapped portion is all the PCs really have to deal with (Ervaien cannot have been pulled through these narrow tunnels, so it is obviously the wrong place to look).

Ants: Throughout the colony, the PCs run into worker ants. These ants generally leave the PCs alone as long as they are not provoked. If PCs attack, use the stats below. Workers flee if possible, and do not pursue the PCs.

Hive Worker	Level 1 Minion Skirmisher	
Medium natural beast	XP 25	
Initiative +0	Senses Perception -1; low-light vision, tremorsense 10	
HP 1; a missed attack never damages a minion.		
AC 15; Fortitude 13, Reflex 13, Will 10		
Speed 6, climb 6, burrow 2 (tunneling)		
m Bite (standard; at-will)		
+6 vs. AC; 4 damage.		
Hive Worker Frenzy (free, when any giant ant within 10 squares of the hive warrior drops to 0 hit points, at-will)		
The hive worker shifts 2 squares.		
Alignment Unaligned	Languages -	
Str 17 (+3)	Dex 15 (+2)	Wis 9 (-1)
Con 14 (+2)	Int 2 (-4)	Cha 4 (-3)

The hive workers are not smart enough to warn the hive soldiers of the PCs intrusion, though their agitated state removes any surprise for the PCs in future encounters with ants.

PCs can learn the following from the ants and the surrounding dungeon:

Dungeoneering DC 15: Some tunnels seem to be at least several months old. However, a lot have been very recent, and the upper tunnels have been dug in the last hour.

Perception DC 10: The ants are affected by a strange mold that reeks of rot.

Nature DC 15: The ants are not working like most ants do. It seems as if someone is controlling them.

Religion DC 15: The mold harbors a taint. Something unholy is affecting the ants, as well as the dungeon itself.

Religion DC 25: The taint is reminiscent of diseases once found in victims of a now long dead god called Moander. Moander died ages ago in an epic battle to the north of Myth Drannor.

Ervaie's Location: The route the ant that carries Ervaie takes on the map is: 1, 2, 1, 4, 8a, 9, and 13. The PCs may find Ervaie early if they succeed quickly enough in the skill challenge.

Resting during the challenge: Time is of the essence. For each short rest the PCs take after the first one, they either lose one success earned, or, if they don't have any successes left, earn a failure. Make sure the players are aware that ants are unlikely to keep prisoners.

Rituals during the challenge: Up to ten minutes of time can be spent on rituals during this challenge. If more time is used, for each ten-minute interval of time spent on rituals, the PCs either lose one success earned, or, if they don't have any successes left, earn a failure.

SCENE 1: LOCATING THE ENTRANCE

Primary Skills: Dungeoneering, Perception

Other Skills: History, Arcana

The one tower that once rose above the halls was long ago blasted to a pile of rubble. What is left of the remaining building is covered in large part by foliage, moss, and fungi.

The entrance to the hive is hidden under the debris of the flooded ruins of the Hall of the Guild of Naturalists. The PCs have to search the area and use their knowledge to find the entrance to the colony.

The only accessible entrance is located in the main basement. A rough cavern, partly structural, partly freshly dug out earth, forms the entrance. Water streams down and it pools below.

The PCs can find this entrance by using their knowledge or diligent searching. One success is needed to quickly find the entrance. On a failure, the PCs find the entrance, but it takes much longer.

Once the PCs locate the entrance, continue with Scene 2.

Arcana or History DC 15/16 (no successes)

The PC uses his lore of the Guild of Naturalists to recall the structure of the hall, and the location of the

guild's basements. This grants a +2 bonus on the next Dungeoneering, Nature, or Perception check.

Dungeoneering or Nature DC 10/11 (1 success, 1 maximum)

The PC uses his knowledge of hive structures to predict where the vermin would have dug up.

Perception DC 15/16 (1 success, 1 maximum)

The PC searches through the rubble and finds the entrance.

SCENE 2: HIVE ENTRANCE

Combat: Encounter 3

Entering this room triggers Encounter 3. The cave entrance leads back to Scene 1. The dry tunnel leads to Scene 3. The sluice gate leads to Scene 4.

The pool is fed by an underwater stream, which continues down through a drainage tunnel. PCs who break open the tunnel and follow the stream end up in a side room in the twisting tunnel cavern in room 4. This can circumvent the fissure in room 3, and earns an automatic success (instead of the success for Scene 3) if the entire party follows this way.

SCENE 3: NARROW FISSURE

Primary Skills: Acrobatics

Other Skills: Athletics

The way ahead is blocked by a narrow fissure.

The fissure is approximately twenty feet long (4 squares). The PCs need to squeeze through. Each PC needs to pass the fissure through the following means.

This is a group check, which means that all PCs need to succeed on at least one primary skill below (or otherwise circumvent the fissure). If all PCs succeed, they manage to pass quickly, which earns one success. If one or more PCs fail, those PCs get stuck and the group must dislodge them, which earns a failure. The tunnel leads forward to Scene 4 or back to Scene 2.

Acrobatics DC 10/11 (group check; 1 success, 1 maximum)

The PC squeezes through the fissure. A failure indicates the PCs get stuck and blocks the entrance. Small characters gain a +2 bonus to this check.

Athletics DC 10/11 (no successes)

If a PC has a rope around him, a person on the other side can aid him by pulling him through. A

successful check grants a +2 bonus. A failed check grants a -2 penalty as the rope hampers the PC.

Teleportation / special movement (special)

A PC that uses teleportation (or movement powers that allow them to ignore narrow spaces) to get past the fissure counts as a successful roll for that PC's Acrobatics check.

SCENE 4: TUNNELS

Combat: Encounter 4

Primary Skills: None

Other Skills: Dungeoneering, Nature, Perception

If the party has split, run Scene 3 before continuing with this encounter. This scene triggers Encounter 4 immediately.

If the PCs are victorious, they must find the correct tunnel to follow. If they pick the right tunnel, they earn a success. If they pick the wrong one, they earn a failure. The PCs can simply guess and let fate decide, or they can use the skills below to narrow their choices. A failed skill check does **not** give information, but **nor** does it earn a failure for the skill challenge.

The correct tunnel (in the map in Encounter 5) is tunnel Y, which leads to Scene 8a. Tunnel X leads to Scene 5, and tunnel Z leads to Scene 6. Entrance 1 leads back to Scene 3. If the PCs took a wrong turn and return they can earn a second failure if they pick a wrong tunnel the second time.

Dungeoneering DC 10/11 (no successes)

One tunnel (tunnel X) has a slow incline. That indicates it is **not** leading deeper into the lair. A PC can make this check only once.

Nature DC 10/11 (no successes)

The lair of typical vermin has a definite structure. Using this lore identifies tunnels Y and Z as the most likely to lead into the vermin lair. A PC can make this check only once.

Perception DC 15/16 (no successes)

A few very small fibers of clothing are found in the rubble of the tunnel (the area marked 'C' in the center of the map). It indicates something was dragged either towards tunnel X or towards tunnel Y.

The PCs can make this check once without consequences. If they continue searching (make the check again) they earn a failure for losing time (regardless of success on the skill check). They can only earn a failure this way once.

SCENE 5: GUILD BASEMENT

This area is some form of basement. Stairs that originally lead into it have collapsed - likely centuries ago. The area is filled with rubble that is crawling with ants

The ants recently dug into the remains of the basement in the building. There are several worker ants here.

The PCs may follow the rubble back to Scene 4, or follow a narrow stone corridor to Scene 8a.

SCENE 6: DEAD SPIDER

In the center of this cavern a massive spider lies on its back, still. Its carapace is mostly dissolved by black mold. Worker ants in this area skirt the walls, avoiding the corpse.

This is a giant deathjump spider. It is big (much larger than the one encountered in Encounter 7). The corpse contains several eggs (a DC 15 Nature check identifies them as ankeg eggs).

The PCs may take the north tunnel to Scene 4, the south tunnel to Scene 7, or the eastern tunnel to Scene 8b.

SCENE 7: ANT NEST

Hundreds of ants labor here, tending to thousands of eggs nestled in small niches dug into the walls. Luckily, this army pays you no mind.

PCs should realize that there is little gain in fighting here - they only lose time. A quick scan of the room indicates that Ervaen isn't here. The PCs may return north to Scene 6, or head east to Scene 8b.

SCENE 8A/8B: CLIFF

Primary Skills: Acrobatics

Other Skills: None

A cliff that spans the tunnel blocks your progress. Twenty feet up, the tunnel continues.

This scene occurs on the map twice.

To proceed (to Scene 9 from 8a, or Scene 10 from 8b), the PCs have to get to the top of the cliff.

This is a group check, which means that all PCs need to succeed on at least one primary skill below (or otherwise circumvent the fissure). Each PC needs to get up through either of the following means. If all PCs succeed, this earns one success. If a PC fails, it earns a failure.

Athletics DC 15/16 (group check; 1 success, 1 maximum)

The PC climbs up without support. Failure means the PC slides down several times, gets stuck in gravel, or caught in a protrusion of the cliff, causing a delay. It also deals damage as for a normal fall. Once a PC is up, he can lower a rope and make it significantly easier for others to climb up.

Athletics DC 5/6 (group check; only if a rope has been lowered; 1 success, 1 maximum)

The PCs climb up. Failure means the PC slides down several times, gets stuck in gravel, or caught in a protrusion of the cliff, causing a delay.

Teleportation / special movement (special)

A PC that uses teleportation (or movement powers that allow them to climb the cliff) to get on top of the cliff counts as a successful roll on the group Athletics check.

SCENE 9: STAGNANT POOL

Primary Skills: None

Other Skills: Acrobatics, Nature, Perception

A stagnant pool of muck and filth covers most of this area. Large groups of ants crowd on the other side.

The PCs have to find the correct tunnel to follow. The ants congregate near the south tunnel, which leads to the colony's queen and Scene 11. The east tunnel leads to their cache, Scene 13.

If they pick the east tunnel, the PCs earn a success. If they pick the south tunnel, they earn a failure.

Nature DC 10/11 (no successes)

The PCs learn from the frantic activity of ants that the cavern on the opposite side holds the area where the queen dwells. This is unlikely to be a place where the ants would bring trophies or captives, as these have their own room in an ant colony.

Perception 15/16 (no successes)

Faint traces through the muck indicate something heavy was dragged towards the left tunnel.

In addition, PCs have to either move around the pool, or risk contracting a disease by moving through it, as leeches and other pests populate the water. Anyone moving through the pool risks contracting filth fever.

Acrobatics DC 10/11 (no successes)

The PC balances along the edge of the pool towards another tunnel. A failure means the PC loses his footing and falls into the pool, where he risks contracting filth fever.

Filth Fever Level 3 Disease

Attack +5 vs. Fortitude

Endurance maintain DC 16, improve DC 21

Disease Track

◆ **Initial Effect:** The target loses one healing surge.

◆ **Second State:** The target takes a -2 penalty to AC, Fortitude defense, and Reflex defense.

◆ **Final State:** The target takes a -2 penalty to AC, Fortitude defense, and Reflex defense. The target loses all healing surges and cannot regain hit points

SCENE 10: DRONE NEST

Massive, winged drones buzz contentedly in this cavern. They appear too ungainly and too lazy to be of any real danger.

Entering this room from the direction of Scene 11 is a waste of precious time. The PCs lose one success or, if they have none, gain a failure. They may exit north to Scene 11 or west to Scene 8a.

SCENE 11: THE HIVE QUEEN

Combat: Encounter 5

In this massive cavern the Hive Queen and her entourage make their lair here atop a large earth mound. Each of the entrances to this area has auxiliary tunnels that allow the PCs to choose their approach—the west side of the mound is a high climb, but has more space to work with than the east side.

Encounter 5 triggers when the PCs approach the cliff edges or take aggressive action. The PCs may exit (or flee) via the north tunnel to Scene 9, the east tunnel to Scene 12 or the south to Scene 10.

SCENE 12: MOLDY TUNNELS

Primary Skills: Insight

Other Skills: Arcana, Nature

These tunnels twist. They are much darker than others. The strange, black mold grows thick here, covering walls and ceilings. A peculiar odor hangs here, and it seems there are patterns of colors on the strange blackness of the moldy tunnels.

The mold in these tunnels has a hallucinatory effect on those creatures who pass through it. Anyone who enters is accosted with visions of colors, which disorient and daze.

To proceed to Scene 13, the PCs have to pass through without giving in to the hallucinations.

This is a group check, which means that all PCs need to succeed on the skill below (or otherwise circumvent the fissure). If all PCs succeed, this earns one success. If a PC fails, it earns a failure.

Arcana, Heal or Nature 15/16 (no successes)

The mold is identified as a hallucination-inducing mold. The PC can give instructions on how to resist the hallucinations better. This grants a +2 bonus on the Insight check.

Endurance or Insight DC 10/11 (group check; 1 success, 1 maximum)

The PC shrugs off the hallucinations. Failure means the PC is drawn in by the hallucinations and loses all sense of direction, causing him to wander up and down, or briefly collapses in a need to steady himself.

SCENE 13: THE ANT CACHE

Primary Skills: Heal, Channel Divinity (special)

Other Skills: Religion

This area is where the ants store all the wares and items they find. Ervaien is brought here if the PCs haven't yet found him, regardless of how many successes or failures they have.

Run the following only if the PCs find Ervaien, but have neither enough successes nor enough failures to determine the outcome.

Ervaien is obviously infected by some strange mold. He has a bright sheen on his skin, and a black, oily film in his eyes.

The PCs can send him back immediately using the bracelet, or they can try to heal him before it gets so bad it is irreversible. Sending him back uncured fails the skill challenge. Grant the PCs a religion check when they examine Ervaien, even if they do not specifically search for divine influence.

Heal DC 15/16 (1 success, no maximum)

The PC helps Ervaien fight the infection. A failure means the infection, which reacts unpredictably due to Moander's taint, instead worsens.

Religion DC 10/11 (no successes)

The infection on Ervaien is recognized as a foul unholy taint. It is possible to exorcise the taint. This opens up the use of channel divinity powers to heal Ervaien.

A DC 25 skill check identifies the taint as that of Moander, a foul god who is long dead. Dead gods often leave a taint behind in the area where they were as once strong.

Channel Divinity (only after a successful Religion check; 1 success, no maximum)

A PC can spend one use of channel divinity to exorcise the taint of Moander from Ervaien. This does not require a specific power, merely the ability to channel divinity. This always succeeds. The PCs can only use as many channel divinity powers as they can use in an encounter.

Once the PCs send Ervaien back, they conclude the skill challenge (see Ending the Encounter).

There is also some treasure to be found in this area. See Treasure below for details.

From here, the PCs can go south to Scene 14 or Scene 15, or east to Scene 9.

SCENE 14: FLOODED TUNNEL

The tunnel splits here. Ahead, the tunnel dips sharply. It is flooded, forcing anyone who continues on to swim through fetid waters.

Leeches and other pests populate the water. They are less aggressive or dangerous than the leeches in room 2, but those swimming through it risk attracting filth fever (see Scene 9).

This area connects north to Scene 13 or 15, and south to Scenes 15 or 16.

15: SPECIMEN ROOM

Combat: Encounter 6

The preserved specimens of all kinds of animals were once stored here. Now the cases in which they were displayed are destroyed, and the semi-preserved corpses litter the floor.

The remains are reanimated by Moander's taint. Another danger is the green slime that clings to the ceiling, waiting for living prey to drop on.

As soon as the PCs approach this room, they trigger Encounter 6. They may exit the room via the west tunnel toward the north to Scene 13. They may exit through the

east tunnel to the north to Scene 14 or the south to Scene 16.

16: CITADEL OF FUNGI

Combat: Encounter 7

These are the remains of an underground lab. Originally closed off due to cave-ins, the ants dug into the lab from below months ago. Corridors running from this room go deeper into the Underdark.

This is where the tree with the fragment of Moander is located. The myconids moved in here when the mythal went down, and a temporary connection formed between the tree and the Citadel of Fungi.

They gather here, directing the vermin as they see fit while examining the remains of the lab. Entering this room triggers Encounter 7. The only exit is to a branching tunnel that leads either north to Scene 14 or east to scene 15.

ENDING THE ENCOUNTER

The skill challenge element of this encounter ends when the PCs send back Ervaien using the bracelet.

The challenge is a success if the PCs earned 4 successes without accumulating 3 failures.

If the PCs find Ervaien before they Scene 13, they catch up with the ant that is dragging Ervaien. In that case only, read the following:

A giant ant worker is dragging the unconscious form of a young eladrin boy. It is pulling him on its belt.

With a DC 10 Insight check PCs realize that the ant is not actually carrying the boy - it is dragging the magic belt. The ant hardly seems aware that the boy it drags along is still alive.

When the PCs engage, the ant lets go of the belt and scurries off without a fight.

Success: Ervaien is in good health, and his parents are grateful. The PCs earn **SPEC14 Gratitude of House Audark**.

Failure: While unhurt, a strange sheen covers Ervaien's skin. Due to exposure to the hive he has been tainted with Moander's touch. The boy is placed in an infirmary when sent back, where he takes a long time to return to health. The taint may never go away entirely. The PCs earn **SPEC16 Taint of Moander**.

Once the PCs find Ervaien, they can continue examining the colony. Run the remainder of the scenes as time permits, but ignore the scenes that deal with the skill challenge, since there is no longer need for the PCs to hurry.

EXPERIENCE POINTS

The characters receive 20 / 30 XP for succeeding the skill challenge. They receive half xp if they fail.

The characters also earn 20 / 25 xp for returning Ervaien (whether in poor health or not).

TREASURE

The belt Ervaien wears is actually an *ironskin belt*. If the PCs recover Ervaien - even if he is in poor health - the family donates the belt to the PCs.

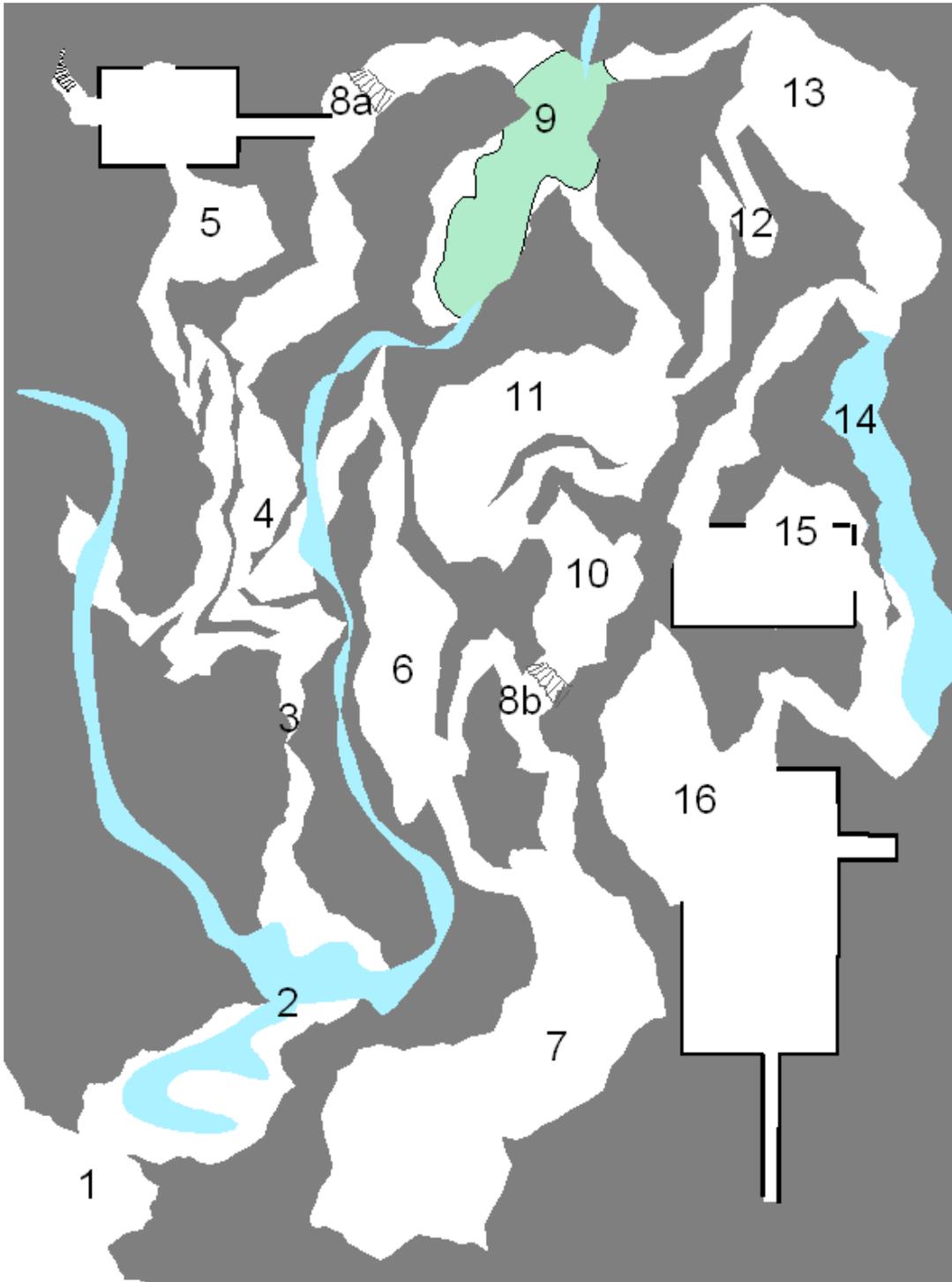
Spread around the cache of the ants (which contains a lot of junk), are various pretty items salvaged from the dungeons. None of these are magical, but they are worth 80 / 100 gp per PC.

Another item is a collection of notes, bound together in a mottled dark hide that seems wrapped in shadow. The title is in Elven: "Ar'Selu'Mhaor" (freely translated: How Power Corrupts). Marks show it has been dragged about a lot - most likely by the ants.

The notes start out in calm, Elven script, and concerns research on the nature of the planes, the laws of time, and how it is affected by magic - though a significant portion there has been ripped out. The latter half of the notes is in a different script, hinting at another author. These notes, mostly in Draconic, seem like mad ramblings, jumping to and fro, either hardly legible or asserting ridiculous theories on the nature of the planes. The last part is the most legible and is in common. It describes a location named Darkcurrent - the apparent prison of a powerful extraplanar being, referred to here as a 'titan'. The notes seem to indicate that the author knew little of the place - or whether it even really existed - and abandoned study of it, fearing to awake something that could not be controlled.

A PC who reads this tome fulfills task 1 of QUEST2-1 Stir Not the World's Doom.

ENCOUNTER 2: FINDING ERVAIEN MAP



ENCOUNTER 3: HIVE ENTRANCE

ENCOUNTER LEVEL 2/4 (650/900 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 vine horror (level 3) (V)
- 3 mud lashers (level 2) (M)
- 1 corruption Corpse (level 2) (C)

This encounter includes the following creatures at the high tier:

- 1 vine horror (V)
- 3 mud lashers (M)
- 1 corruption Corpse (C)

This cave has been created over hundreds of years of natural drainage through the rock. It is a large underground bog. It stinks and is teeming with life. Within the cave mouth, creatures animated by the foul magic of Moander's presence serve as sentries.

The ants only recently dug into the cane from their own lair, and broke out into Myth Drannor above only after the myconids ordered it (at most half an hour ago).

As the adventurers enter the area, read:

You smell the cave before your eyes adjust to the darkness. Everywhere around you is the echo of dripping water as runoff trickles through the rock, leaving behind a bog of fetid, stagnant rot. The rear of the cavern is shrouded in darkness, and it looks like your only way forward is through the muck.

The monsters do not reveal themselves immediately, waiting until they are attacked or until the PCs enter the bog. If the players linger, they notice the following:

- Several stones jut out of the water, and an intrepid character might leap from stone to stone and cross the bog without getting wet.
- The water is still and relatively shallow.
- A DC 15 Dungeoneering check reveals the cave itself to be completely natural, as are the debris and trash washed in from outside.
- PCs passing a DC 12/13 Perception check can make out the sounds of something ungainly moving about in the darkness on the other side of the bog.
- The air is humid and dank. Even the rocks feel like they're sweating. Bugs hum through the air and small, harmless snakes skim the surface of

the water. This is a very uncomfortable place to stay.

- To one side of the cave a large heap of brush and logs has washed up against one wall. A DC 20 Dungeoneering or Nature check reveals the slight current indicating the water drains into the location.
- A DC 15 Perception check reveals the presence of leeches in the water.
- Any character with darkvision or a strong enough light source sees a dryer, more evenly-hewn tunnel leading down.

FEATURES OF THE AREA

Illumination: If the PCs succeeded in Scene 1 in Encounter 2, it is still (just) daylight and the first 15 squares of the cave entrance are considered in bright light and the next 15 squares are considered dim light. If the PCs failed the scene, night is approaching; only the first 15 squares contain dim light. The rest of the cave is in total darkness.

Underground Bog: The blue areas on the map mark a stagnant bog, knee-deep to a human. All creatures without swampwalk moving through this area count it as difficult terrain. In addition, leeches attack any living creature without the earth or plant keywords that falls prone in the bog. That creature takes ongoing 2 / 3 damage (save ends). They can be torn off as a minor action at the cost of 1 healing surge.

Protruding Stones: Throughout the bog are small, slick rocks protruding from the water. These rocks require a DC 10 Athletics check to jump up to from the bog. A creature standing on a protruding stone has combat advantage for melee attacks against creatures in the bog. However, these stones are slick and precarious: any creature that begins its turn on a stone or is hit while standing on one must make a DC 15 Acrobatics check or fall prone into the bog.

Sluice gate: This is where plant matter washed into the cave collects and rots. The brush conceals a rusty portcullis grate barring entry to a smaller tunnel. The gate can be hacked through. It has a 5 for all defenses and each square can be cleared with 10 points of damage. Doing so creates a rush of water deeper into the cave, and PCs may be pulled into it (see Ending the Encounter).

Floating Bodies: These are eladrin who had tracked the vermin carrying the child, arriving before the PCs. They were ambushed and killed by the monsters in this room. Their bodies are now bloated and leech-covered; any treasure they might have carried has been lost in the muck.

TACTICS

When the encounter begins, the vine horror and mud lashers remain hidden until the PCs enter the bog, and then they use their stealth to surround the PCs. The mud lashers delay until the vine horror attacks, ganging up on restrained PCs to take advantage of *relentless assault* and combat advantage. They hurl mud balls when they cannot reach melee range to a slowed or immobilized target.

The vine horror uses its superior mobility to use *vicious vines* against as many targets as possible without provoking attacks of opportunity. When near death, it retreats behind the sluice gate via its *malleability*.

The corruption corpse acts as bait, hurling its *mote of corruption* at the nearest PC or any PC that attacks it with radiant damage. It retreats into the darkness if presented with superior ranged firepower, but if the PCs make it across the bog it charges into melee, provoking if necessary, in order to hit as many PCs with its *death burst* as possible.

All of the monsters fight to the death. They do not give chase.

SCALING THE ENCOUNTER

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

Four PCs: Remove one mud lasher

Six PCs: Add one mud lasher

ENDING THE ENCOUNTER

If the PCs hack through the sluice gate, any PC in the bog must pass a DC 20 Athletics check or be swept through the drainage tunnel. PCs not caught in the current may choose to either slide down the drainage tunnel, or follow the second tunnel. Both exits eventually lead to room 4 (Encounter 5), but the party's decision determines their starting position. The party may decide to split up at this point. If they do so, start Encounter 5 at the same time with the party split between the two entry points.

Using the drainage tunnel is faster than squeezing through the narrow fissure in room 3. If the entire party uses the drainage tunnel, they earn an automatic success in the skill challenge of Encounter 2. In addition, any PC that flushes through is treated as if he received a short rest (see Encounter 5).

PCs who do not take the drainage tunnel continue on towards room 3.

EXPERIENCE POINTS

The characters receive 130 / 180 XP for defeating the monsters. They receive half xp if they flee or are defeated.

TREASURE

Protruding from the back of the corruption corpse is a *battle standard of might*, as if it was thrust through his heart from behind like a spear.

The corpse also carries a purse, in which some gems and a few ancient coins are found, worth 35 / 50 gp.

ENCOUNTER 3: HIVE ENTRANCE STATISTICS (LOW LEVEL)

Vine Horror (Level 3)		Level 3 Controller
Medium natural humanoid (plant)		XP 150
Initiative +6	Senses Perception +8; blindsight 10	
HP 51; Bloodied 25		
AC 17; Fortitude 15, Reflex 16, Will 13		
Speed 6 (forest walk, swamp walk), swim 6		
m Claw (standard; at-will)		
+6 vs. AC; 1d8 + 4 damage		
C Vicious Vines (standard; encounter)		
Close burst 5; targets enemies; +8 vs. Reflex; the target is restrained and takes ongoing 10 damage (save ends both) as magical vines spring up out of the ground and crush it.		
Malleability		
The vine horror can compress its body enough to squeeze through a 1-inch-wide crack. Cracks and other openings that are more than 1 inch wide do not slow the vine horror at all.		
Alignment Evil		Languages Common, Even
Skills Stealth +11		
Str 18 (+5)	Dex 21 (+7)	Wis 14 (+3)
Con 19 (+5)	Int 9 (+0)	Cha 10 (+1)

Mud Lasher (Level 2)		Level 2 Brute
Medium elemental magical beast (earth, water)		XP 125
Initiative +3	Senses Perception +8; low-light vision	
HP 43; Bloodied 21		
AC 14; Fortitude 15, Reflex 13, Will 13		
Immune disease, poison		
Speed 5		
m Slam (standard; at-will)		
+5 vs. AC; 2d8 + 3 damage		
M Drowning Slam (standard; encounter)		
+3 vs. Fortitude; 2d8 + 3 damage, and ongoing 5 damage (save ends). Miss: Half damage.		
A Mud Ball (standard; at will)		
Ranged 10; +3 vs. Reflex; the target is slowed (save ends). If the target is already slowed, it is instead immobilized (save ends).		
Amorphous Body (immediate reaction, when hit by a melee attack; encounter)		
The mud lasher shifts 3 squares		
Relentless Assault		
A mud lasher gains a +2 bonus to attack rolls against slowed or immobilized creatures.		
Alignment Unaligned		Languages Primordial
Skills Stealth +9		
Str 18 (+6)	Dex 15 (+4)	Wis 15 (+4)
Con 13 (+3)	Int 8 (+1)	Cha 11 (+2)

Corruption Corpse (Level 2)		Level 2 Artillery
Medium natural animate (undead)		XP 125
Initiative +2	Senses Perception +2; darkvision	
Grave stench aura 1; living enemies in the aura take a -5 penalty to attack rolls		
HP 30; Bloodied 15; see also <i>death burst</i>		
Regeneration 5 (if the corruption corpse takes radiant damage, regeneration doesn't function on its next turn)		
AC 15; Fortitude 14, Reflex 12, Will 12		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 4		
m Slam (standard; at-will)		
+6 vs. AC; 1d6 + 2 damage.		
R Mote of Corruption (standard; at will) ◆ Necrotic		
The corruption corpse hurls a black glob of necrotic filth: ranged 10; +5 vs. Reflex; 2d6 + 2 necrotic damage, and the target is weakened (save ends).		
C Death Burst (when reduced to 0 hit points) ◆ Necrotic		
The corruption corpse explodes: close burst 1; +5 vs. Fortitude; 2d6 + 2 necrotic damage.		
Alignment Unaligned		Languages –
Str 16 (+4)	Dex 13 (+2)	Wis 12 (+2)
Con 16 (+4)	Int 4 (-2)	Cha 3 (-3)

ENCOUNTER 3: HIVE ENTRANCE STATISTICS (HIGH LEVEL)

Vine Horror		Level 5 Controller
Medium natural humanoid (plant)		
		XP 200
Initiative +7	Senses Perception +9; blindsight 10	
HP 67; Bloodied 33		
AC 19; Fortitude 17, Reflex 18, Will 15		
Speed 6 (forest walk, swamp walk), swim 6		
m Claw (standard; at-will)		
+8 vs. AC; 1d8 + 5 damage		
C Vicious Vines (standard; encounter)		
Close burst 5; targets enemies; +10 vs. Reflex; the target is restrained and takes ongoing 10 damage (save ends both) as magical vines spring up out of the ground and crush it.		
Malleability		
The vine horror can compress its body enough to squeeze through a 1-inch-wide crack. Cracks and other openings that are more than 1 inch wide do not slow the vine horror at all.		
Alignment Evil		Languages Common, Even
Skills Stealth +12		
Str 18 (+6)	Dex 21 (+7)	Wis 14 (+4)
Con 19 (+6)	Int 9 (+1)	Cha 10 (+2)

Mud Lasher		Level 4 Brute
Medium elemental magical beast (earth, water)		
		XP 175
Initiative +4	Senses Perception +9; low-light vision	
HP 63; Bloodied 31		
AC 16; Fortitude 17, Reflex 15, Will 15		
Immune disease, poison		
Speed 5		
m Slam (standard; at-will)		
+7 vs. AC; 2d8 + 4 damage		
M Drowning Slam (standard; encounter)		
+5 vs. Fortitude; 2d8 + 4 damage, and ongoing 5 damage (save ends). Miss: Half damage.		
A Mud Ball (standard; at will)		
Ranged 10; +5 vs. Reflex; the target is slowed (save ends). If the target is already slowed, it is instead immobilized (save ends).		
Amorphous Body (immediate reaction, when hit by a melee attack; encounter)		
The mud lasher shifts 3 squares		
Relentless Assault		
A mud lasher gains a +2 bonus to attack rolls against slowed or immobilized creatures.		
Alignment Unaligned		Languages Primordial
Skills Stealth +9		
Str 18 (+6)	Dex 15 (+4)	Wis 15 (+4)
Con 13 (+3)	Int 8 (+1)	Cha 11 (+2)

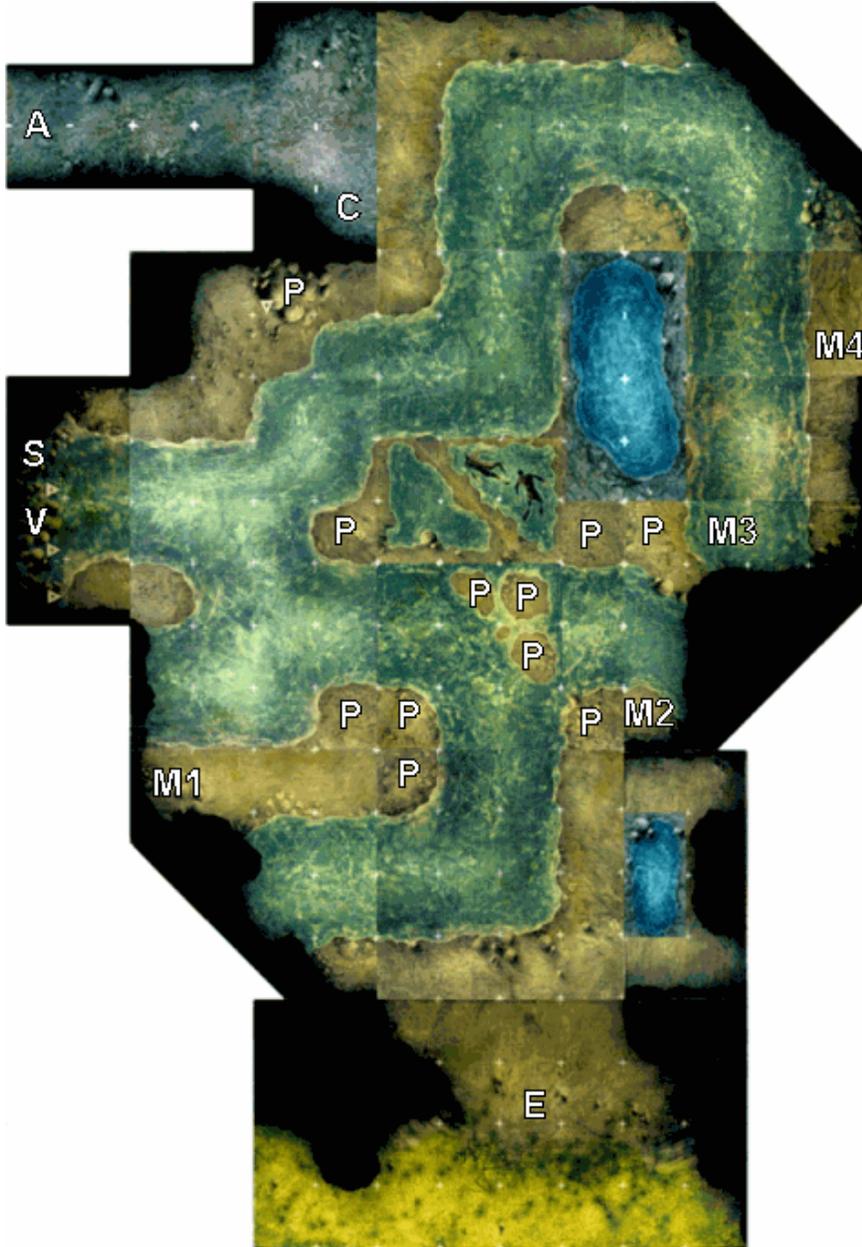
Corruption Corpse		Level 4 Artillery
Medium natural animate (undead)		
		XP 175
Initiative +3	Senses Perception +3; darkvision	
Grave stench aura 1; living enemies in the aura take a -5 penalty to attack rolls		
HP 46; Bloodied 23; see also <i>death burst</i>		
Regeneration 5 (if the corruption corpse takes radiant damage, regeneration doesn't function on its next turn)		
AC 17; Fortitude 16, Reflex 14, Will 14		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 4		
m Slam (standard; at-will)		
+8 vs. AC; 1d6 + 3 damage.		
R Mote of Corruption (standard; at will) ◆ Necrotic		
The corruption corpse hurls a black glob of necrotic filth: ranged 10; +7 vs. Reflex; 2d6 + 3 necrotic damage, and the target is weakened (save ends).		
C Death Burst (when reduced to 0 hit points) ◆ Necrotic		
The corruption corpse explodes: close burst 1; +7 vs. Fortitude; 2d6 + 3 necrotic damage.		
Alignment Unaligned		Languages –
Str 16 (+5)	Dex 13 (+3)	Wis 12 (+3)
Con 16 (+5)	Int 4 (-1)	Cha 3 (-2)

ENCOUNTER 3: HIVE ENTRANCE MAP

TILE SETS NEEDED

DU3: Caves of Carnage x1

DT5: Lost Caverns of the Underdark x1



Monsters

- V Vine Horror
- M Mud Lasher
- C Corruption Corpse

Terrain

- A Exit A
- E Entrance
- S Sluice Gate (Exit B)
- P Protruding Stones

ENCOUNTER 4: TUNNELS

ENCOUNTER LEVEL 3/5 (750/1025 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 hive soldier (S)
- 2 hive warriors (W)
- 2 ankheg broodlings (B)
- 1 ankheg (A)

This encounter includes the following creatures at the high tier:

- 1 hive soldier (level 5) (S)
- 2 hive warriors (level 4) (W)
- 2 ankheg broodlings (level 3) (B)
- 1 ankheg (level 5) (A)

This labyrinth of tunnels was the heart of the giant ant colony before the myconids subjugated them. Now it is an evacuated ruin. The ants in this area are sentries commanded to attack intruders on sight.

The vermin in this encounter are affected by black mold, representative of Moander's corruption. This grants them the following additional benefits:

Moander Tainted Creature
Resistance necrotic 5
Moander's Touch
Any acid damage done by the creature also counts as necrotic damage.

If any PCs enter via the dry tunnels, they begin at Entrance 1. As they enter, read:

As the tunnel descends the rock gets drier and gives way to loose earth, but you can still hear water moving in the distance. Ahead of you, the passage splits, and chattering, scrabbling sounds echo through the walls—you are not alone.

The sluice gate in the previous encounter opens into a drainage tunnel that forms a natural slide into Entrance 2. When a PC falls down the slide, read:

For several seconds the world is a roar of falling water and sludge as you are sucked deep into the cave complex. You finally land with a splash, soaked but unhurt in a shallow pool. Despite the harrowing ride, you feel strangely invigorated.

PCs that fall through this slide regain encounter powers and may spend healing surges as if they had taken a

short rest, though they do not spend any time on it - an surge of fey magic that lingered in the drainage tunnel empowers them.

If the entire party used the slide, this 'rest' does not count against the short rests that earn the PCs failures in the skill challenge in Encounter 3.

If the party split up, the rest of the PCs decide any delays. It is advised to only start the encounter when the remaining PCs arrive in Entrance 1, to avoid a complex and potentially overpowering encounter.

PCs that fell through also begin their first turn prone. The noise from their fall alerts the monsters.

As soon as the monsters are aware of the PCs, they fall back into a defensible position. They are more accustomed to the environment and cannot be surprised. The ankheg and its broodlings wait for the PCs to engage the ants and then attack from the rear.

PCs observing the area notice:

- The tunnel walls are soft earth, about as tall as they are wide in any give place. These tunnels are excavated and not natural.
- If the party is split up, they are within shouting distance as soon as the encounter begins.
- A DC 15 Nature check reveals that tunnels like these are common for ant colonies. A result of 20 on the check also recalls that such tunnels are usually abuzz with workers rushing from cavern to cavern.
- At the center of the map, a large gravel pile sits beneath a vertical shaft about forty feet tall. This shaft narrows down considerably and branches out in tunnels that finally break the surface. These tunnels are very narrow and only accessible to ants.
- A DC 15 Perception check on the monsters reveals patches of black mold covering their bodies, and their usually smooth movements at times become erratic.
- The river flowing through the lower right of the map is shallow but fast moving.

FEATURES OF THE AREA

Illumination: Total darkness.

Cave-ins: Rubble areas on the map are man-sized piles of loose earth. Creatures standing atop the piles have combat advantage for melee attacks against creatures on lower ground, and creatures without a climb speed must make a DC 15 Athletics check and spend 3 squares of movement to scrabble up them. The ankheg must squeeze to pass through these squares.

Worker Ants: At the beginning of each round, 1d4 worker ants appear randomly at the map's entrances (including the vertical shaft in the map's center). These

ants move directly to a different exit, taking double run actions and provoking opportunity attacks if necessary. They do not attack and are worth 0 XP, but if targeted by players, use the stats for hive workers from encounter 6 to determine their defenses.

Water: Water stands where the drainage tunnel empties and where the underground river crosses the passage. The water is difficult terrain.

Mushrooms (M): The mushrooms are the size of a halfling and block tunnel Z. They erupt in choking spores when touched—any adjacent creatures are attacked by a +4 vs. Fortitude and if hit is dazed (save ends). The mushrooms have a 10 for all defenses and 20 hit points. Destroying them ends the spore clouds. Mushrooms may be hurled (picked up and thrown) as a standard action with a DC 15 Athletics check (maximum range 5 squares).

TACTICS

Although unintelligent, the ants fight in concert and rush to defend each other. They use their ability to climb the cave-ins to their advantage, and use the tunnels left by the ankheg to circle behind the PCs and isolate them. Although the ants and the ankheg are allies, they otherwise work independently.

The ankheg waits until the PCs are occupied with the ants and then burrows through a wall to reach them. It begins by spraying as many PCs as possible with its *acid spray*. It then uses *mandible grab* the softest target. Once it has an opponent grabbed it retreats back into its tunnel with *gnaw and scuttle*, using an action point to do so immediately. So long as it has a target grabbed, it uses the *move a grabbed target* action (+3 / +4 vs. Fortitude) and *gnaw and scuttle* to keep damaging the target as it retreats from the fight. If surrounded, it provokes attacks of opportunity to burrow into a more favorable position.

All monsters fight to the death. The ants and the broodlings do not pursue if the PCs leave this chamber, but attack if the PCs return. The ankheg tracks the PCs, even burrowing into later encounters until it is killed. It does not heal in between combats but does regain its encounter power.

SCALING THE ENCOUNTER

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

Four PCs: Remove one hive warrior and one ankheg broodling.

Six PCs: Add one hive soldier.

ENDING THE ENCOUNTER

The encounter ends when the PCs leave the map, choosing either exit X (to area 5), exit Y (to area 6) or exit Z (to area 9).

Note that for each short rest the PCs take after the first one, they either lose one success earned in the skill challenge, or, if they don't have any successes left, earn a failure.

Once all of the monsters are killed, the PCs may attempt to track Ervaian (see Encounter 2/scene 3), or may guess at the proper exit.

EXPERIENCE POINTS

The characters receive 150 / 205 XP for defeating the monsters. They receive half xp if they flee or are defeated.

TREASURE

There is no treasure in this encounter.

ENCOUNTER 4: TUNNELS STATISTICS (LOW LEVEL)

Moander Tainted Creature	
Resistance necrotic 5	
Moander's Touch	
Any acid damage done by the creature also counts as necrotic damage.	

Hive Soldier	Level 3 Soldier
Medium natural beast	XP 150
Initiative +6 Senses Perception +0; low-light vision, tremorsense 10	
HP 46; Bloodied 23; see also <i>death convulsion</i>	
AC 18; Fortitude 16, Reflex 15, Will 12	
Speed 6; climb 6	
m Grasping Mandibles (standard; usable only while the hive soldier does not have a creature grabbed; at-will) +10 vs. AC; 1d8 + 3 damage, and the target is grabbed.	
M Acid Sting (standard; at-will) ♦ Acid Targets a creature grabbed by the hive soldier; +10 vs. AC; 1d6 + 3 acid damage, and ongoing 5 acid damage (save ends).	
C Death Convulsion (when the hive soldier drops to 0 hit points) Close burst 1; targets enemies; +8 vs. Reflex; the target is knocked prone.	
Hive Soldier Frenzy (free, when any giant ant within 10 squares of the hive warrior drops to 0 hit points; at-will) The soldier gains a +2 bonus to attack rolls until the end of its next turn.	
Alignment Unaligned	Languages –
Str 14 (+3)	Dex 17 (+4)
Con 12 (+2)	Int 2 (–3)
	Wis 9 (+0)
	Cha 4 (–2)

Hive Warrior	Level 2 Skirmisher
Medium natural beast	XP 125
Initiative +6 Senses Perception +0; low-light vision, tremorsense 10	
HP 36; Bloodied 18	
AC 16; Fortitude 14, Reflex 15, Will 11	
Speed 8; climb 8	
m Piercing Bite (standard; at-will) ♦ Acid +7 vs. AC; 1d8 + 4 damage. The hive warrior's attack deals 1d10 extra acid damage to any target that already has ongoing acid damage.	
Hive Warrior Frenzy (free, when any giant ant within 10 squares of the hive warrior drops to 0 hit points; at-will) The warrior is no longer marked or cursed, and it shifts 2 squares.	
Alignment Unaligned	Languages –
Str 14 (+3)	Dex 17 (+4)
Con 12 (+2)	Int 2 (–3)
	Wis 9 (+0)
	Cha 4 (–2)

Ankheg Broodling	Level 1 Minion
Medium natural beast	XP 25
Initiative +3 Senses Perception +1; tremorsense 10	
HP 1; a missed attack never damages a minion.	
AC 15; Fortitude 12, Reflex 14, Will 12	
Speed 6, burrow 2 (tunneling)	
m Claw (standard; at-will) +5 vs. AC; 4 damage.	
M Mandible Rip (standard; at-will) ♦ Acid +4 vs. AC; 6 damage. If the ankheg broodling makes a critical hit against a target, each creature adjacent to that target takes 3 acid damage.	
Brood Swarm	
An ankheg broodling gains a +4 bonus to attack rolls against targets that are grabbed by any ankheg.	
Alignment Unaligned	Languages –
Str 10 (+0)	Dex 16 (+3)
Con 13 (+1)	Int 1 (–5)
	Wis 12 (+1)
	Cha 2 (–4)

Ankheg	Level 3 Elite Lurker
Large natural beast	XP 300
Initiative +10 Senses Perception +9; tremorsense 5	
HP 100; Bloodied 50	
AC 17; Fortitude 14, Reflex 16, Will 14	
Resist 5 acid	
Saving Throws +2	
Speed 8, burrowing 4 (tunneling)	
Action Points 1	
m Claw (standard; at-will) +8 vs. AC; 1d8 + 5 damage.	
M Mandible Grab (standard; usable only while the ankheg does not have a creature grabbed; at-will) +8 vs. AC; 1d8 + 5 damage, and the target is grabbed.	
M Gnaw and Scuttle (minor; at-will) ♦ Acid Targets creature grabbed by the ankheg; +8 vs. AC; 1d8 + 2 damage, and ongoing 5 acid damage (save ends). The ankheg then shifts 2 squares and pulls the target to a space adjacent to its new location.	
C Acid Spray (standard; recharges when first bloodied) ♦ Acid Close blast 3; +8 vs. Reflex; 1d8 + 5 acid damage, and the target is slowed and takes ongoing 5 acid damage (save ends both).	
Mandible Carry An ankheg can move at normal speed while carrying a creature that is Medium or smaller.	
Alignment Unaligned	Languages –
Skills Stealth +11	
Str 15 (+3)	Dex 20 (+6)
Con 18 (+5)	Int 2 (–3)
	Wis 16 (+4)
	Cha 4 (–2)

ENCOUNTER 4: TUNNELS STATISTICS (HIGH LEVEL)

Moander Tainted Creature	
Resistance necrotic 5	
Moander's Touch	
Any acid damage done by the creature also counts as necrotic damage.	

Hive Soldier (Level 5)		Level 5 Soldier	
Medium natural beast		XP 200	
Initiative +7 Senses Perception +1; low-light vision, tremorsense 10			
HP 62; Bloodied 31; see also <i>death convulsion</i>			
AC 20; Fortitude 18, Reflex 17, Will 14			
Speed 6; climb 6			
m Grasping Mandibles (standard; usable only while the hive soldier does not have a creature grabbed; at-will)			
+12 vs. AC; 1d8 + 4 damage, and the target is grabbed.			
M Acid Sting (standard; at-will) ♦ Acid			
Targets a creature grabbed by the hive soldier; +12 vs. AC; 1d6 + 5 acid damage, and ongoing 5 acid damage (save ends).			
C Death Convulsion (when the hive soldier drops to 0 hit points)			
Close burst 1; targets enemies; +10 vs. Reflex; the target is knocked prone.			
Hive Soldier Frenzy (free, when any giant ant within 10 squares of the hive warrior drops to 0 hit points; at-will)			
The soldier gains a +2 bonus to attack rolls until the end of its next turn.			
Alignment Unaligned		Languages –	
Str 14 (+4)	Dex 17 (+5)	Wis 9 (+1)	Cha 4 (-1)
Con 12 (+3)	Int 2 (-2)		

Hive Warrior (Level 4)		Level 4 Skirmisher	
Medium natural beast		XP 175	
Initiative +7 Senses Perception +1; low-light vision, tremorsense 10			
HP 48; Bloodied 26			
AC 18; Fortitude 16, Reflex 17, Will 13			
Speed 8; climb 8			
m Piercing Bite (standard; at-will) ♦ Acid			
+9 vs. AC; 1d8 + 5 damage. The hive warrior's attack deals 1d10 extra acid damage to any target that already has ongoing acid damage.			
Hive Warrior Frenzy (free, when any giant ant within 10 squares of the hive warrior drops to 0 hit points; at-will)			
The warrior is no longer marked or cursed, and it shifts 2 squares.			
Alignment Unaligned		Languages –	
Str 14 (+4)	Dex 17 (+5)	Wis 9 (+1)	Cha 4 (-1)
Con 12 (+3)	Int 2 (-2)		

Ankheg Broodling		Level 3 Minion	
Medium natural beast		XP 25	
Initiative +4 Senses Perception +2; tremorsense 10			
HP 1; a missed attack never damages a minion.			
AC 17; Fortitude 14, Reflex 16, Will 14			
Speed 6, burrow 2 (tunneling)			
m Claw (standard; at-will)			
+7 vs. AC; 5 damage.			
M Mandible Rip (standard; at-will) ♦ Acid			
+6 vs. AC; 7 damage. If the ankheg broodling makes a critical hit against a target, each creature adjacent to that target takes 3 acid damage.			
Brood Swarm			
An ankheg broodling gains a +4 bonus to attack rolls against targets that are grabbed by any ankheg.			
Alignment Unaligned		Languages –	
Str 10 (+1)	Dex 16 (+4)	Wis 12 (+2)	Cha 2 (-3)
Con 13 (+2)	Int 1 (-4)		

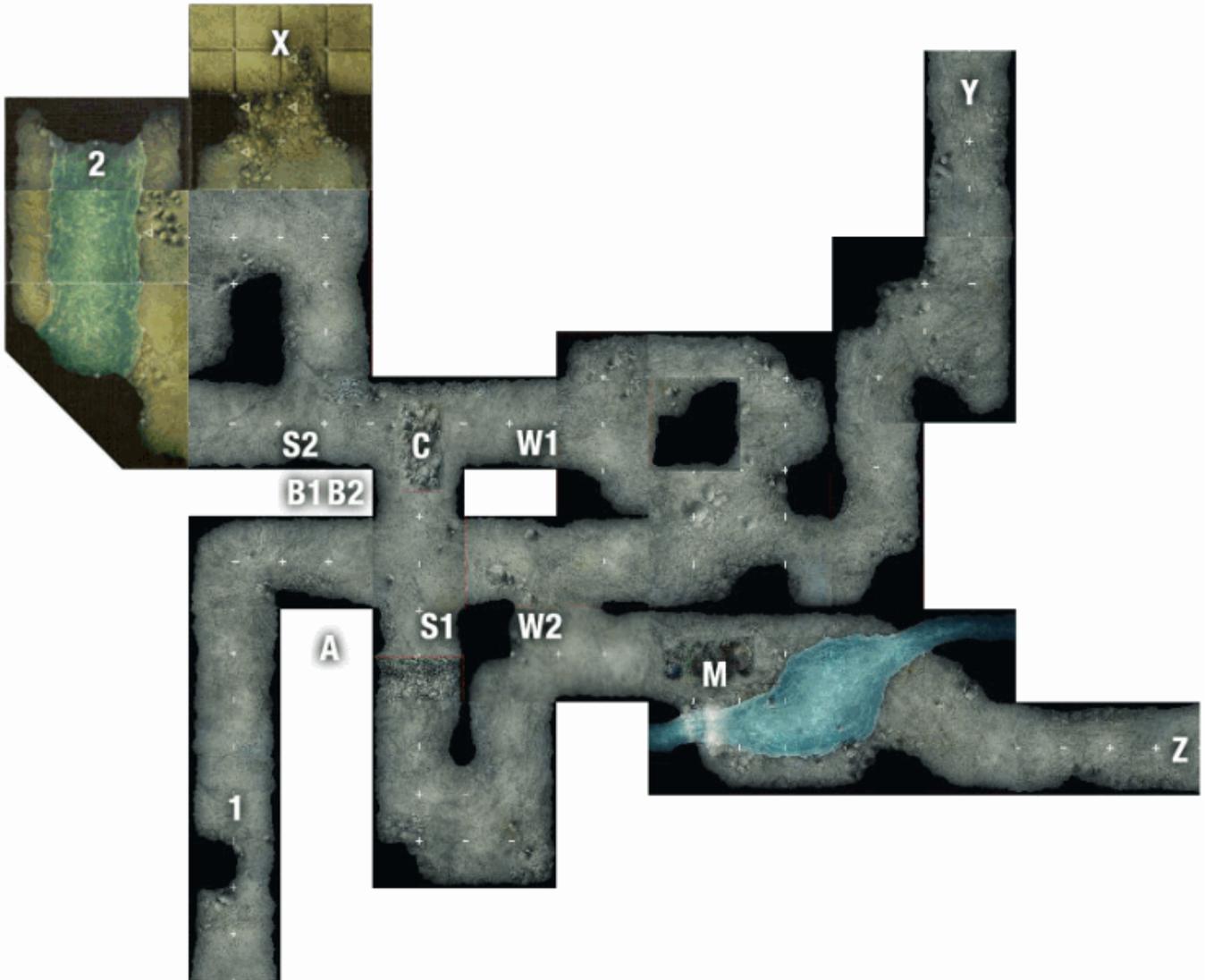
Ankheg (Level 5)		Level 5 Elite Lurker	
Large natural beast		XP 400	
Initiative +11 Senses Perception +10; tremorsense 5			
HP 132; Bloodied 66			
AC 19; Fortitude 16, Reflex 18, Will 16			
Resist 5 acid			
Saving Throws +2			
Speed 8, burrowing 4 (tunneling)			
Action Points 1			
m Claw (standard; at-will)			
+10 vs. AC; 1d8 + 6 damage.			
M Mandible Grab (standard; usable only while the ankheg does not have a creature grabbed; at-will)			
+10 vs. AC; 1d8 + 6 damage, and the target is grabbed.			
M Gnaw and Scuttle (minor; at-will) ♦ Acid			
Targets creature grabbed by the ankheg; +10 vs. AC; 1d8 + 3 damage, and ongoing 5 acid damage (save ends). The ankheg then shifts 2 squares and pulls the target to a space adjacent to its new location.			
C Acid Spray (standard; recharges when first bloodied) ♦ Acid			
Close blast 3; +10 vs. Reflex; 1d8 + 6 acid damage, and the target is slowed and takes ongoing 5 acid damage (save ends both).			
Mandible Carry			
An ankheg can move at normal speed while carrying a creature that is Medium or smaller.			
Alignment Unaligned		Languages –	
Skills Stealth +12			
Str 15 (+4)	Dex 20 (+7)	Wis 16 (+5)	Cha 4 (-1)
Con 18 (+6)	Int 2 (-2)		

ENCOUNTER 4: TUNNELS MAP

TILE SETS NEEDED

DU3: Caves of Carnage x1

DT5: Lost Caverns of the Underdark x1



Monsters

- A Ankheg
- B Ankheg Broodling
- S Hive Soldier
- W Hive Warrior

Terrain

- 1 Entrance 1
- 2 Entrance 1
- C Cave-In
- M Mushrooms
- X Exit tunnel X
- Y Exit tunnel
- Z Exit tunnel Z

ENCOUNTER 5: THE HIVE QUEEN

ENCOUNTER LEVEL 4/6 (875/1225 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 2 hive soldiers (S)
- 1 winged drone (level 2) (D)
- 4 hive workers (W)
- 1 hive queen (level 4) (Q)

This encounter includes the following creatures at the high tier:

- 2 hive soldiers (level 5) (S)
- 1 winged drone (D)
- 4 hive workers (level 3) (W)
- 1 hive queen (level 6) (Q)

This room is the hive queen's lair, filled with ants scuttling about. Breeding is her full-time job; she lays an egg every one to two minutes when not in combat. Her host of workers attends to feeding, grooming and defending her.

The vermin in this encounter - except for the hive queen - are affected by black mold, representative of Moander's corruption. This grants them the following additional benefits:

Moander Tainted Creature
Resistance necrotic 5
Moander's Touch
Any acid damage done by the creature also counts as necrotic damage.

The PCs may enter this room from areas 7, 11 or 13, and their starting positing on the map is based on where they enter. Area 7 leads to entrance 1, area 11 leads to entrance 2, and area 13 leads to entrance 3. As the adventurers enter the area, read:

The narrow tunnel opens into a huge vault. Phosphorescent moss dots the walls and ceiling with an eerie semblance of stars, and entrances open in every surface—three-dimensional ant highways. A fat drone buzzes lazily through the air. Atop a huge mound, surrounded by her entourage of workers and several carcasses that seem to serve as food, sits a massive queen. Her body convulses, and a worker emerges from behind her with a head-sized opalescent egg, which it whisks away down a tunnel.

The ants are agitated at the PCs' presence, but do not attack unless threatened.

- The PCs may choose to avoid this encounter by skirting around the mound and exiting through another tunnel. Doing so provides no XP and no treasure for the encounter.
- The ceilings are 80 feet tall, and anyone trained in Dungeoneering may marvel at the complicated architecture required to maintain such a structure underground.
- As in Encounter 5, workers are continually moving in and out of this cavern. Once the fight begins, however, all activity stops as the ants focus on defending their queen.
- The carcasses are relatively fresh, and when examined closely, most appear to be eladrin. The workers regularly feed pieces of them to the queen.
- This cavern is conspicuously clear of black mold.
- A DC 15 Perception check notices that all of the ants in this room have gashes in their carapaces. They have been gnawing the mold off of their bodies to protect their queen from it.

FEATURES OF THE AREA

Illumination: Dim light. A naturally occurring moss that glows a faint green provides an eerie half-light throughout this chamber.

Ceiling: The ceiling is eighty feet (sixteen squares) up from the lowest layer, seventy feet (fourteen squares) from the second layer, and sixty feet (twelve squares) from the top layer.

Cliffs: Two layers of 10-foot cliffs create the queen's mound, which is also walled off on the north and south ends. These cliffs require a DC 15 Athletics check to climb.

Waterfall: The waterfall is more difficult to climb up (DC 20), but a DC 5 Acrobatics check allows a PC to jump down into the water without taking damage or landing prone.

Pits: These pits are steep tunnels that descend to the ants' underground hunting area. They level out after 10 feet and require a DC 10 Athletics check to climb out of. However, the saving throw to avoid falling into them when pushed is at -2 due to loose gravel and a slight slope.

Tunnel: The tunnel at the bottom of the map (connecting exit 2 with exit 3) slightly slopes up (towards exit 2). The slope is not significant enough to affect movement.

Bodies: The pile of bodies is difficult terrain, and creatures standing among them take a -2 to attack as they trample the fallen.

Eggs: A large pile of eggs grows in the alcove at the top of the mound as the queen lays faster than her warriors can carry them off. The eggs are easily broken. Any characters entering these squares immediately become the focus of the ants' attacks.

Water: The water is fast moving but shallow. It is difficult terrain.

TACTICS

The hive soldiers and hive workers fight as a single force, and group together to gain the advantage of numbers. If stormed by melee characters, the ants line the cliff-tops and defend against oncoming players. If attacked from long range, the ants charge down the slopes to surround the archers.

The hive queen uses her *acidic cloud* on the first turn, and attempts to keep as many allies within its zone as possible. She uses her *kick* power to knock as many characters from the platform as possible.

The winged drone avoids melee and uses its flight to make as many *flyby* attacks as possible while staying out of range. Once bloodied, it drops its wings and fights on foot.

SCALING THE ENCOUNTER

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

Four PCs: Remove one hive soldier and one hive worker.

Six PCs: Add one winged drone and two hive workers.

ENDING THE ENCOUNTER

The encounter ends when the PCs leave the cavern, choosing exit 1 (area 7), exit 2 (area 11) or exit 3 (area 13).

Note that for each short rest the PCs take after the first one, they either lose one success earned in the skill challenge, or, if they don't have any successes left, earn a failure.

EXPERIENCE POINTS

The characters receive 175 / 245 XP for defeating the monsters. They receive half xp if they flee or are defeated.

TREASURE

One of the dead eladrin still wears a cloak of the surgeon +1 / cape of the mountebank +1.

ENCOUNTER 5: THE HIVE QUEEN STATISTICS (LOW LEVEL)

Moander Tainted Creature	
Resistance necrotic 5	
Moander's Touch	
Any acid damage done by the creature also counts as necrotic damage.	

Hive Soldier		Level 3 Soldier	
Medium natural beast		XP 150	
Initiative +6 Senses Perception +0; low-light vision, tremorsense 10			
HP 46; Bloodied 23; see also <i>death convulsion</i>			
AC 18; Fortitude 16, Reflex 15, Will 12			
Speed 6; climb 6			
m Grasping Mandibles (standard; usable only while the hive soldier does not have a creature grabbed, at-will)			
+10 vs. AC; 1d8 + 3 damage, and the target is grabbed.			
M Acid Sting (standard; at-will) ♦ Acid			
Targets a creature grabbed by the hive soldier; +10 vs. AC; 1d6 + 3 acid damage, and ongoing 5 acid damage (save ends).			
C Death Convulsion (when the hive soldier drops to 0 hit points)			
Close burst 1; targets enemies; +8 vs. Reflex; the target is knocked prone.			
Hive Soldier Frenzy (free, when any giant ant within 10 squares of the hive warrior drops to 0 hit points; at-will)			
The soldier gains a +2 bonus to attack rolls until the end of its next turn.			
Alignment Unaligned		Languages –	
Str 14 (+3)	Dex 17 (+4)	Wis 9 (+0)	Cha 4 (–2)
Con 12 (+2)	Int 2 (–3)	Cha 4 (–2)	

Winged Drone (Level 2)		Level 2 Skirmisher	
Medium natural beast		XP 125	
Initiative +6 Senses Perception +0; low-light vision, tremorsense 10			
HP 39; Bloodied 19			
AC 16; Fortitude 13, Reflex 15, Will 10			
Speed 8; climb 8, fly 8			
m Acid Sting (standard; at-will) ♦ Acid			
+7 vs. AC; 1d6 + 1 acid damage, and ongoing 5 acid damage (save ends).			
M Flyby Attack (standard; at-will)			
The winged drone flies 8 squares and makes one acid sting at any point during that movement. The drone doesn't provoke opportunity attacks when moving away from the target of the attack.			
Shredding Wings (standard; usable only while bloodied; encounter)			
Close blast 2; +7 vs. AC; 3d6 + 3 damage, and the winged drone loses its fly speed until the end of the encounter.			
Alignment Unaligned		Languages –	
Str 14 (+3)	Dex 18 (+5)	Wis 11 (+1)	Cha 4 (–2)
Con 15 (+3)	Int 2 (–3)	Cha 4 (–2)	

Hive Worker		Level 1 Minion Skirmisher	
Medium natural beast		XP 25	
Initiative +0 Senses Perception -1; low-light vision, tremorsense 10			
HP 1; a missed attack never damages a minion.			
AC 15; Fortitude 13, Reflex 13, Will 10			
Speed 6, climb 6, burrow 2 (tunneling)			
m Bite (standard; at-will)			
+6 vs. AC; 4 damage.			
Hive Worker Frenzy (free, when any giant ant within 10 squares of the hive warrior drops to 0 hit points; at-will)			
The hive worker shifts 2 squares.			
Alignment Unaligned		Languages –	
Str 17 (+3)	Dex 15 (+2)	Wis 9 (–1)	Cha 4 (–3)
Con 14 (+2)	Int 2 (–4)	Cha 4 (–3)	

Hive Queen (Level 4)		Level 4 Elite Controller (Leader)	
Large natural beast		XP 350	
Initiative +6 Senses Perception +2; low-light vision, tremorsense 10			
HP 116; Bloodied 58			
AC 18; Fortitude 18, Reflex 15, Will 16			
Immune fear			
Saving Throws +2			
Speed 6; climb 2			
Action Points 1			
m Bite (standard; at-will)			
+9 vs. AC; 1d10 + 4 damage.			
m Kick (minor; at-will)			
Reach 2; +8 vs. Reflex; 3 damage, and the hive queen pushes the target 3 squares.			
M Hive Queen Frenzy (free, when any giant ant within 10 squares of the hive queen drops to 0 hit points; at-will)			
The queen shifts 2 squares and uses kick.			
C Acidic Cloud (standard; encounter) ♦ Acid, Zone			
Close burst 4; the burst creates a zone of caustic gas that lasts until the end of the encounter. Any enemy that starts its turn within the zone takes 2 acid damage for each giant ant within the zone. The zone is centered on the hive queen and moves with her.			
A Acidic Blast (standard; recharge 4-6) ♦ Acid			
Area burst 3 within 10; targets enemies; +6 vs. Will; 1d6 + 2 acid damage, and the target is dazed (save ends). Miss: Half damage.			
Call to Arms (when first bloodied; encounter)			
Four new giant ant hive workers appear and act to defend their queen. Each ant appears within 5 squares of the hive queen, and acts on the queen's initiative count.			
Alignment Unaligned		Languages –	
Str 13 (+3)	Dex 12 (+3)	Wis 11 (+2)	Cha 15 (+4)
Con 18 (+6)	Int 2 (–2)	Cha 15 (+4)	

ENCOUNTER 5: THE HIVE QUEEN STATISTICS (HIGH LEVEL)

Moander Tainted Creature	
Resistance necrotic 5	
Moander's Touch	
Any acid damage done by the creature also counts as necrotic damage.	

Hive Soldier (Level 5)		Level 5 Soldier	
Medium natural beast		XP 200	
Initiative +7 Senses Perception +1; low-light vision, tremorsense 10			
HP 62; Bloodied 31; see also <i>death convulsion</i>			
AC 20; Fortitude 18, Reflex 17, Will 14			
Speed 6; climb 6			
m Grasping Mandibles (standard; usable only while the hive soldier does not have a creature grabbed; at-will)			
+12 vs. AC; 1d8 + 4 damage, and the target is grabbed.			
M Acid Sting (standard; at-will) ◆ Acid			
Targets a creature grabbed by the hive soldier; +12 vs. AC; 1d6 + 5 acid damage, and ongoing 5 acid damage (save ends).			
C Death Convulsion (when the hive soldier drops to 0 hit points)			
Close burst 1; targets enemies; +10 vs. Reflex; the target is knocked prone.			
Hive Soldier Frenzy (free, when any giant ant within 10 squares of the hive warrior drops to 0 hit points; at-will)			
The soldier gains a +2 bonus to attack rolls until the end of its next turn.			
Alignment Unaligned		Languages –	
Str 14 (+4)	Dex 17 (+5)	Wis 9 (+1)	Cha 4 (-1)
Con 12 (+3)	Int 2 (-2)		

Winged Drone		Level 4 Skirmisher	
Medium natural beast		XP 175	
Initiative +6 Senses Perception +0; low-light vision, tremorsense 10			
HP 55; Bloodied 27			
AC 18; Fortitude 15, Reflex 17, Will 12			
Speed 8; climb 8, fly 8			
m Acid Sting (standard; at-will) ◆ Acid			
+9 vs. AC; 1d6 + 2 acid damage, and ongoing 5 acid damage (save ends).			
M Flyby Attack (standard; at-will)			
The winged drone flies 8 squares and makes one acid sting at any point during that movement. The drone doesn't provoke opportunity attacks when moving away from the target of the attack.			
Shredding Wings (standard; usable only while bloodied; encounter)			
Close blast 2; +8 vs. AC; 3d6 + 4 damage, and the winged drone loses its fly speed until the end of the encounter.			
Alignment Unaligned		Languages –	
Str 14 (+4)	Dex 18 (+6)	Wis 11 (+2)	Cha 4 (-1)
Con 15 (+4)	Int 2 (-2)		

Hive Worker (Level 3)		Level 3 Minion Skirmisher	
Medium natural beast		XP 38	
Initiative +1 Senses Perception +0; low-light vision, tremorsense 10			
HP 1; a missed attack never damages a minion.			
AC 17; Fortitude 15, Reflex 15, Will 12			
Speed 6, climb 6, burrow 2 (tunneling)			
m Bite (standard; at-will)			
+8 vs. AC; 5 damage.			
Hive Worker Frenzy (free, when any giant ant within 10 squares of the hive warrior drops to 0 hit points; at-will)			
The hive worker shifts 2 squares.			
Alignment Unaligned		Languages –	
Str 17 (+4)	Dex 15 (+3)	Wis 9 (+0)	Cha 4 (-2)
Con 14 (+3)	Int 2 (-3)		

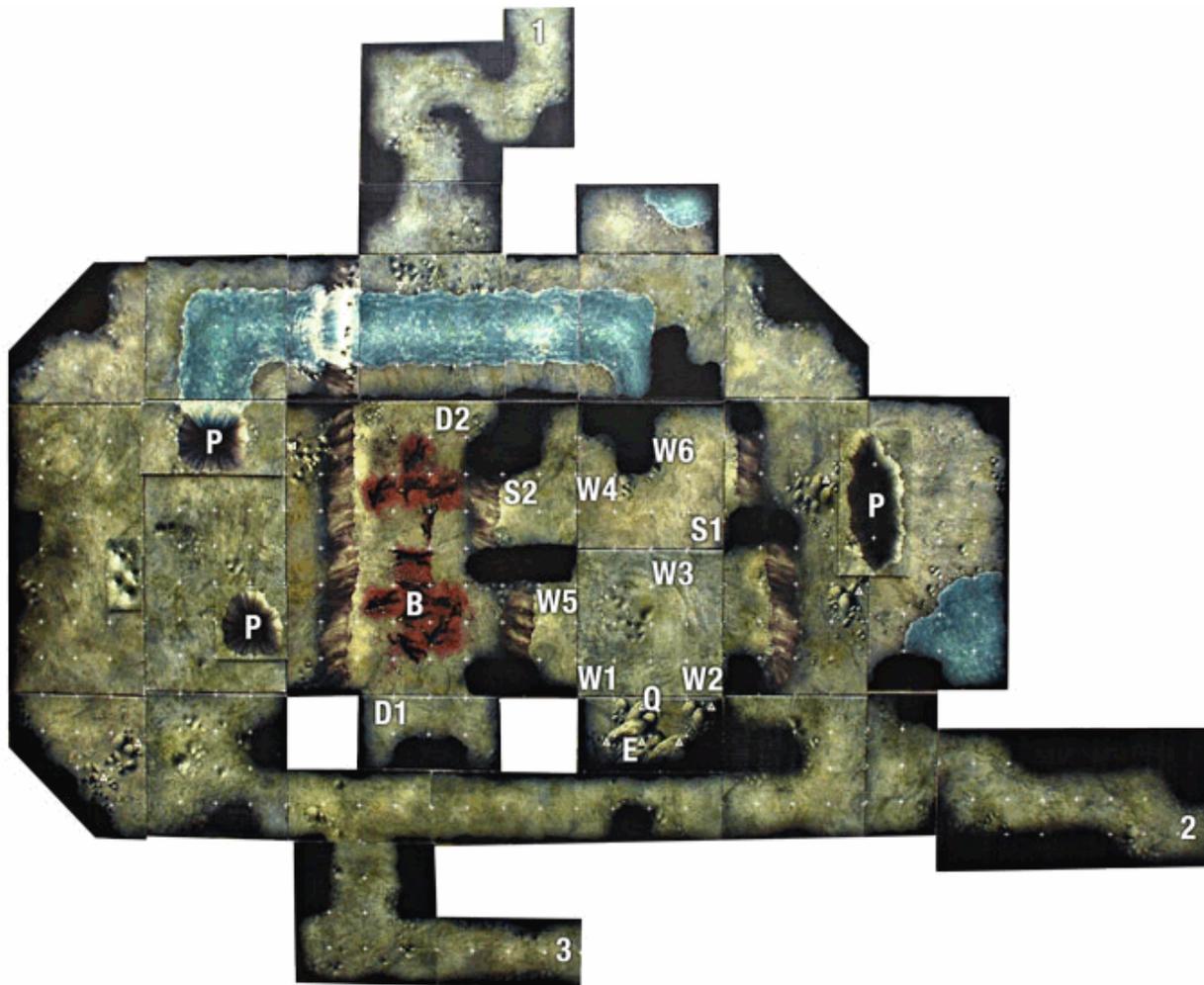
Hive Queen (Level 6)		Level 4 Elite Controller (Leader)	
Large natural beast		XP 500	
Initiative +7 Senses Perception +3; low-light vision, tremorsense 10			
HP 148; Bloodied 74			
AC 20; Fortitude 20, Reflex 17, Will 18			
Immune fear			
Saving Throws +2			
Speed 6; climb 2			
Action Points 1			
m Bite (standard; at-will)			
+11 vs. AC; 1d10 + 5 damage.			
m Kick (minor; at-will)			
Reach 2; +10 vs. Reflex; 4 damage, and the hive queen pushes the target 3 squares.			
M Hive Queen Frenzy (free, when any giant ant within 10 squares of the hive queen drops to 0 hit points; at-will)			
The queen shifts 2 squares and uses kick.			
C Acidic Cloud (standard; encounter) ◆ Acid, Zone			
Close burst 4; the burst creates a zone of caustic gas that lasts until the end of the encounter. Any enemy that starts its turn within the zone takes 3 acid damage for each giant ant within the zone. The zone is centered on the hive queen and moves with her.			
A Acidic Blast (standard; recharge 4-6) ◆ Acid			
Area burst 3 within 10; targets enemies; +8 vs. Will; 1d6 + 3 acid damage, and the target is dazed (save ends). Miss: Half damage.			
Call to Arms (when first bloodied, encounter)			
Four new giant ant hive workers appear and act to defend their queen. Each ant appears within 5 squares of the hive queen, and acts on the queen's initiative count.			
Alignment Unaligned		Languages –	
Str 13 (+4)	Dex 12 (+4)	Wis 11 (+3)	Cha 15 (+5)
Con 18 (+7)	Int 2 (-1)		

ENCOUNTER 5: THE HIVE QUEEN MAP

TILE SETS NEEDED

DU3: Caves of Carnage x1

DT5: Lost Caverns of the Underdark x1



Monsters

D Winged Drone

Q Hive Queen

S Hive Soldier

W Hive Worker

Terrain

P Pits

E Eggs

B Bodies

1 Entrance 1

2 Entrance 2

3 Entrance 3

ENCOUNTER 6: SPECIMEN ROOM

ENCOUNTER LEVEL 1/2 (325/475 XP)

SETUP

This encounter includes the following creatures and traps at the low tier:

- 1 green slime (level 2) (G)
- 4 decrepit skeletons (D)
- 1 grasping dead trap (level 1) (S)

This encounter includes the following creatures and traps at the high tier:

- 1 green slime (G)
- 4 decrepit skeletons (level 3) (D)
- 1 grasping dead trap (S)

This room was once one of the specimen rooms of the Naturalist Guild. Sealed for 700 years during the fall of Myth Drannor, the ants have recently burrowed into this room, ransacking it for their masters and spreading the taint of Moander. The unnatural mold has caused the dead in this area to rise again. Do not place the green slime on the map.

The PCs may enter this room from areas 11, 12, 13 or 15. If they enter from areas 11 or 13, they begin at Entrance 1; if they enter from areas 12 or 15, they begin at Entrance 2. As the adventurers enter the area, once they have enough light to perceive the room, read:

The tunnel ends at a hole in a stone wall that looks into a large room, where the peal of steel-on-steel echoes. Across the room, skeletons appear to be locked in a battle. Amidst the battle are dusty shelves filled with broken jars, and the bones of men and animals litter the floor, along with decaying books and paper. As you enter, an antlered skull mounted on the north wall turns its eyeless gaze toward you.

The skeletons attack immediately. If you are scaling this encounter down, one skeleton kills the other as the fight begins.

- PCs examining the skeletons notice with a DC 15 Nature check that they are eladrin and gnolls.
- After the above check, a DC 20 History check notes their stylized ancient armor date these bodies to the Weeping War of 711 DR and the fall of Myth Drannor.
- The green slime is hiding in a large crack in the ceiling, which the PCs may notice (Perception DC 22 / 23), but the slime itself can only be seen

from directly beneath its location. In this position the slime has total concealment and superior cover.

- The bones are a hodge-podge of animal and humanoid skeletons, although of what species is impossible to determine. Many are only partial corpses.
- The shelves are filled with glass jars. Some are shattered, others filled with piles of dust. A few hold animated insect carapaces that skitter about the glass attempting to escape.
- The specimen tables hold rusted taxidermy equipment, notebooks and display racks, only one of which still contains anything—the segmented vertebrae of what must have been a massive snake.

FEATURES OF THE AREA

Illumination: Total darkness.

Fallen Bookcase: The pile of books on the floor near entrance 1 is the remains of a bookcase that was knocked over when the tunnel was opened. Books and splintered wood are covered in black mold and are more soup than paper. They count as difficult terrain.

Specimen Tables: These low tables are filled with tools and junk. They provide cover and are difficult terrain.

Rubble: Tiles with rubble are fallen stones from digging the tunnels. They are difficult terrain.

Staircase: Originally the only exit to this room, the stairs now end at a collapsed hallway. Excavation is impossible.

TACTICS

The skeletons stand still and use their longbows against the nearest enemy until they are forced into melee. The green slime can drop from its hiding place to its starting position or any square adjacent as a move action. It attempts to engulf the first target that comes within its reach, and then moves on to the easiest target.

The grasping dead target any living creatures (except the ooze) that come near. Make sure the PCs realize that damaging (or exorcizing) the grasping dead makes them less effective. If the dead's attack bonus drops to 0, regardless on whether the exorcism is complete, they stop moving and no longer attack.

SCALING THE ENCOUNTER

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

Four PCs: Remove one decrepit skeleton

Six PCs: Add three decrepit skeletons

ENDING THE ENCOUNTER

The encounter ends when all of the monsters are defeated and the trap is either disabled or avoided. The PCs may choose to leave by either entrance 1 or entrance 2. Both tunnels fork immediately outside this room. For entrance 1, the left fork leads to room 13 and the right fork leads to room 11. For entrance 2, the left fork leads to room 12 and the right fork leads to room 15.

EXPERIENCE POINTS

The characters receive 65 / 95 XP for defeating the monsters. They receive half XP if they flee or are defeated.

TREASURE

While most of the papers and journals have been destroyed, a careful search of the room reveals an alchemical formula book with two formulas still legible: Beastbane and Tracking Dust, as well as several pages of an ancient journal (handout 2). Searching the room requires enough time that it removes a success from the skill challenge (if still applicable), or if the party has no successes, adds a failure.

ENCOUNTER 6: SPECIMEN ROOM STATISTICS (LOW LEVEL)

Green Slime (Level 2)	Level 2 Lurker
Medium natural beast (blind, ooze)	
XP 125	
Initiative +8 Senses Perception +1; blindsight 10, tremorsense 10 HP 31; Bloodied 15 AC 18; Fortitude 21, Reflex 15, Will 18 Immune gaze; Resist 5 acid Vulnerable 5 fire, 5 radiant Speed 4; Climb 4	
m Engulf (standard; at-will) ♦ Acid +5 vs. Reflex; 1d6 + 2 acid damage, and the target is engulfed (save ends). While engulfed, the target takes ongoing 5 acid damage and is restrained. While a target is engulfed, attacks that target the green slime deal half damage to the slime and half damage to the engulfed creature. While it has a creature engulfed, the slime can make attacks only against the engulfed creature.	
Rapid Dissolution A green slime's attacks deal 1d6 extra acid damage to a creature that is taking ongoing acid damage.	
Alignment Unaligned Languages – Skills Stealth +10 Str 11 (+1) Dex 16 (+4) Wis 11 (+1) Con 17 (+4) Int 3 (–3) Cha 1 (–4)	

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

Grasping Dead (Level 1)	Level 1 Obstacle
Trap	
XP 150	
Trap: Every square in this chamber marked with an "S" has a skeleton in it, ready to grasp at creatures passing by.	
Perception DC 17: The skeletons littering the floor seem to stir slightly as you approach.	
Trigger When a creature enters or begins its turn in any square adjacent to a marked skeleton, the trap attacks.	
Attack Opportunity Action Melee Target: Any creature Attack: +8 vs. AC Hit: 1d8 + 1 damage, and the target is grabbed (until escape).	
Countermeasures ♦ The skeletons have Reflex and Fortitude defenses of 13. Use this value when a PC attempts to escape a grab. ♦ Attacking the skeleton in a square can weaken all of them. Each skeleton has AC 14 and resist 9 to all damage. A hit that deals at least 1 point of damage causes the skeletons to take a -1 penalty to attack rolls. This penalty is cumulative. ♦ If the skeleton in a square is hit by an attack that has the radiant keyword, its next attack automatically misses. ♦ A DC 23 Religion check (standard action) allows a character to perform a brief rite that puts the restless dead at ease. Each success provides a -1 penalty to the trap's attack rolls (cumulative). Four successes neutralizes the trap, as long as they are attained before two failures. With a failure, all skeletons make an immediate close burst 1 attack (using the attack and damage listed above).	

ENCOUNTER 6: SPECIMEN ROOM STATISTICS (HIGH LEVEL)

Green Slime	Level 4 Lurker
Medium natural beast (blind, ooze)	
XP 175	
Initiative +9 Senses Perception +2; blindsight 10, tremorsense 10 HP 47; Bloodied 23 AC 20; Fortitude 23, Reflex 17, Will 20 Immune gaze; Resist 5 acid Vulnerable 5 fire, 5 radiant Speed 4; Climb 4	
m Engulf (standard; at-will) ♦ Acid +7 vs. Reflex; 1d6 + 3 acid damage, and the target is engulfed (save ends). While engulfed, the target takes ongoing 5 acid damage and is restrained. While a target is engulfed, attacks that target the green slime deal half damage to the slime and half damage to the engulfed creature. While it has a creature engulfed, the slime can make attacks only against the engulfed creature.	
Rapid Dissolution A green slime's attacks deal 1d6 extra acid damage to a creature that is taking ongoing acid damage.	
Alignment Unaligned Languages – Skills Stealth +11 Str 11 (+2) Dex 16 (+5) Wis 11 (+2) Con 17 (+5) Int 3 (–2) Cha 1 (–3)	

Decrepit Skeleton (Level 3)	Level 3 Minion
Medium natural animate (undead)	
XP 38	
Initiative +3 Senses Perception +3; darkvision HP 1; a missed attack never damages a minion. AC 18; Fortitude 15, Reflex 16, Will 15 Speed 6	
m Longsword (standard; at-will) ♦ Weapon +8 vs. AC; 5 damage	
R Shortbow (standard; at-will) ♦ Weapon Ranged 15/30; +8 vs. AC; 4 damage.	
Alignment Unaligned Languages – Str 15 (+3) Dex 17 (+4) Wis 14 (+3) Con 13 (+2) Int 3 (–3) Cha 3 (–3)	
Equipment arrows (30) and quiver, heavy shield, longsword, shortbow.	

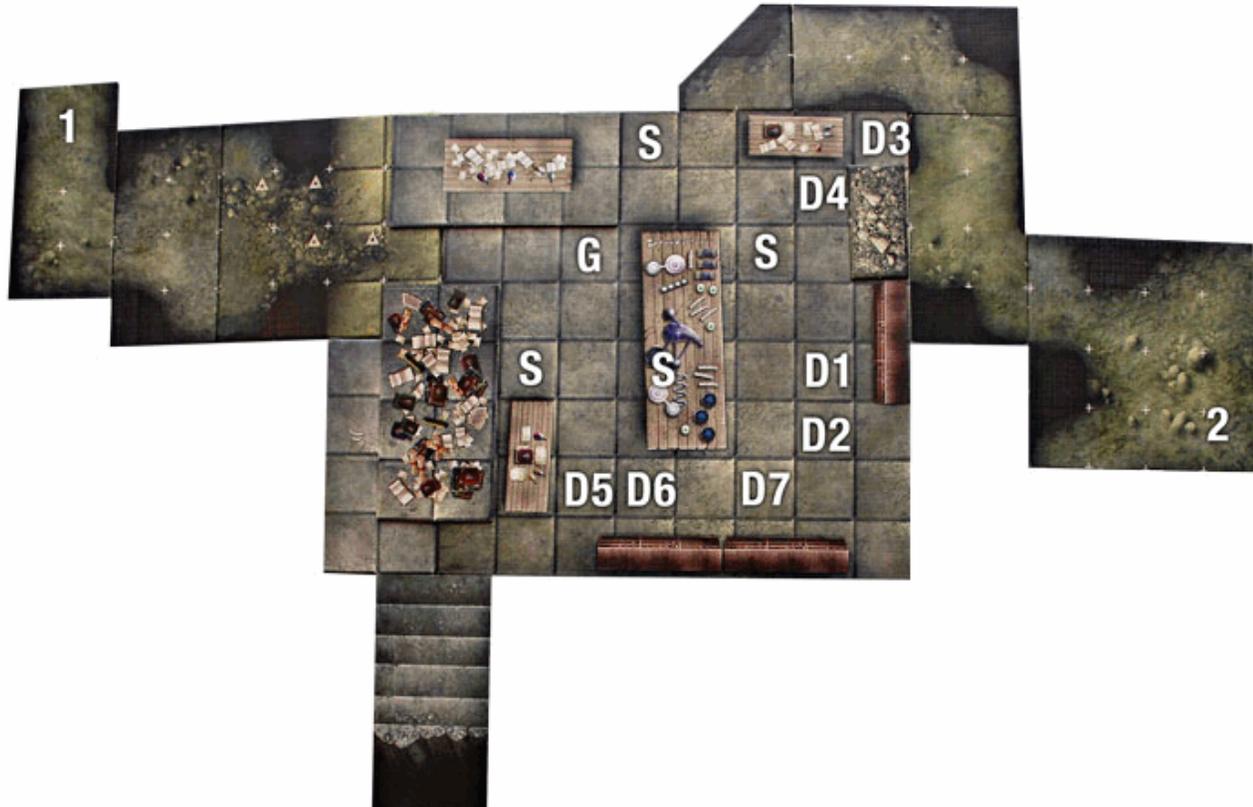
Grasping Dead	Level 3 Obstacle
Trap	
XP 150	
Trap: Every square in this chamber marked with an "S" has a skeleton in it, ready to grasp at creatures passing by.	
Perception DC 18: The skeletons littering the floor seem to stir slightly as you approach.	
Trigger When a creature enters or begins its turn in any square adjacent to a marked skeleton, the trap attacks.	
Attack Opportunity Action Melee Target: Any creature Attack: +10 vs. AC Hit: 1d8 + 2 damage, and the target is grabbed (until escape).	
Countermeasures ♦ The skeletons have Reflex and Fortitude defenses of 15. Use this value when a PC attempts to escape a grab. ♦ Attacking the skeleton in a square can weaken all of them. Each skeleton has AC 16 and resist 9 to all damage. A hit that deals at least 1 point of damage causes the skeletons to take a -1 penalty to attack rolls. This penalty is cumulative. ♦ If the skeleton in a square is hit by an attack that has the radiant keyword, its next attack automatically misses. ♦ A DC 24 Religion check (standard action) allows a character to perform a brief rite that puts the restless dead at ease. Each success provides a -1 penalty to the trap's attack rolls (cumulative). Four successes neutralizes the trap, as long as they are attained before two failures. With a failure, all skeletons make an immediate close burst 1 attack (using the attack and damage listed above).	

ENCOUNTER 6: SPECIMEN ROOM MAP

TILE SETS NEEDED

DU4: Arcane Tower x1

DT5: Lost Caverns of the Underdark x1



Monsters

G Green Slime

D Decrepit Skeleton

Terrain

S Grasping Dead

1 Entrance 1

2 Entrance 2

ENCOUNTER 7: CITADEL OF FUNGI

ENCOUNTER LEVEL 3/5 (700/975 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 myconid rotpriest (R)
- 2 myconid guards (level 2) (G)
- 1 myconid sovereign (S)
- 1 death jump spider (level 2) (D)

This encounter includes the following creatures at the high tier:

- 1 myconid rotpriest (level 5) (R)
- 2 myconid guards (G)
- 1 myconid sovereign (level 6) (S)
- 1 death jump spider (D)

The myconids and spider in this encounter all carry the taint of Moander. This grants them the following additional benefits:

Moander Tainted Creature
Resistance necrotic 5
Moander's Touch
Any poison damage done by the creature also counts as necrotic damage.

This room contains the cause of the trouble. A large tree (which actually grows on a floor above the laboratory) has, over the course of hundreds of years grown its roots into the laboratory. There, it was affected by the black mold that the Guild once studied here. This mold was drawn from the Darkwatch, an area some sages claim is tied to Moander, a dead deity of rot and corruption, which was defeated several times in the history of Cormanthor.

The mold tainted the tree and imbued it with a limited sentience over the long years in which Myth Drannor was abandoned. The mythal long kept its influence dormant, though it affected the vermin that broke into the room, making them susceptible to control.

When the mythal went down, the tree immediately established a connection to the Citadel of Fungi near Moander's Road. Worshippers of Ghanadaur, drawn by the rot to the location, stepped through the temporary connection, eager to feed on the power of the last remaining shred of the dead god. They instantly took control of the vermin, and sent them out to establish territory and retrieve items of power.

When the mythal closes again (likely before the PCs get here) the myconids are trapped, but their control is still maintained. They see the PCs as forerunners of a larger force that they are not able to withstand. They are however determined to sell their hides for a steep price.

As the adventurers enter the area, read:

This room once contained a laboratory. Now, every surface - tables, chairs, and even the two wrought iron cages that likely once held animals - is covered in mold and fungus. Two magic circles were long ago etched in the floor - the glow of its enchantment shines through the mold on top of it.

The ceiling is shattered. Large roots break through the surface. Covered in mold, they seem to move on their own, reaching out as if to grasp at you.

All of this is looked upon with seeming indifference by a group of humanoid fungi -bipedal creatures that mostly resemble walking mushrooms. They eye you almost studiously.

The myconids do not instantly attack. They pretend to be peaceful, hoping to lure the PCs inside, so they can utilize to their best the advantages of the room's terrain. They are utterly heartless though, and not interested in parlay or surrender - though they may pretend to if it lures the PCs closer.

A DC 16/17 Insight check reveals that they have no intention to negotiate.

Once the PCs enter and come within the reach of the roots, or once the PCs attack them, they attack in full force. In either case, nobody gains a surprise advantage.

FEATURES OF THE AREA

Illumination: The strange glow permeates the entire room, and counts as dim light.

Ceiling: The ceiling is fifteen feet high. The roots of the tree extend a full ten feet when uncoiled.

Corrupted Tree Roots: The tainted tree's roots sway and grasp at any creatures that come into range, except any creatures that carry Moander's taint (which includes all the hive's vermin and the myconids). Any target that enters or starts its turn in the area marked by the box is lashed at by the roots, which are covered in sticky goo. +4/+5 vs. Reflex: the creature is restrained (save ends).

If the PCs failed to find Ervaen in time, they earned Moander's favor, and are not attacked.

The Elder Eye: A 4 x 4 square contains a painted eye, a holy symbol devoted to Ghanadaur. A non-plant creature that starts its turn in the area is weakened until

then end of its turn. This effect affects the spider, which avoids the area.

Furniture: Furniture is blocking terrain. The tables can be turned over to provide cover. With a DC 10 Athletics check, a creature can jump on the table as part of a move action.

Cages: These are blocking terrain. However, the sides facing the eye are open, allowing creatures to be pushed or slid inside. The cages were meant for animals - they close and lock with sliding bars.

A person outside can lock or unlock the cage as a minor action. A person inside cannot reach well, and can only lock or unlock the cage as a standard action.

Magic circles: These circles once served as wards by the Guild to help them train animals. An animal cannot enter these areas or reach into them. This affects not only animal companions, but also the spider. A DC 15 Arcana or Nature check can identify the purpose of the circles as a free action.

TACTICS

The deathjump spider hides in a corner, waiting for a sign from its masters to jump the PCs. It uses death from above to target the closest PC it can reach that is not in the magic circle (since it can't reach inside that area), flanking it if possible. It avoids the area containing Moander's eye unless the myconids command it to.

The myconids guards move to a position where they face several PCs, then use their *pacification spores* to hamper them. They proceed to use *spiny strike* to beat the PCs into submission.

The myconid rotpriest tries to stay back and uses its *decomposing spray* to damage the PCs. If a myconid ally takes damage, it takes half of it as the ally uses *roots of the colony*, expecting for Moander's taint to negate most of it. It meanwhile uses *sacrifice for the colony* to help the myconids guards against PC attacks, relying on its regeneration to heal back any damage it takes.

The myconid sovereign moves in melee, using *spore burst*, then continuing with its *slam* attack until the *spore burst* recharges.

All creatures fight till the death.

SCALING THE ENCOUNTER

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

Four PCs: Remove one myconid guard.

Six PCs: Add one myconid guard

ENDING THE ENCOUNTER

Once the myconids are defeated, the PCs can investigate the room. The tunnels sprouting from the room all end in dead ends, though the right tunnel also contains a winding stair. If the PCs follow it, they come into the remains of a higher room, which was once open to the sky but is now closed off by huge slabs of stone and plants. In one corner stands the stump of an enormous, dead tree covered in mold. It is the roots of this tree that dig into the laboratory below. The PCs likely do not have the time to kill the tree - it is too interwoven with the structure - but if they report it to the eladrin, arrangements are made to have it destroyed.

Interrogating any surviving myconids (if the PCs left then alive) proves futile. The myconids do not only lack an understandable language but are also insane - they are impossible to communicate with.

Any thorough investigation or short rests take time and removes a success from the skill challenge (if still applicable), or if the party has no successes, adds a failure.

EXPERIENCE POINTS

The characters receive 140 / 195 XP for defeating the monsters. They receive half xp if they flee or are defeated.

TREASURE

The myconids had gathered various items from around the laboratory, especially lore items that the Guild once salvaged on its excursions.

One such item is a strange sandstone slab that looks like a fragment from a large tablet. It is covered in runes, but it is impossible to make out what it says. PCs who take this item gain **SPEC16 Memorial Tablet - Fragment #1**

ENCOUNTER 7: CITADEL OF FUNGI STATISTICS (LOW LEVEL)

Moander Tainted Creature	
Resistance necrotic 5	
Moander's Touch	
Any poison damage done by the creature also counts as necrotic damage.	

Myconid Guard (Level 2)		Level 2 Soldier	
Medium fey humanoid (plant)		XP 125	
Initiative +4	Senses Perception +2 tremorsense 10		
HP 40; Bloodied 20			
AC 16; Fortitude 15, Reflex 14, Will 12			
Speed 6			
m Spiny Strike (standard; at-will)			
+9 vs. AC; 2d6 + 2 damage			
C Pacification Spores (standard; encounter) ♦ Poison			
Close burst 1; +7 vs. Will; 1d6 + 2 poison damage, and the target cannot take a standard action until the end of the myconid guard's next turn.			
Roots of the Colony (free, when the myconid guard is hit by an attack while a myconid ally is within 5 squares of it; at-will)			
The myconid guard takes half damage from the attack, and the myconid ally takes the same amount of damage.			
Alignment Unaligned		Languages –	
Str 18 (+5)	Dex 16 (+4)	Wis 12 (+2)	
Con 16 (+4)	Int 8 (+0)	Cha 10 (+1)	

Myconid Rotpriest		Level 3 Brute (Leader)	
Medium immortal humanoid (plant)		XP 150	
Initiative +2	Senses Perception +3; tremorsense 10		
HP 48; Bloodied 24			
Regeneration 5			
AC 15; Fortitude 16, Reflex 13, Will 16			
Vulnerable radiant (if the myconid rotpriest takes radiant damage, its regeneration does not function until the end of the rotpriest's next turn)			
Speed 5			
m Stipe Staff (standard; at-will) ♦ Weapon			
+6 vs. AC; 2d10 + 3 damage.			
C Decomposing Spray (standard; at-will) ♦ Necrotic			
Close burst 3; +6 vs. Fortitude; 1d10 + 3 necrotic damage.			
C Life Burst (when reduced to 0 hit points) ♦ Healing			
Close burst 1; targets living creatures; the target regains 10 hit points.			
Roots of the Colony (free, when the myconid rotpriest is hit by an attack while a myconid ally is within 5 squares of it; at-will)			
The rotpriest takes half damage from the attack, and the myconid ally takes the same amount of damage.			
Sacrifice for the Colony (free, when a myconid ally uses roots of the colony to deal damage to the myconid rotpriest; at-will)			
The rotpriest takes the damage dealt to the ally, and the ally takes none.			
Alignment Unaligned		Languages –	
Str 10 (+1)	Dex 12 (+2)	Wis 15 (+3)	
Con 18 (+5)	Int 10 (+1)	Cha 18 (+5)	
Equipment quarterstaff			

Myconid Sovereign		Level 4 Controller (Leader)	
Large fey humanoid (plant)		XP 175	
Initiative +2	Senses Perception +0; tremorsense 10		
HP 58; Bloodied 29			
AC 18; Fortitude 18, Reflex 14, Will 15			
Speed 6			
m Slam (standard; at-will)			
+9 vs. AC; 2d6 + 3 damage.			
C Spore Burst (standard; recharge 4-6) ♦ Poison			
Close blast 3; targets nonplants; +8 vs. Will; 1d8 + 3 poison damage, and the target is dazed until the end of the myconid sovereign's next turn.			
C Commanding Spores (standard; at-will)			
Close burst 5; targets one plant ally in burst; the target shifts 1 square.			
Roots of the Colony (free, when the myconid sovereign is hit by an attack while a myconid ally is within 5 squares of it; at-will)			
The myconid sovereign takes half damage from the attack, and the myconid ally takes the same amount of damage.			
Alignment Unaligned		Languages –	
Str 7 (0)	Dex 11 (+2)	Wis 8 (+1)	
Con 18 (+6)	Int 7 (0)	Cha 12 (+3)	

Deathjump Spider (Level 2)		Level 2 Skirmisher	
Medium shadow beast (spider)		XP 125	
Initiative +7	Senses Perception +8; tremorsense 5		
HP 39; Bloodied 19			
AC 18; Fortitude 15, Reflex 16, Will 14			
Resist 5 poison			
Speed 6, climb 6 (Spider climb)			
m Bite (standard; at-will) ♦ Poison			
+4 vs. AC; 2d6 + 2 damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).			
M Death From Above (standard; at-will) ♦ Poison			
The deathjump spider leaps at its prey, shifting 6 squares and making a bite attack. On a hit, it deals an extra 1d6 damage and also knocks the target prone.			
Prodigious Leap (move, encounter)			
The deathjump spider shifts 10 squares.			
Soft Fall			
The deathjump spider ignores the first 30 feet when determining damage from a fall.			
Alignment Unaligned		Languages –	
Skills Athletics +10, Stealth +11			
Str 17 (+4)	Dex 18 (+5)	Wis 14 (+3)	
Con 15 (+3)	Int 1 (-4)	Cha 8 (+0)	

ENCOUNTER 7: CITADEL OF FUNGI STATISTICS (HIGH LEVEL)

Moander Tainted Creature	
Resistance necrotic 5	
Moander's Touch	
Any poison damage done by the creature also counts as necrotic damage.	

Myconid Guard		Level 4 Soldier	
Medium fey humanoid (plant)		XP 175	
Initiative +5	Senses Perception +3; tremorsense 10		
HP 56; Bloodied 28			
AC 18; Fortitude 17, Reflex 16, Will 14			
Speed 6			
m Spiny Strike (standard; at-will)			
+11 vs. AC; 2d6 + 3 damage			
C Pacification Spores (standard; encounter) ♦ Poison			
Close burst 1; +9 vs Will; 1d6 + 3 poison damage, and the target cannot take a standard action until the end of the myconid guard's next turn.			
Roots of the Colony (free, when the myconid guard is hit by an attack while a myconid ally is within 5 squares of it; at-will)			
The myconid guard takes half damage from the attack, and the myconid ally takes the same amount of damage.			
Alignment Unaligned		Languages –	
Str 18 (+6)	Dex 16 (+5)	Wis 12 (+3)	
Con 16 (+5)	Int 8 (+1)	Cha 10 (+2)	

Myconid Rotpriest (Level 5)		Level 5 Brute (Leader)	
Medium immortal humanoid (plant)		XP 200	
Initiative +3	Senses Perception +4; tremorsense 10		
HP 68; Bloodied 34			
Regeneration 5			
AC 17; Fortitude 18, Reflex 15, Will 18			
Vulnerable radiant (if the myconid rotpriest takes radiant damage, its regeneration does not function until the end of the rotpriest's next turn)			
Speed 5			
m Stipe Staff (standard; at-will) ♦ Weapon			
+8 vs. AC; 2d10 + 4 damage.			
C Decomposing Spray (standard; at-will) ♦ Necrotic			
Close burst 3; +8 vs Fortitude; 1d10 + 4 necrotic damage.			
C Life Burst (when reduced to 0 hit points) ♦ Healing			
Close burst 1; targets living creatures; the target regains 10 hit points.			
Roots of the Colony (free, when the myconid rotpriest is hit by an attack while a myconid ally is within 5 squares of it; at-will)			
The rotpriest takes half damage from the attack, and the myconid ally takes the same amount of damage.			
Sacrifice for the Colony (free, when a myconid ally uses roots of the colony to deal damage to the myconid rotpriest; at-will)			
The rotpriest takes the damage dealt to the ally, and the ally takes none.			
Alignment Unaligned		Languages –	
Str 10 (+2)	Dex 12 (+3)	Wis 15 (+4)	
Con 18 (+6)	Int 10 (+2)	Cha 18 (+6)	
Equipment quarterstaff			

Myconid Sovereign (Level 6)		Level 6 Controller (Leader)	
Large fey humanoid (plant)		XP 250	
Initiative +3	Senses Perception +1; tremorsense 10		
HP 74; Bloodied 37			
AC 20; Fortitude 20, Reflex 16, Will 17			
Speed 6			
m Slam (standard; at-will)			
+11 vs. AC; 2d6 + 4 damage.			
C Spore Burst (standard; recharge 4-6) ♦ Poison			
Close blast 3; targets nonplants; +10 vs. Will; 1d8 + 4 poison damage, and the target is dazed until the end of the myconid sovereign's next turn.			
C Commanding Spores (standard; at-will)			
Close burst 5; targets one plant ally in burst; the target shifts 1 square.			
Roots of the Colony (free, when the myconid sovereign is hit by an attack while a myconid ally is within 5 squares of it; at-will)			
The myconid sovereign takes half damage from the attack, and the myconid ally takes the same amount of damage.			
Alignment Unaligned		Languages –	
Str 7 (+1)	Dex 11 (+3)	Wis 8 (+2)	
Con 18 (+7)	Int 7 (+1)	Cha 12 (+4)	

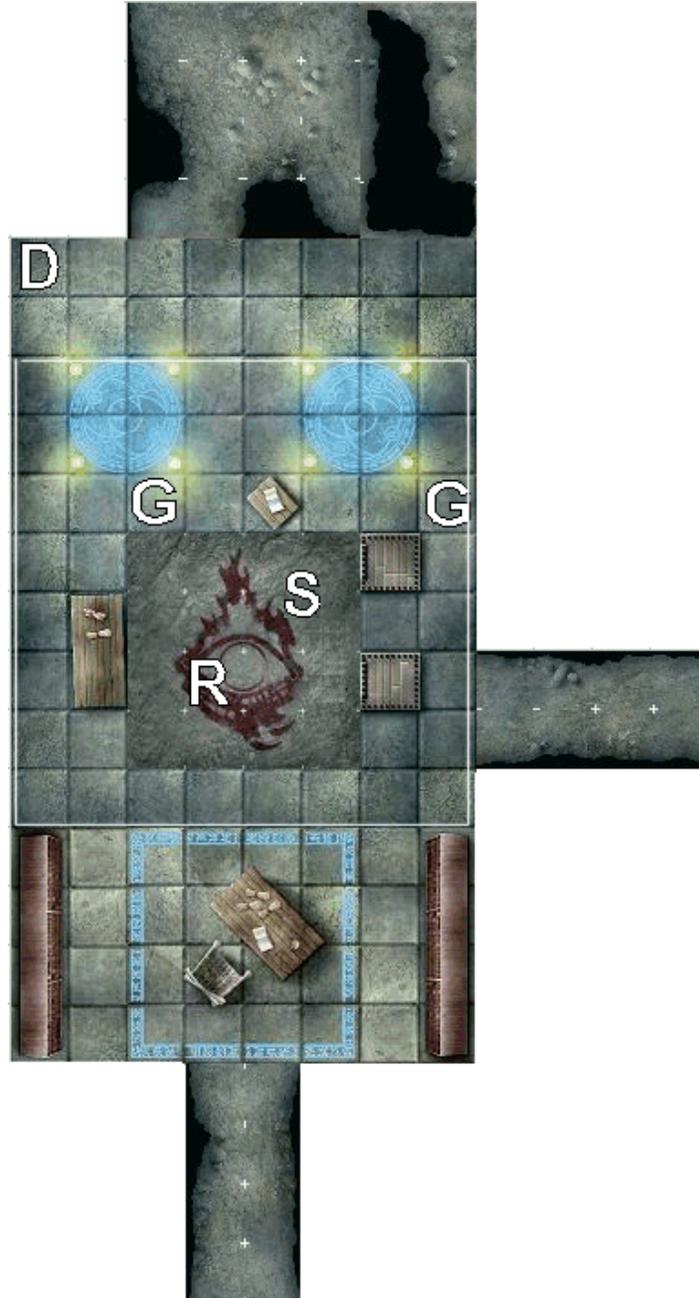
Deathjump Spider		Level 4 Skirmisher	
Medium shadow beast (spider)		XP 175	
Initiative +8	Senses Perception +9; tremorsense 5		
HP 55; Bloodied 27			
AC 20; Fortitude 17, Reflex 18, Will 16			
Resist 5 poison			
Speed 6, climb 6 (Spider climb)			
m Bite (standard; at-will) ♦ Poison			
+6 vs. AC; 2d6 + 3 damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).			
M Death From Above (standard; at-will) ♦ Poison			
The deathjump spider leaps at its prey, shifting 6 squares and making a bite attack. On a hit, it deals an extra 1d6 damage and also knocks the target prone..			
Prodigious Leap (move, encounter)			
The deathjump spider shifts 10 squares.			
Soft Fall			
The deathjump spider ignores the first 30 feet when determining damage from a fall.			
Alignment Unaligned		Languages –	
Skills Athletics +10, Stealth +11			
Str 17 (+5)	Dex 18 (+6)	Wis 14 (+4)	
Con 15 (+4)	Int 1 (-3)	Cha 8 (+1)	

ENCOUNTER 7: CITADEL OF FUNGI MAP

TILE SETS NEEDED

DT5: Lost Caverns of the Underdark x1

Arcane Corrdors x1



Monsters

D Deathjump Spider

G Myconid Guard

S Myconid Sovereign

R Myconid Rotpriest

ENCOUNTER 8: COLLAPSE

Run this encounter when the PCs decide to turn back, or when they run out of time in a timed environment.

A soft rumble can be heard through the colony tunnels. Sand and small rocks drop from the ceiling above, and it feels like the ground is trembling.

The tremors subside for a few seconds, only to start again, heavier this time.

When the mythal became active again, the brief surge of magic destabilized the earthen structure of the colony. Over the past hour, the structure has steadily weakened while the vermin continued their digs, and the upper nest is now in danger to collapsing.

The PCs have a short amount of time to get out before the tunnels collapse on them. You can make this dramatic, with tunnels collapsing behind them, large groups of ants fleeing through smaller tunnels to the lower nest, or breaking through tunnel walls, offering possible short cuts for the PCs.

The PCs should not really have trouble getting out - if they make poor decisions and instead delay deeper into the nest, they eventually end up in the Underdark. From there, a other tunnels eventually lead them to the surface - though that may take them several hours - or even days, if they make very bad decisions. In the end, they should be able to find their way back to Myth Drannor.

CONCLUSION

Once the PCs leave the colony, they find that in their absence, more ants have moved into the streets, where they were dispatched by Ynendre Ulondarr and her guards.

Night has fallen when you return from the dungeons. All over the city, lights have been lit - candles, torches and lanterns.

The streets around the halls are filled with dead vermin, struck down by sword or arcane power. Here and there, a group of eladrin guards check the vermin for signs of life.

Ynendre Ulondarr approaches and hails you.

Ynendre greets the PCs, and asks them of their findings in the colony. She knows whether Ervaen was sent home with her bracelet, and reports about his condition: he is save at the Ulondarr estate, though if the PCs failed to find him in good health, she also reports that a strange malady affects him. The priests of Sehanine

Moonbow (the eladrin name for the moon goddess Selûne) are looking after him.

If any PCs are wounded, she immediately arranges for healers.

Ynendre is sure to bring the PCs good work to the attention of coronal Ilsevele Miritar, who rewards them well.

If the PCs brought back Ervaen in good health, they earn **SPEC14 Favor of House Audark**. Otherwise, they earn **SPEC15 Taint of Moander**.

PCs who searched the laboratory found a strange fragment of a tablet, and earn **SPEC16 Memorial Tablet - Fragment #1**.

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.

Encounter 2: Finding Ervaien
20 / 30 XP

Encounter 3: Hive Entrance
130 / 180 XP

Encounter 4: Tunnels
150 / 205 XP

Encounter 5: The Hive Queen
175 / 245 XP

Encounter 6: Specimen Room
65 / 95 XP

Encounter 7: Citadel of Fungi
140 / 195 XP

Minor Quest: Saving Ervaien
20 / 25 XP

Total Possible Experience
563 / 788 XP (583 / 813 xp with minor quest xp)

Gold per PC
115 / 150 gp
(Encounter 3: 80 / 100 gp, Encounter 4: 35 / 50 gp)

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: A weapon, implement, or armor of level 3 or lower of your choice from a player legal source (low-level version only)
Found in Conclusion

Bundle B: *cloak of the surgeon* +1 (low-level version only; level 3; *Adventurer's Vault*)
Found in Encounter 5

Bundle C: *battle standard of might* (level 4; *Adventurer's Vault*)
Found in Encounter 3

Bundle D: *ironskin belt* (level 5; *Adventurer's Vault*)
Found in Encounter 2

Bundle E: *cape of the mountebank* +1 (high-level version only; level 5; *Adventurer's Vault*)
Found in Encounter 5

Bundle F: A weapon, implement, or armor of level 5 or lower of your choice from a player legal source (high-level version only)
Found in Conclusion

Bundle G: alchemical formula: *Beastbane and Tracking Dust*
Found in Encounter 6

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 healing* plus 0 / 25 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 50 / 75 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. Normally, if a PC earns three awards, they may only have 2 of them and must pick which two they want before ending the session (exceptions to this will be noted in the story award text).

SPEC14 Favor of House Audark

You recovered Ervaien Audark in good health. His parents are grateful, and Ilsevele Miritar, coronal of Myth Drannor, has praised your heroics. You earn respect in the eladrin kingdoms of Myth Drannor.

If this is third special recognition by an eladrin kingdom (similarly worded story awards) the coronal instead offers you the title Sha'Quessir, elf-friend. If accepted, you become a full citizen of the eladrin kingdoms of the Forgotten Realms (Evereska or Myth Drannor) with all the attached privileges and duties. An eladrin or elf instead is offered the title of Knight of Myth Drannor.

SPEC15 Taint of Moander

You have failed to keep the taint of Moander from Ervaien Audark. The Darkbringer may be a dead god, his corrupted influence is still felt, and your failure has earned you the undesired attention of dark forces.

You feel strangely drawn to places that were once sacred to Moander, and occasionally have disturbing dreams of a dark place, full of twisted dead trees and dark shadows that move on their own.

Whatever may come from this is unknown... but it can't be good.

SPEC16 Memorial Tablet - Fragment #1

You found a fragment of a sandstone tablet chiseled with ancient runes. The runes, which look like ancient, twisted elven runes, are impossible to decipher - some kind of magic thwarts any attempt to read the

inscriptions. Perhaps, if you find more fragments of this tablet, the tale behind it will one day be made known.

ADVENTURE QUESTIONS

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

1. Did the PCs save Ervaien?
 - a. Yes, they saved him, and he returned in good health
 - b. Yes, they saved him, but Moander tainted him
 - c. No
2. Did the PCs find the Queen?
 - a. Yes, they found her and defeated her
 - b. Yes, but they fled, were defeated, or avoided her
 - c. No
3. Did the PCs find the myconids?
 - a. Yes, they found them and defeated them
 - b. Yes, but they fled or were defeated,
 - c. No
4. Did the PCs find the fragment of the tablet?
 - a. Yes
 - b. No
5. Did the PCs find the Guild journal?
 - a. Yes
 - b. No

NEW RULES

Battle Standard of might

Level 4

This flag is marked with martial runes that inspire strength in you and your allies.

Lvl 4 680 gp

Wondrous Item

Power (Encounter, Zone): Standard Action. When you plant the battle standard in your space or an adjacent square, it creates a zone in a close burst 5. While within the zone, you and your allies gain a +1 power bonus on damage rolls.

This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.

Reference: *Adventurer's Vault*

Beastbane

Level 4

This rod of fast-burning incense creates a haze of smoke that holds beasts at bay.

Lvl 4 160 gp

Alchemical item

Power (Consumable, Zone): Standard Action. Make an attack: Close burst 1; targets beasts only; +10 vs. Fortitude; the burst creates a zone, and targets that are hit slide to the closest square outside the zone. The zone lasts until the end of the encounter, and beasts that move into an affected square or begin their turn in an affected square are subject to the same attack from the beastbane.

Reference: *Adventurer's Vault*

Cape of the Mountebank

Level 5

With a flourish of this silk-hemmed garment, you transport out of harm's way.

Lvl 5 1,000 gp

Item Slot: Neck

Property (Daily, Teleportation): Immediate Reaction. Use this power when you are hit by an attack. Teleport 5 squares and gain combat advantage against the attacker until the end of your next turn.

Reference: *Adventurer's Vault*

Cloak of the Chirurgeon

Level 4

This garment gives you the confidence and knowledge to assuage an ally's pain.

Lvl 4 680 gp

Item Slot: Neck

Property: Gain an item bonus to Heal checks equal to the enhancement bonus of this cloak.

Property (Daily): Minor Action. An adjacent ally regains 1 healing surge already spent today.

Reference: *Adventurer's Vault*

Tracking Dust

Level 4

The fine grains of this silvery powder can reveal the subtlest tracks.

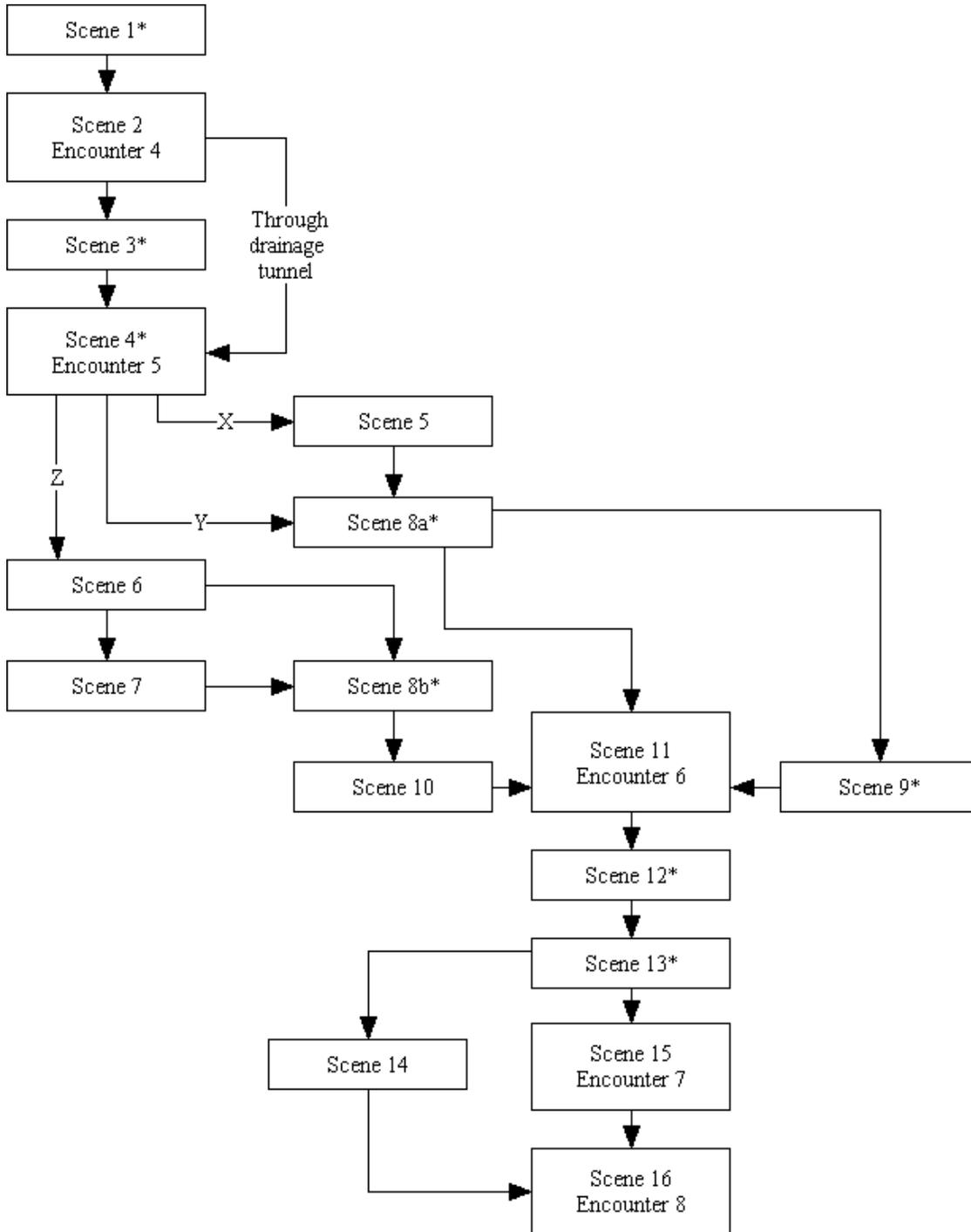
Lvl 4 40 gp

Alchemical item

Power (Consumable, Zone): Standard Action. The tracking dust creates a zone of 5 contiguous squares. In areas where the dust is spread, Perception checks to track can be made with a total +7 bonus; use this modifier instead of your normal check modifiers. Tracking dust can be detected with a DC 20 Perception check, and its effects lasts for 1 hour.

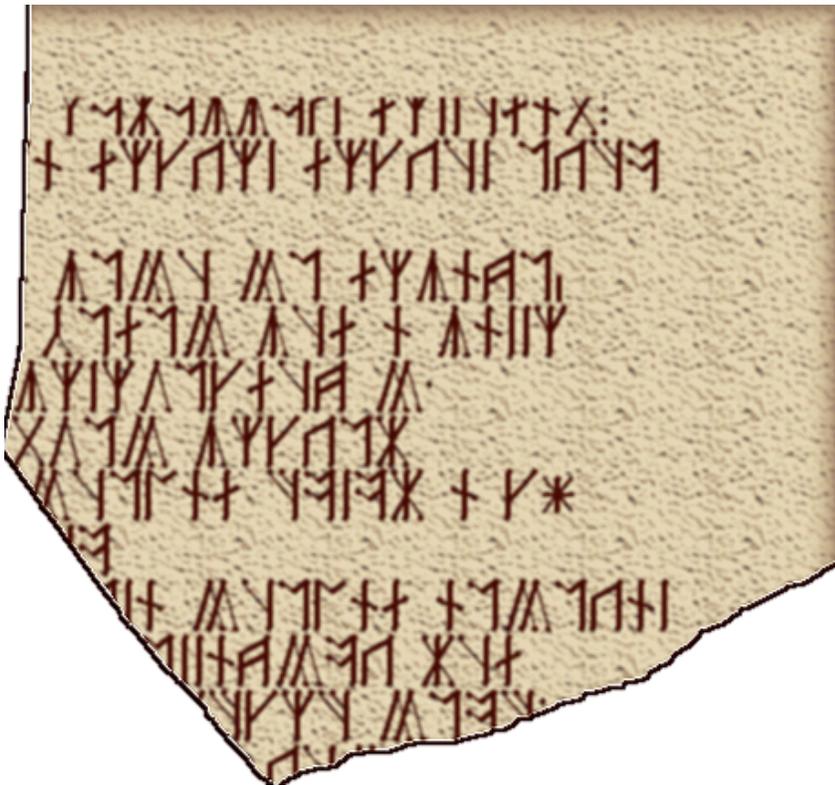
Reference: *Adventurer's Vault*

APPENDIX I: ADVENTURE FLOWCHART



This flowchart lists the scenes PCs may encounter depending their choices (provided they do not backtrack) A * denotes a scene that contains a skill challenge.

PLAYER HANDOUT 1: FRAGMENT OF THE SHATTERED TABLET



PLAYER HANDOUT 2: A ROTTING JOURNAL

This journal is largely illegible as its pages are eaten away by mold and water damage. The few pages that have been preserved prattle in excruciating detail about the vermin and mold species native to Myth Drannor, their habitats, diets and activities. In addition is the following, partial text of what appears to be the final entry:

...have discovered deep in the ... pieces of a fallen log that contains the most peculiar black mold. It is unlike any I have ... in my career. It emits a foul odor and gives me a decidedly bad feeling, although I cannot place why. ... it in the lab for further study. It faired poorly in the specimen room, as it seems to spread quickly.

My animals react poorly to the mold. It is hard to contain. Resea...may he tracked down to a...n as the Citadel of Fungi. Does this come from Moander's grave? It is both fascinating and horrifying ... it be made into a weapon against t... of darkness?

Word is an ... fast approaching. Myth Drannor may be besieged within the month. While I have no fear for my safety, I hope to find a containment ritual before the battle starts, as they may need my work above and it would not do to have this taint go out of control...