# GHOSTS OF THE PAST: DARK PORTAL

## A DUNGEONS & DRAGONS® *LIVING FORGOTTEN REALMS* SPECIAL 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 11 - 14.

# RPGA® SANCTIONED PLAY

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

To sanction an RPGA event, you must be enrolled in the Wizards Play Network (or WPN for short). Information on enrolling in the program can be found at www.wizards.com/wpn. The person who sanctions the event, called the organizer, is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and gets reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the organizer is also the table DM. You don't have to be enrolled in the Wizards Play Network to run this adventure if you are not the organizer.

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

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

To learn more about RPGA event sanctioning and DM REWARDS, visit the RPGA website at www.wizards.com/rpga.

## PREPARING FOR PLAY

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

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

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

# READING MONSTER STAT BLOCKS

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

# IMPORTANT DM INFORMATION

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

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

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

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

adventures are designed to be played within 3.5 – 4 hours; try to be very aware of running long or short. Adjust the pacing accordingly.

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

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

## APPROPRIATE CHARACTER LEVELS

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

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

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

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

## FAILING TO DEFEAT AN ENCOUNTER

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

## CHARACTER DEATH

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

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

## Milestones

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give out experience points do not count for purposes of reaching a milestone.** Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

## Lasting Effects

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

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

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

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

## Adventure Background

In the ancient past, Myth Drannor was the capital of the eladrin kingdom Cormanthyr. In 708 DR, an army of fiends attacked Cormanthyr, and Myth Drannor was razed in the subsequent 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 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.

### The Dark Portal

The high mages have located a malfunctioning portal to the Shadowfell deep within the ruins of the city. While the power of the mythal keeps the portal from functioning, the high mages have detected powerful bursts of arcane energy emitting from the portal's counterpoint in the Shadowfell. To a trained arcanist, these bursts are as easy to notice as flares in the night. The high mages hypothesized that a powerful enough individual could somehow use the portal to attack the mythal itself.

With the support of Ilsevele, the high mages have resolved to close the portal. However, the portal's destruction must be orchestrated from both Myth Drannor as well as its counterpoint in the Shadowfell. Thus, the eladrin have hired adventurers to travel through and complete the task on the Shadowfell while the high mages keep the mythal suppressed and focus on keeping the city safe from attack.

### Shazryl, the Alhoon Lich

During the centuries that Myth Drannor was shrouded in darkness, an alhoon lich named Shazryl moved its lair from a despoiled tower in the Shadowfell to one of the ruins in the city so that it could be closer to the artifacts it sought after.

However, Shazryl maintained a portal to its prior home in its new lair in case it ever needed an easy escape.

In Ilsevele Miritar's final push to cleanse the city of evil, the eladrin infiltrated Shazryl's lair, forced it through its own portal and destroyed it in the Shadowfell. The restoration of the mythal produced the unfortunate side effect of blocking Shazryl's spirit from its phylactery, which remains hidden within Myth Drannor. For centuries, Shazryl has roamed its tower in spirit form, scheming to activate the portal back to Myth Drannor so that it may once again take form.

Shazryl's vile thralls, many of whom now serve it in death as they did in life, still dwell within the tower, guarding what remains of Shazryl's physical being – a disembodied brain of significant power.

Ilsevele's bold move has created the opportunity that Shazryl has long awaited. If he can only hold off the inevitable adventurer intruders long enough for one of his devious thralls to return through the portal with his phylactery, his first meal in nearly a century will be a most delicious one.

## THE TOWER

Centuries ago, Shazryl's tower in the Shadowfell belonged to an order of Jergali priests who specialized in combating or commanding the undead known as the Companions of the Pallid Mask. They eliminated undead creatures whose existence was not sanctioned by the church or who had proved to be troublesome. They also supervised non-sentient undead work crews that the church sometimes ran for profit long ago.

Jergal (JER-gull), Lord of the End of Everything, is responsible for keeping records on the final disposition of all the spirits of the dead. One of the oldest deities of the Realms, Jergal was Myrkul's and Kelemvor's predecessor as Lord of the Dead.

In the early 14th century DR, Shazryl invaded the tower with a large force of thralls and non-sentient undead, killing the majority of the Companions, and turning many others into new thralls.

## 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. Bear in mind that the adventure consists of 4 combat encounters and the players have to keep a steady pace if they hope to finish it in one 4-hour session.

This adventure begins in a ruined citadel beneath the city of Myth Drannor where the PCs arrive at the site of a portal to the Shadowfell. It is assumed that the PCs have come to the city at the request of the coronal herself, Ilsevele Miritar.

After their mission briefing, the PCs enter the portal to the Shadowfell and arrive on the bottom floor of a despoiled tower that once served as a watchtower The PCs are greeted by Shazryl's spirit who speaks with them briefly before disappearing.

The PCs explore the tower, searching for the portal back to Myth Drannor. Their path takes them either through the old smithy, where the PCs fight the twisted creature that was once the tower's blacksmith and his workers, or through the crematorium, where the PCs are attacked by the skeletal remnants of a number of the tower's defenders that had been burned alive by Shazryl's thralls when he claimed the tower. Both paths ultimately lead to a crumbling stairwell that is now the only way to the second floor.

Entering the stairwell, the PCs are again visited by Shazryl's spirit before being assaulted by Zahar, the ghost of the tower's guard captain, and his ghostly soldiers. At the start of the combat, Shazryl's spirit exerts what little influence it has over the living to hamper the PCs. After reaching the top of the stairwell, the PCs again have to choose their path. They may either make their way through the tower's common room, which is guarded by a powerful golem and a number of forsaken shells, or travel through the shrine that was at one time dedicated to Jergal, now the prison of Horiam the high priest and his ghoul alter-ego, the result of one of Shazryl's gruesome experiments. Again, both paths lead to the opposite stairwell which leads to the tower summit where Shazryl's most fanatical thrall, Lucyan, has preserved the last remnant of Shazryl's physical being – his disembodied brain.

The PCs find the portal back to Myth Drannor on the tower summit, which also served as Shazryl's study, and defeat Shazryl's brain, Lucyan, and a number of undead parts over which Shazryl's spirit still has control.

Finally, the PCs use the ritual given to them by Ilsevele to trigger the destruction of the portal before escaping back to Myth Drannor in triumph.

## PLAYER'S INTRODUCTION

*Your footsteps echo throughout the halls of the old citadel as your eladrin guides lead you deeper*

*underground. The dank tunnels provide a stark contrast to the beautiful, canopied realm above.*

*Having arrived in Myth Drannor less than a day ago in response to a call for aid from the coronal herself, you've had little time to take in the majesty of the Cormanthor forest. What little you saw passed by all too quickly as your guides hurried you through the high forest, beneath its whispering boughs before steering you down a hidden path that led to the ruins of an ancient citadel concealed beneath the forest floor.*

*Eventually, your band arrives at the threshold of a large chamber, its heavy stone doors standing open before you. An immense, gaping portal floats just above the floor at the center of the chamber, a hazy window to another realm. The chamber's walls are lined with guards; spears at the ready as eight robed eladrin surround the portal, focusing on it silently. Standing amongst them is a female eladrin wearing a suit of golden weavemail and a thin coronet above her brow. She turns to acknowledge your presence and bids you to enter the chamber.*

The PCs can choose to look more carefully through the portal to see its destination. Describe an image of a gloomy version of this chamber, with jet black walls that seem to bleed an inky ichor to any that choose to study the portal.

**Important NPC:** Ilsevele Miritar, female eladrin coronal of Myth Drannor.

Ilsevele introduces herself to the PCs and explains why she has called for their aid. The PCs may at this point introduce themselves to Ilsevele as well as to one another. Relate the following information through conversation with the PCs:

- Ilsevele Miritar, daughter of Seiveril Miritar – the leader of the eladrin crusade that drove the daemonfey out of the city, is the coronal of Myth Drannor.
- Many portals to other planes remain hidden beneath the city. The mythal prevents them all from functioning.
- This particular portal leads to the Shadowfell and has caused some concern amongst the high mages because they have detected periodic bursts of arcane energy originating from the portal's counterpoint.
- The high mages cannot discern the exact destination of the portal – some powerful

magic must be blocking their divination attempts.

- The high mages have urged Ilsevele to destroy the portal, as it could pose great risk to the mythal. In order for the portal to be entirely destroyed, it must be closed from both points. The PCs must travel through and perform the task in the Shadowfell at its counterpoint.
- In order to enable the PCs to travel through, the high mages must temporarily suppress the mythal, leaving Myth Drannor unprotected from the portals. While the PCs are in the Shadowfell, the high mages focus on keeping the mythal suppressed long enough for the PCs to return. Additional adventurers have been hired to help protect the city.
- The high mages can keep the mythal suppressed for no longer than one hour.
- While this may seem hasty, Ilsevele assures the PCs that this has been planned carefully for months. For obvious reasons, the plan to suppress the mythal had to be kept a secret until the very last possible moment.
- Ilsevele hands the PCs a ritual scroll of *seal portal* (a unique ritual created by the high mages). She instructs the PCs to use it to close the portal from the Shadowfell. The ritual has a casting time of 5 minutes and is designed to destroy the portal one minute after the ritual is completed, allowing enough time for the PCs to escape back through the portal.
- Ilsevele assures the PCs that they will be rewarded handsomely if they are successful, both with coin as well as with magic equipment.

When the PCs are finished discussing their mission, Ilsevele makes sure that they are prepared before giving the high mages her approval to suppress the mythal.

*Ilsevele signals to one of the high mages with a nod. The mage returns the nod and begins chanting in Elven. The other mages join in, their words blending together to form a single voice. After ten minutes, the chanting comes to an abrupt end. Although you see no visible effects, the looks on the faces of the eladrin indicate that something has happened.*

*Ilsevele turns to face you concern evident upon her face. "Your time is limited, adventurers. Hurry."*

When the PCs step through the portal, proceed to the first encounter.

# Encounter 1: Expected Visitors

## Setup

**Important NPC:**
**Shazryl**, alhoon lich spirit.

The PCs appear in the foyer of a despoiled tower that was once occupied by the Company of the Pallid Mask, a sect of the Jergali church dedicated to combating and commanding the undead. Ironically, the tower is now the lair of Shazryl's spirit.

Shazryl's thrall, Lucyan, maintains the effects of a Scramble Portal ritual on the portal through which the PCs traveled to ensure that any intruders arrive in the foyer as opposed to the tower summit (where the portal is located).

*Your surroundings spiral around as you're hit with the unwelcome wave of vertigo that often accompanies extraplanar travel. Within moments, you are in a large foyer. The walls and floor seem to be built out of a strange dark stone. An inky viscous liquid leaks through the walls in a number of places, forming congealed pools on the floor.*

*Parts of the chamber show signs of disrepair, while others indicate that much of this place is in ruins. Three main hallways that extend out of the chamber have long since collapsed, and another heaping pile of rubble behind you indicates that the "traditional" entrance to this chamber has also collapsed. Two passageways lead down beneath the rubble on either side of the chamber.*

The inky liquid is necromantic seepage. See Appendix 1 for details. The areas in ruins do not appear in this adventure; they reflect parts of the first floor where the second floor has caved in.

Shazryl's spirit senses the PCs and manifests before them. It is incapable of traditional combat and its ability to influence the physical world is limited. It can only manifest briefly before it dissipates. Shazryl's spirit only wants to learn a little bit about these new intruders. It introduces itself by name and as the master of this tower.

*A robed humanoid materializes before you. Its gray skin is dry, wrinkled, and cracked. Four tentacles hang from around its mouth, which produces a chilling smile, as the creature looks you over.*

When Shazryl's spirit appears, a DC 25 Perception check reveals that this spirit looks different from a traditional insubstantial creature; less corporeal, even. Place Shazryl's miniature on the map and allow the PCs to react accordingly before beginning the role-playing, but be careful to prevent the PCs from expending daily powers. The PCs' attacks cannot affect Shazryl's spirit. After their conversation, Shazryl's spirit disappears as quickly as it appeared.

**Shazryl:** alhoon lich spirit; Shazryl has existed for nearly a millennia and has little regard for mortals. Shazryl believes that the PCs are no match for its thralls and is not concerned about their presence – its interactions should reflect this.

**Useful Knowledge:** If asked, Shazryl admits that there is a functioning portal somewhere within this tower.

**Goals:** Shazryl's ultimate goal is to recover its phylactery so that it may once again take physical form. Now that the mythal has been suppressed and its plans have come to fruition, Shazryl has dispatched a number of thralls to return its phylactery and expects its thralls in the tower to hold off the PCs long enough for its phylactery to be returned.

## Choosing a Direction

The PCs will have to choose a direction in which to travel. An Arcana result of 20 or higher reveals the presence of strong magic far above the PCs, but no visible path currently takes them in that direction. It is important to provide them with some information on which to base their decisions. For purposes of the Hand of Fate ritual, the right passageway is a slightly shorter distance to the only usable stairwell.

**Right Passageway:** This passageway leads to the smithy. It is considerably wider than the other. The PCs hear the faint sound of clanging metal and can detect a noticeable temperature increase as they approach.

**Left Passageway:** This passageway leads to the crematorium. It is extremely narrow and much darker than the other. The passageway is deathly silent and the PCs can smell the faint odor of soot and ash as they approach.

## Ending the Encounter

When the PCs choose a direction to travel in, proceed to the appropriate encounter. If the PCs choose the passageway on the right, proceed to Encounter 2a: The Smithy. If the PCs choose the passageway on the left, proceed to Encounter 2b: Crematorium.

# Encounter 1: Foyer Map

## Tile Sets Needed

*Halls of the Giant Kings x2*



The map shows tiles with labels: **S**, **PCs**, **Necromantic Seepage**, **To Crematorium**, and **To Smithy**.
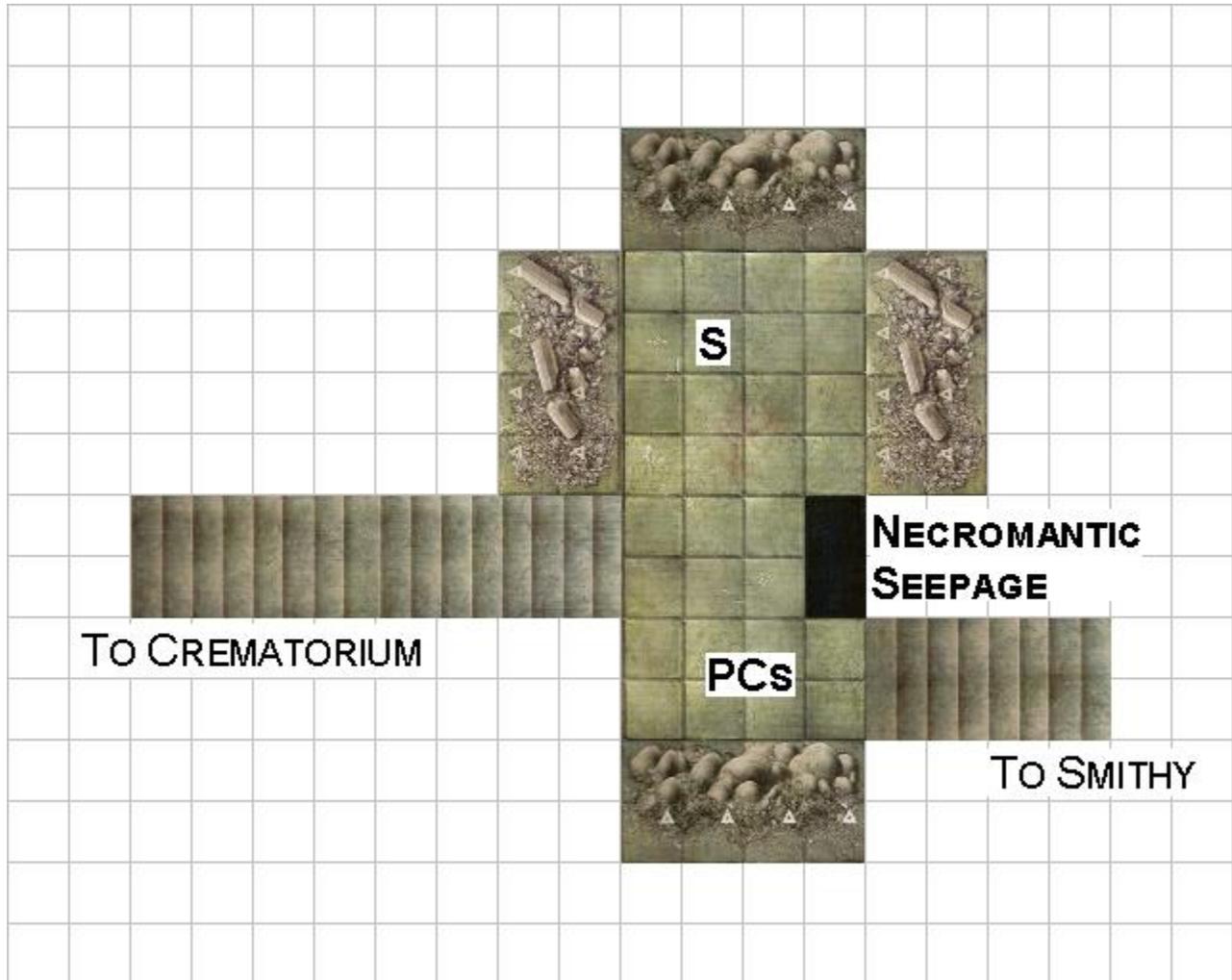
# Combat Encounter 2a: Smithy

## Encounter Level 12/14 (3700/5400 XP)

### Setup

This encounter includes the following creatures at the low tier:

**1 the Smith** (level 13) (S)
**2 rotting metalworker** (level 12) (M)
**1 immolith** (level 12) (F)

This encounter includes the following creatures at the high tier:

**1 the Smith** (level 15) (S)
**2 rotting metalworker** (level 14) (M)
**1 immolith** (level 14) (F)

The passageway grows hotter and hotter as the PCs progress; ending at a set of thick, metal doors that radiate extreme heat. Any PC that touches the doors takes 5 fire damage. PCs can hear the sound of metal ringing on metal emanating from the other side of the doors and the occasional sound of the bellows blowing on the hot forge. The doors are not locked.

As the adventurers enter the area, read:

*Ruddy light floods the space behind the door. The stench of superheated ash and something akin to rotten eggs hangs heavy in the air. The place feels hotter than a furnace. Dark-skinned dwarves with patches of missing flesh toil around a massive hearth that rages with unnatural flames. Four circular scars surround each of their bald pates.*

*A massive creature resembling what may have once been a dwarf stands hunched over an anvil of blackened metal. It wears a thick leather apron and carries an immense hammer. It looks up as you enter the room, its eyes burning bright orange like embers set into its skull.*

The smith and metalworkers attack as soon as the PCs enter the room. The immolith is completely hidden within the hearth until its initiative, at which point it bursts out of the flames.

### Features of the Area

**Illumination:** The hearth keeps this room brightly illuminated.

**Hearth:** The hearth consists of the four flaming squares in the center of the chamber. Any creature that enters one of these squares takes 1d10 fire damage and gains ongoing 10 fire damage (save ends) and cannot save against this ongoing damage until the creature is no longer in one of these squares. The hearth squares are considered difficult terrain due to the coal and embers underneath the flames. Any creature that begins its turn adjacent to one of these squares takes 5 fire damage.

**Crates/Braziers/Vat/Anvil:** These all represent blocking terrain. Creatures can jump over anything except the vat with a DC 15 Athletics check.

**Stairs:** The stairs on which the PCs begin are difficult terrain. The "+1" indicates an elevation of 1 square at the highest point.

**Forge:** The forge is blocking terrain. Any creature that begins its turn in a square directly in front of the forge and adjacent to it takes 5 fire damage.

**Ceiling:** The ceiling of this chamber is 15 feet (3 squares) high.

### Tactics

The rotting metalworkers open with *volcanic burst* and try to pull the PCs into the chamber. On later rounds, they stand adjacent to either the Smith or the Immolith in order to grant them the benefits of their auras. They use *volcanic burst* on any pesky ranged targets in order to pull them closer to melee or to pull them into the hearth.

The Smith focuses relentlessly on the most dangerous opponent, choosing lightly armored targets over heavily armored targets if he can. He uses *shed the mark* to brush aside defenders in order to get to his preferred target.

The immolith surrounds itself with as many targets as possible so as to expose them to its aura. It uses *deathfire curse* and/or *vigor of the grave* each round, if it can. It uses *fiery grab* to pull a PC into the hearth and hold him there.

### Scaling the Encounter

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

**Four PCs:** Remove one rotting metalworker.
**Six PCs:** Add one rotting metalworker.

### Ending the Encounter

After the PCs defeat the undead, they can find a passageway leading up through the rubble that would return them to the first floor, beyond the collapsed area they noted in Encounter 1. If you have time, encourage the PCs to use their skills to dig their way back up to the first floor. Proceed to Encounter 3.

## EXPERIENCE POINTS

The PCs earn 740/1080 experience points each for successfully defeating the undead.

## TREASURE

The PCs find 1200/1800 gp per PC worth of raw platinum near the forge and a *premonition ring* on the Smith's finger.

| The Smith | Level 13 Elite Soldier |
|---|---|
| Medium natural humanoid (undead) | XP 1,600 |

**Initiative** +12  **Senses** Perception +16; darkvision
**HP** 292; **Bloodied** 148
**AC** 29; **Fortitude** 28, **Reflex** 26, **Will** 26
**Immune** disease, poison; **Resist** 10 fire (if the smith takes fire damage, it gains regeneration 5 until it takes cold or radiant damage, or until the end of the encounter), 10 necrotic; **Vulnerable** 5 cold, 5 radiant
**Action Points** 1
**Speed** 6

m **Smith's Hammer** (standard; at-will) ✦ **Weapon**

Reach 2; +20 vs. AC; 2d6 + 7 damage, and the target is marked (save ends).

M **Crushing Grab** (standard; at-will)

Reach 2; +18 vs. Reflex; 2d6 + 7 damage, and the target is grabbed. If the smith uses this power on a target it has already grabbed, that target loses a healing surge.

M **Smelt Flesh** (standard; requires a grabbed target; at-will) ✦ **Fire, Weapon**

Targets the creature the smith is grabbing; +18 vs. Fortitude; 2d6 + 7 damage, and the target is no longer grabbed but is knocked prone, and it is restrained and takes ongoing 10 fire damage (save ends both). *Aftereffect:* The target is slowed and takes ongoing 5 fire damage (save ends both).

M **Armor Splinter** (standard; recharge 5-6) ✦ **Weapon**

The smith makes a *smith's hammer* attack and a *crushing grab* attack. If one attack hits, the target takes a -5 penalty to AC until the end of the Smith's next turn. If both attacks hit, the penalty increases to -7.

M **Pounding the Anvil** (standard; daily) ✦ **Weapon**

The smith continues to make attacks with its hammer until it misses an attack (maximum 3 attacks); reach 2; +20 vs. AC; 4d6 + 7 damage per attack.

**Shed the Mark** (move; at-will)

If the smith is marked, the marked condition ends and the smith shifts 1 square.

**Tempered Anger** (minor 1/round; nearest enemy; at-will)

The smith deals an extra 2d6 damage on its next attack that hits the target before the end of its next turn.

| **Alignment** Evil | | **Languages** Common, Dwarven |
|---|---|---|
| **Str** 22 (+12) | **Dex** 18 (+10) | **Wis** 20 (+11) |
| **Con** 20 (+11) | **Int** 10 (+6) | **Cha** 12 (+7) |
| **Equipment** leather apron, smith's hammer | | |

**Note:** Icetomb Wight (*Dungeon 163*) with the Ranger class template with powers renamed for flavor and with cold related powers changed for fire.

| Rotting Metalworker (Level 12) Level 12 Soldier (Leader) | |
|---|---|
| Medium natural animate (undead) | XP 700 |

**Initiative** +9  **Senses** Perception +11; darkvision
**Flames of Vengeance (Fire)** aura 1; allies who start their turns within the aura deal 5 extra fire damage on melee attacks.
**HP** 125; **Bloodied** 62
**AC** 26; **Fortitude** 26, **Reflex** 24, **Will** 27
**Immune** disease, poison; **Resist** 10 fire; **Vulnerable** 5 radiant
**Speed** 5

m **Fiery Warhammer** (standard; at-will) ✦ **Fire, Weapon**

+17 vs. AC; 1d10 + 6 damage plus 1d6 fire damage, and the target is marked until the end of the rotting metalworker's next turn.

A **Volcanic Burst** (standard; recharge 4-6) ✦ **Fire**

Area burst 1 within 10; +15 vs. Reflex; 1d6 + 4 fire damage, and the target is pulled 5 squares.

**Back on Your Feet** (immediate reaction, when an ally within line of sight is reduced to 0 hit points; encounter) ✦ **Healing**

The ally regains 20 hit points, stands immediately, and makes a melee basic attack as a free action.

**Stand Your Ground**

When an effect forces the rotting metalworker to move – through a pull, a push, or a slide – the rotting metalworker moves 1 square less than the effect specifies. When an attack would knock the rotting metalworker prone, he can roll a saving throw to avoid falling prone.

| **Alignment** Evil | | **Languages** Common, Dwarven |
|---|---|---|
| **Str** 22 (+12) | **Dex** 13 (+7) | **Wis** 20 (+11) |
| **Con** 21 (+11) | **Int** 8 (+5) | **Cha** 14 (+8) |
| **Equipment** plate armor, warhammer | | |

**Note:** modified from Kalan the Avenger (*Dungeon 162*), resistance changed from necrotic to fire.

| Immolith (Level 12) | Level 12 Controller |
|---|---|
| Large elemental magical beast (demon, fire, undead) | XP 700 |

**Initiative** +9  **Senses** Perception +9; darkvision
**Flaming Aura (Fire)** aura 1; any creature that enters or starts its turn in the aura takes 10 fire damage.
**HP** 129; **Bloodied** 64
**AC** 24; **Fortitude** 25, **Reflex** 21, **Will** 22
**Immune** disease, fire, poison; **Resist** 15 variable; **Vulnerable** 10 radiant
**Speed** 6

m **Claw** (standard; at-will) ✦ **Fire**

Reach 4; +17 vs. AC; 1d8 + 6 fire damage, and ongoing 5 fire damage (save ends).

M **Fiery Grab** (standard; at-will) ✦ **Fire**

The immolith makes a claw attack (see above) against a Large or smaller target. On a hit, the target slides into a square adjacent to the immolith and is grabbed (until escape). While grabbed, the target loses any resistance it has to fire. An immolith can hold up to five grabbed creatures using this power.

R **Deathfire Curse** (minor; at-will) ✦ **Fire**

Ranged 10; +15 vs. Will; the target is slowed (save ends). *Aftereffect:* The target takes ongoing 5 fire damage (save ends).

**Vigor of the Grave** (minor 1/round; at-will) ✦ **Healing**

Close burst 5; undead in the burst (including the immolith) regain 5 hit points.

| **Alignment** Chaotic Evil | | **Languages** Abyssal |
|---|---|---|
| **Str** 22 (+12) | **Dex** 16 (+10) | **Wis** 14 (+8) |
| **Con** 25 (+13) | **Int** 8 (+5) | **Cha** 18 (+10) |

# Encounter 2a: Smithy Statistics (High Level)

| The Smith | Level 15 Elite Soldier |
|---|---|
| Medium natural humanoid (undead) | XP 2,400 |

**Initiative** +13      **Senses** Perception +17; darkvision
**HP** 324; **Bloodied** 162
**AC** 31; **Fortitude** 30, **Reflex** 28, **Will** 28
**Immune** disease, poison; **Resist** 10 fire (if the smith takes fire damage, it gains regeneration 5 until it takes cold or radiant damage, or until the end of the encounter), 10 necrotic; **Vulnerable** 5 cold, 5 radiant
**Action Points** 1
**Speed** 6

m **Smith's Hammer** (standard; at-will) ✦ **Weapon**
Reach 2; +22 vs. AC; 2d6 + 8 damage, and the target is marked (save ends).

M **Crushing Grab** (standard; at-will)
Reach 2; +20 vs. Reflex; 2d6 + 8 damage, and the target is grabbed. If the smith uses this power on a target it has already grabbed, that target loses a healing surge.

M **Smelt Flesh** (standard; requires a grabbed target; at-will)
✦ **Fire, Weapon**
Targets the creature the smith is grabbing; +20 vs. Fortitude; 2d6 + 8 damage, and the target is no longer grabbed but is knocked prone, and it is restrained and takes ongoing 10 fire damage (save ends both). *Aftereffect:* The target is slowed and takes ongoing 5 fire damage (save ends both).

M **Armor Splinter** (standard; recharge 5-6) ✦ **Weapon**
The smith makes a *smith's hammer* attack and a *crushing grab* attack. If one attack hits, the target takes a -5 penalty to AC until the end of the Smith's next turn. If both attacks hit, the penalty increases to -7.

M **Pounding the Anvil** (standard; daily) ✦ **Weapon**
The smith continues to make attacks with its hammer until it misses an attack (maximum 5 attacks); reach 2; +22 vs. AC; 4d6 + 8 damage per attack.

**Shed the Mark** (move; at-will)
If the smith is marked, the marked condition ends and the smith shifts 1 square.

**Tempered Anger** (minor 1/round; nearest enemy; at-will)
The smith deals an extra 2d6 damage on its next attack against the target until the end of its next turn.

| **Alignment** Evil | **Languages** Common |
|---|---|
| **Str** 23 (+13) | **Dex** 18 (+11) | **Wis** 20 (+12) |
| **Con** 21 (+12) | **Int** 10 (+7) | **Cha** 12 (+8) |

**Equipment** leather apron, smith's hammer

**Note:** Icetomb Wight (*Dungeon 163*) with the Ranger class template with powers renamed for flavor and with cold related powers changed for fire.

| Rotting Metalworker | Level 14 Soldier (Leader) |
|---|---|
| Medium natural animate (undead) | XP 1,000 |

**Initiative** +10      **Senses** Perception +12; darkvision
**Flames of Vengeance (Fire)** aura 1; allies who start their turns within the aura deal 5 extra fire damage on melee attacks.
**HP** 141; **Bloodied** 70
**AC** 28; **Fortitude** 28, **Reflex** 26, **Will** 29
**Immune** disease, poison; **Resist** 10 fire; **Vulnerable** 5 radiant
**Speed** 5

m **Fiery Warhammer** (standard; at-will) ✦ **Fire, Weapon**
+19 vs. AC; 1d10 + 7 damage plus 1d6 fire damage, and the target is marked until the end of the rotting metalworker's next turn.

A **Volcanic Burst** (standard; recharge 4-6) ✦ **Fire**
Area burst 1 within 10; +17 vs. Reflex; 1d6 + 5 fire damage, and the target is pulled 5 squares.

**Back on Your Feet** (immediate reaction, when an ally within line of sight is reduced to 0 hit points; encounter) ✦ **Healing**
The ally regains 20 hit points, stands immediately, and makes a melee basic attack as a free action.

**Stand Your Ground**
When an effect forces the rotting metalworker to move – through a pull, a push, or a slide – the rotting metalworker moves 1 square less than the effect specifies. When an attack would knock the rotting metalworker prone, he can roll a saving throw to avoid falling prone.

| **Alignment** Evil | **Languages** Common, Dwarven |
|---|---|
| **Str** 23 (+13) | **Dex** 13 (+8) | **Wis** 20 (+12) |
| **Con** 21 (+12) | **Int** 9 (+6) | **Cha** 14 (+9) |

**Equipment** plate armor, warhammer

**Note:** modified from Kalan the Avenger (*Dungeon 162*), resistance changed from necrotic to fire.

| Immolith (Level 14) | Level 14 Controller |
|---|---|
| Large elemental magical beast (demon, fire, undead) | XP 1,000 |

**Initiative** +10      **Senses** Perception +10; darkvision
**Flaming Aura (Fire)** aura 1; any creature that enters or starts its turn in the aura takes 10 fire damage.
**HP** 145; **Bloodied** 72
**AC** 26; **Fortitude** 27, **Reflex** 23, **Will** 24
**Immune** disease, fire, poison; **Resist** 15 variable; **Vulnerable** 10 radiant
**Speed** 6

m **Claw** (standard; at-will) ✦ **Fire**
Reach 4; +19 vs. AC; 1d8 + 7 fire damage, and ongoing 5 fire damage (save ends).

M **Fiery Grab** (standard; at-will) ✦ **Fire**
The immolith makes a claw attack (see above) against a Large or smaller target. On a hit, the target slides into a square adjacent to the immolith and is grabbed (until escape). While grabbed, the target loses any resistance it has to fire. An immolith can hold up to five grabbed creatures using this power.

R **Deathfire Curse** (minor; at-will) ✦ **Fire**
Ranged 10; +17 vs. Will; the target is slowed (save ends).
*Aftereffect:* The target takes ongoing 5 fire damage (save ends).

**Vigor of the Grave** (minor 1/round; at-will) ✦ **Healing**
Close burst 5; undead in the burst (including the immolith) regain 5 hit points.

| **Alignment** Chaotic Evil | **Languages** Abyssal |
|---|---|
| **Str** 23 (+13) | **Dex** 16 (+11) | **Wis** 14 (+9) |
| **Con** 25 (+14) | **Int** 9 (+6) | **Cha** 18 (+11 |

# Encounter 2a: Smithy Map

## Tile Sets Needed

*Arcane Corridors x1, Fane of the Forgotten Gods x1, Halls of the Giant Kings x1*
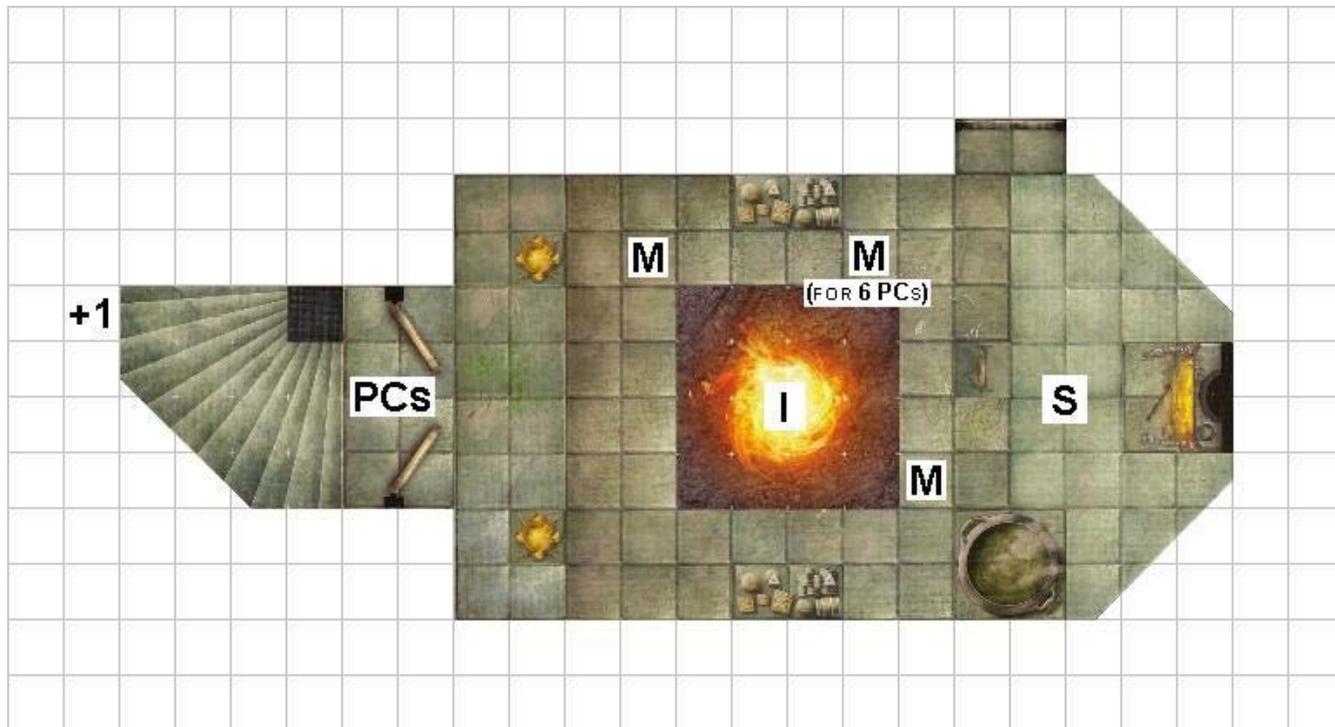
# Combat Encounter 2b: Crematorium

## Encounter Level 12/14 (3500/5000 XP)

### Setup

This encounter includes the following creatures at the low tier:

**4 skeletal archers** (level 8) (S)
**1 marrowshriek skeleton** (M)
**1 flameharrow** (F)

This encounter includes the following creatures at the high tier:

**4 skeletal archers** (level 10) (S)
**1 marrowshriek skeleton** (level 14) (M)
**1 flameharrow** (level 14) (F)

The reek of soot and ash is prevalent as the PCs reach the end of the passageway.

As the adventurers enter the area, read:

*The passageway opens into an immense chamber. A narrow smokestack rises from the ceiling of the chamber, and the floor and walls are stained with soot. Along the sides, raised platforms grant access to rows of ovens built into the walls. Ceramic urns litter the floor, some shattered, their remnants lying in heaps of dark gray ash.*

The Companions used the crematorium for funerary rites (the Companions knew better than to bury their dead in the Shadowfell). Markings of Jergali priests leading spirits to the realm of the dead can be found everywhere on the walls of this chamber. PCs trained in History identify these markings as centuries old.

When Shazryl took over the tower, his thralls burned many of the tower's defenders alive in the crematorium. Their skeletal remains have lingered here.

After the PCs have entered the chamber and spent a round looking around, the skeletons attack. The flameharrow demands that the PCs perform a depraved act: it chooses a PC that wouldn't traditionally have fire resistance and instructs them to toss that PC into one of the ovens:

*Suddenly, the oven doors swing open in unison as skeletons crawl out, picking bows and quivers up from the floor as they stand. Emerging from the hallway on the other side of the chamber is an emaciated figure in a tattered cloak. It raises its arm and points at <select a PC at random>, revealing a skeletal hand. "Throw him into one of the ovens and perhaps I might let the rest of you live." The figure cackles maniacally, awaiting your response.*

Assuming the PCs decline the flameharrow's "offer," call for initiative. If the PCs somehow manage to fool the flameharrow, however unlikely, they may be able to bypass this encounter. If the flameharrow notices that the PCs are not wracked with guilt over what they've done, it attacks regardless. Use your discretion to adjudicate this.

The marrowshriek skeleton(s) begin the combat invisible and remain so until their first initiative. The following information on the flameharrow can be gleaned through Religion checks:

**DC 15:** A flameharrow is a rare undead creature, and it has a red jewel in one eye socket and a black jewel in the other. It possesses several fire and fear-based powers.

**DC 20:** Flameharrows enjoy forcing people to do evil. Only if a victim refuses its commands does it attack. The jewels in the skull lose their magic properties when removed or when the creature dies, but they are still valuable.

**DC 25:** Flameharrows are created by powers of vile chaos to spread pain and misery. The animating spirit of the creature is smelted from the soul of a homicidal madman.

### Features of the Area

**Illumination:** The room is illuminated by everburning torches along the walls.

**Urns:** These large urns are considered blocking terrain. PCs can jump over them with DC 20 Athletics checks. Alternatively, a PC can knock one over as a move action, causing its contents to spill out, forming an area of difficult terrain in a burst 1 centered on the urn's origin square.

**Stairs:** Each set of stairs leads to a platform. The stairs are considered difficult terrain.

**Columns:** The columns are blocking terrain.

**Platforms:** The platforms are 10 feet (2 squares) high. A DC 25 Athletics check is required to climb their smooth, stone walls. The "+2" indicates that the platforms are 2 squares high.

**Ceiling:** The ceiling of this chamber is 15 feet (3 squares) high, or 5 feet (1 square) high from the platforms.

## TACTICS

The skeletal archers attack single-mindedly, focusing on the nearest PC that doesn't appear to be heavily armored. They use *double shot* as often as possible.

The marrowshriek skeleton(s) search out an unarmored target and open with *marrow feast*, using *marrowshriek* each round, if possible.

The flameharrow teleports away from defenders and uses both of its gaze attacks each round if possible. It tries to position itself in such a way so that multiple allies can benefit from its aura. It uses its ability to teleport onto the platforms to its advantage.

## SCALING THE ENCOUNTER

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

**Four PCs:** Remove two skeletal archers.
**Six PCs:** Add one marrowshriek skeleton.

## ENDING THE ENCOUNTER

After the PCs defeat the undead, they can follow the passageway back up to the first floor, beyond the collapsed area they noted in Encounter 1. If you have time, encourage the PCs to use their skills to dig their way through collapsed parts of the passageway. Proceed to Encounter 3.

### EXPERIENCE POINTS

The PCs earn 700/1000 experience points each for successfully defeating the undead.

### TREASURE

The PCs find a *ring of shadow travel* on the flameharrow. The flameharrow's eyes lose their magical properties when the flameharrow dies, but are still extremely valuable. Its right eye, a jet, is worth 400/600 gp per PC, and its left eye, a ruby, is worth 800/1200 gp per PC.

# ENCOUNTER 2B: CREMATORIUM STATISTICS (LOW LEVEL)

## Skeletal Archer (Level 8) — Level 8 Artillery
Medium natural animate (undead) — XP 350

**Initiative** +13    **Senses** Perception +5; darkvision
**HP** 68; **Bloodied** 34
**AC** 22; **Fortitude** 20, **Reflex** 22, **Will** 20
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant
**Speed** 6

m **Short Sword** (standard; at-will) ✦ **Weapon**
+15 vs. AC; 1d6 + 7 damage.

r **Flaming Longbow** (standard; at-will) ✦ **Weapon**
Ranged 20/40; +15 (see also *prime shot*) vs. AC; 1d10 + 7 damage plus 1d6 fire damage.

R **Double Shot** (standard; recharge 5-6) ✦ **Weapon**
Requires longbow; ranged 20/40; two attacks, each one against a different target; +14 (see also *prime shot*) vs. AC each; 2d10 + 7 damage plus 1d6 fire damage each.

**Prime Shot**
A skeletal archer gains a +1 bonus to ranged attack rolls against the closest enemy.

**Alignment** Unaligned    **Languages** –
**Str** 14 (+6)    **Dex** 20 (+9)    **Wis** 12 (+5)
**Con** 14 (+6)    **Int** 8 (+3)    **Cha** 8 (+3)
**Equipment** leather armor, longbow, short sword, quiver of 30 arrows

## Marrowshriek Skeleton — Level 12 Lurker
Medium shadow animate (undead) — XP 700

**Initiative** +16    **Senses** Perception +9; darkvision
**HP** 95; **Bloodied** 47
**AC** 27; **Fortitude** 24, **Reflex** 25, **Will** 23
**Immune** disease, poison; **Resist** 15 necrotic; **Vulnerable** 5 radiant
**Speed** 6

m **Osseous Thrust** (standard; at-will)
+17 vs. AC; 1d8 + 9 damage.

m **Marrow Feast** (standard; recharge 4-6)
Requires combat advantage against the target; +17 vs. AC; 2d8 + 12 damage, and the target is grabbed. Each round that the marrowshriek skeleton sustains the grab, the target takes 15 damage and is weakened until the end of the marrowshriek skeleton's next turn.

C **Marrowshriek** (minor 1/round; at-will)
Close burst 3; targets living creatures; +15 vs. Fortitude; the target is dazed until the end of the marrowshriek skeleton's next turn. If the target is grabbed by the marrowshriek skeleton, it is stunned until the end of the marrowshriek skeleton's next turn instead of dazed.

**Shadowrought** (standard; at-will)
The marrowshriek skeleton becomes invisible until it attacks.

**Alignment** Chaotic evil    **Languages** –
**Skills** Stealth +17
**Str** 18 (+10)    **Dex** 22 (+12)    **Wis** 16 (+9)
**Con** 17 (+9)    **Int** 6 (+4)    **Cha** 9 (+5)

## Flameharrow — Level 12 Elite Controller (Leader)
Medium natural humanoid (undead) — XP 1,400

**Initiative** +9    **Senses** Perception +13; darkvision
**Spiritual Inferno** aura 5; undead allies in the aura gain resist 10 fire and deal ongoing 5 necrotic damage (save ends) in addition to the normal damage from their attacks.
**HP** 244; **Bloodied** 122
**AC** 28; **Fortitude** 25, **Reflex** 26, **Will** 27
**Immune** disease, poison; **Resist** 10 necrotic, 15 fire; **Vulnerable** 10 radiant
**Action Points** 1
**Speed** 6

m **Flameharrow Claw** (standard; at-will) ✦ **Fire, Necrotic**
+17 vs. AC; 1d10 + 5 fire damage, and the target can't spend healing surges until the end of the flameharrow's next turn.

c **Harrowing Gaze** (minor 1/round; at-will) ✦ **Fear, Gaze, Psychic**
One enemy within close blast 10; +17 vs. Will; 1d8 + 5 psychic damage, and target is pushed 4 squares. The target is dazed until the end of the flameharrow's next turn.

C **Deadfire Gaze** (minor 1/round; at-will) ✦ **Fire, Gaze, Necrotic**
Close blast 5; +17 vs. Reflex; 1d8 + 6 necrotic damage plus ongoing 5 fire damage and the target is immobilized (save ends both).

R **Death's Salvation** (immediate interrupt when an undead ally is reduced to 0 hit points; recharge 4-6) ✦ **Healing**
Range 10; targeted undead ally regains 15 hit points.

**Alignment** Chaotic evil    **Languages** Abyssal, Common
**Str** 15 (+8)    **Dex** 16 (+9)    **Wis** 15 (+8)
**Con** 17 (+9)    **Int** 18 (+10)    **Cha** 21 (+11)

# Encounter 2b: Crematorium Statistics (High Level)

## Skeletal Archer (Level 8) — Level 10 Artillery
**Medium natural animate (undead)** — XP 500

**Initiative** +14    **Senses** Perception +6; darkvision
**HP** 80; **Bloodied** 40
**AC** 24; **Fortitude** 22, **Reflex** 24, **Will** 22
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant
**Speed** 6

m **Short Sword** (standard; at-will) ✦ **Weapon**
+17 vs. AC; 1d6 + 8 damage.

r **Flaming Longbow** (standard; at-will) ✦ **Weapon**
Ranged 20/40; +17 (see also *prime shot*) vs. AC; 1d10 + 8 damage plus 1d6 fire damage.

R **Double Shot** (standard; recharge 5-6) ✦ **Weapon**
Requires longbow; ranged 20/40; two attacks, each one against a different target; +16 (see also *prime shot*) vs. AC each; 2d10 + 8 damage plus 1d6 fire damage each.

**Prime Shot**
A skeletal archer gains a +1 bonus to ranged attack rolls against the closest enemy.

| **Alignment** Unaligned | | **Languages** – |
|---|---|---|
| **Str** 15 (+7) | **Dex** 21 (+10) | **Wis** 12 (+6) |
| **Con** 14 (+7) | **Int** 8 (+4) | **Cha** 8 (+4) |

**Equipment** leather armor, longbow, short sword, quiver of 30 arrows

## Marrowshriek Skeleton — Level 14 Lurker
**Medium shadow animate (undead)** — XP 1,000

**Initiative** +17    **Senses** Perception +10; darkvision
**HP** 108; **Bloodied** 54
**AC** 29; **Fortitude** 26, **Reflex** 27, **Will** 25
**Immune** disease, poison; **Resist** 15 necrotic; **Vulnerable** 5 radiant
**Speed** 6

m **Osseous Thrust** (standard; at-will)
+19 vs. AC; 1d8 + 10 damage.

m **Marrow Feast** (standard; recharge 4-6)
Requires combat advantage against the target; +19 vs. AC; 2d8 + 13 damage, and the target is grabbed. Each round that the marrowshriek skeleton sustains the grab, the target takes 15 damage and is weakened until the end of the marrowshriek skeleton's next turn.

C **Marrowshriek** (minor 1/round; at-will)
Close burst 3; targets living creatures; +17 vs. Fortitude; the target is dazed until the end of the marrowshriek skeleton's next turn. If the target is grabbed by the marrowshriek skeleton, it is stunned until the end of the marrowshriek skeleton's next turn instead of dazed.

**Shadowrought** (standard; at-will)
The marrowshriek skeleton becomes invisible until it attacks.

| **Alignment** Chaotic evil | | **Languages** – |
|---|---|---|
| **Skills** Stealth +18 | | |
| **Str** 18 (+11) | **Dex** 23 (+13) | **Wis** 16 (+10) |
| **Con** 18 (+11) | **Int** 6 (+5) | **Cha** 9 (+6) |

## Flameharrow — Level 14 Elite Controller (Leader)
**Medium natural humanoid (undead)** — XP 2,000

**Initiative** +10    **Senses** Perception +14; darkvision
**Spiritual Inferno** aura 5; undead allies in the aura gain resist 10 fire and deal ongoing 5 necrotic damage (save ends) in addition to the normal damage from their attacks.
**HP** 278; **Bloodied** 136
**AC** 30; **Fortitude** 27, **Reflex** 28, **Will** 29
**Immune** disease, poison; **Resist** 10 necrotic, 15 fire; **Vulnerable** 10 radiant
**Action Points** 1
**Speed** 6

m **Flameharrow Claw** (standard; at-will) ✦ **Fire, Necrotic**
+19 vs. AC; 1d10 + 6 fire damage, and the target can't spend healing surges until the end of the flameharrow's next turn.

c **Harrowing Gaze** (minor 1/round; at-will) ✦ **Fear, Gaze, Psychic**
One enemy within close blast 10; +19 vs. Will; 1d8 + 6 psychic damage, and target is pushed 4 squares. The target is dazed until the end of the flameharrow's next turn.

C **Deadfire Gaze** (minor 1/round; at-will) ✦ **Fire, Gaze, Necrotic**
Close blast 5; +19 vs. Reflex; 1d8 + 7 necrotic damage plus ongoing 5 fire damage and the target is immobilized (save ends both).

R **Death's Salvation** (immediate interrupt when an undead ally is reduced to 0 hit points; recharge 4-6) ✦ **Healing**
Range 10; targeted undead ally regains 15 hit points.

| **Alignment** Chaotic evil | **Languages** Abyssal, Common | |
|---|---|---|
| **Str** 15 (+9) | **Dex** 16 (+10) | **Wis** 15 (+9) |
| **Con** 18 (+11) | **Int** 18 (+11) | **Cha** 22 (+13) |

# ENCOUNTER 2B: CREMATORIUM MAP

*Dire Tombs x2*
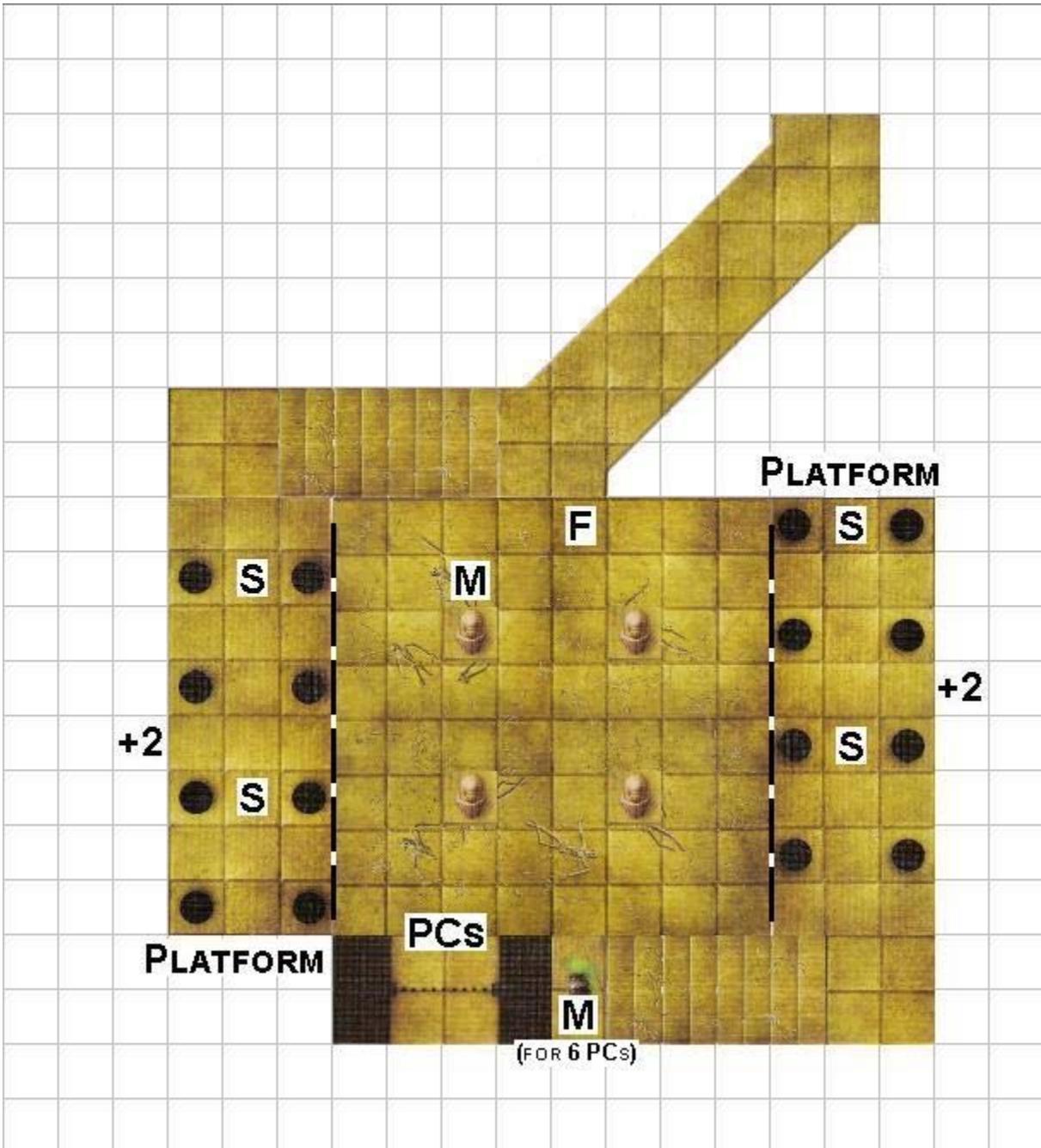
# Encounter 3: Stairwell

## Encounter Level 13/15 (4000/6200 XP)

### Setup

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

**2 watchful ghost** (level 12) (S)
**1 Zahar, ghost captain** (level 14) (Z)
**1 spectral tendrils trap** (level 11)

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

**2 watchful ghost** (S)
**1 Zahar, ghost captain** (level 16) (Z)
**1 spectral tendrils trap** (level 14)

Regardless of the direction the PCs came from, they inevitably find their way to the only usable stairwell in the tower (the other is completely caved in).

*Clearing away some of the debris at the end of the partially collapsed passage, you arrive at the entrance to a wide spiral stairwell. The conventional entrance to the stairwell is in ruins, but one could surmise that it ultimately leads back to the foyer in which you first appeared.*

*The wide stone steps of the stairwell are cracked and worn, and higher up, parts of the stairwell have given way entirely, lying in heaps at the base of the stairs.*

As the first of the PCs sets foot on the stairs, Shazryl's spirit appears a few feet before them and tries to frighten them into turning around and leaving.

*As suddenly as before, the alhoon spirit appears before you, its spectral tentacles writhing calmly.*

It assures the PCs that it can show them a way out of the tower safely if they are willing to leave. Under no circumstances does Shazryl allow the PCs to exit the tower through the portal. Rather, it shows the PCs another way out of the tower into the Shadowfell. In this case, encourage the players to be creative in finding their own way home. Shazryl maintains a dark, chilling demeanor at all times and doesn't balk at any disrespect or insolence.

If the PCs ignore Shazryl and enter the stairwell, Zahar and his guards appear and attack. Before departing, Shazryl activates the spectral tendrils trap and commands Zahar to leave the PCs alive.

*The alhoon spirit glares at you coldly as ghostly shadar-kai phase through the walls of the stairwell, spectral swords in-hand. Malevolence is apparent in their otherwise empty eyes. Another descends from the ceiling, skillfully whirling a spectral chain of tremendous length. The stripes on what remains of his uniform identify him as a captain of sorts. "Leave them alive" commands Shazryl. "Their brains will sate a century-old hunger when I once again take physical form." The alhoon spirit dissipates, leaving a thin mist where it had previously stood.*

Call for initiative. On each PC's turn, determine whether or not his passive Perception is high enough to notice the thin mist growing thicker in the origin squares of the trap. At the end of the first round, the mist coalesces into the trap; dozens of spectral illithid tentacles that grab at the PCs' feet and pull them down to the ground. The trap advances three squares up the stairs each round, encouraging the PCs to climb the stairs as quickly as possible and creating a fast-paced, running combat.

Note that due to the insubstantial quality of the spirits and their ability to fly, this combat may run long. If the PCs are having a difficult time or the combat is taking a particularly long time, the spirits may flee when bloodied or when Zahar is killed (or bloodied), at your discretion.

### Features of the Area

**Illumination:** The stairwell is completely dark. The PCs will have to rely on their own means of illumination.

**Stairs:** The stairs are normal terrain.

**Broken Stairs:** The squares where the stairs appear to be broken are considered open space (see below). However, a PC that ends in one of these squares gains a +5 bonus on his saving throw to "grab hold" (see below).

**Elevation:** The numbers on the map indicate how high up (in squares) each section of the stairwell is.

**Open Space:** The "darkness" tiles indicate open space (that is the same elevation as the ground floor). A PC that is pushed off the stairs or fails an Athletics check to jump over such a space falls a distance (in squares) equal to his current elevation. A PC that fails an Athletics check to jump but ends his movement adjacent to a section of the stairs may make saving throw to grab hold of the stairs and hang. In such a

case, a PC is considered to be "climbing" until he pulls himself to his feet as a move action that provokes opportunity attacks. A PC that falls must make his way back to the starting tile from his relative position on the first floor.

**Ceiling:** The ceiling of the stairwell is 5 feet (1 square) above the exit.

## TACTICS

Zahar floats in the middle of the stairwell and takes advantage of his long reach, using *chains of bondage* whenever possible and *double attack* until it recharges.

The watchful ghosts prefer to get in melee with their targets but are equally skilled with their crossbows. They use *halting the marked* each round if possible. The ghosts are aware of the trap's capabilities and use this to their advantage to hamper and immobilize the PCs during their ascent.

---

**RUNNING THIS ENCOUNTER**

This encounter features tactical movement in three dimensions and flying creatures. The following suggestions are provided to help you run the encounter as smoothly as possible:

- Use dice to illustrate elevation for the players – place a die alongside each section of the map just as the numbers are displayed in the image contained within the module. This way, each player is able to determine his elevation based on where his miniature is on the map.
- To measure vertical distance from one target to another, simply subtract the lower target's elevation from the higher target's elevation.
- It is recommended that you allow the players to pull, push, and slide their opponents downward, as well as side-to-side, at your discretion.
- The "arrow rune" tiles represent the starting points at each level of the stairwell. When a player moves past the tile directly above the "arrow rune" tile on the left map, he appears on the "arrow rune" tile on the right map. Explain this clearly to the players to avoid confusion.

---

## SCALING THE ENCOUNTER

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

**Four PCs:** Remove one spirit guard.
**Six PCs:** Add one spirit guard.

## ENDING THE ENCOUNTER

Once the PCs defeat Zahar and his guards and all make it out of the stairwell, proceed to Encounter 4. If the PCs leave the stairwell before defeating Zahar and his guards, they pursue them into the next encounter until all of the PCs are dead or they are defeated.

The PCs may notice that the stairwell looks like it may have at one time led to a fourth floor, but that the topmost portion of the stairs is entirely collapsed and the PCs can go no higher than the third floor. The second floor (the entrance to which the PCs pass by as they ascend the stairs) has collapsed onto the first floor and is inaccessible.

### EXPERIENCE POINTS

The characters receive 800/1240 experience points each for defeating the ghosts.

### TREASURE

The PCs find no treasure in this encounter.

# ENCOUNTER 3: STAIRWELL STATISTICS (LOW LEVEL)

| Zahar, Ghost Captain | Level 14 Elite Controller |
|---|---|
| Medium shadow humanoid (undead) | XP 2,000 |

**Initiative** +14      **Senses** Perception +15; darkvision
**HP** 187; **Bloodied** 93
**Saving Throws** +2
**AC** 28; **Fortitude** 25, **Reflex** 26, **Will** 27
**Immune** disease, poison; **Resist** insubstantial
**Speed** fly 6 (hover); phasing
**Action Points** 1

m **Ghostly Chain** (standard; at-will) ✦ **Necrotic**

Reach 4; +18 vs. Reflex; 2d8 + 6 necrotic damage and the target is slowed until the end of Zahar's next turn. If the target is restrained, the attack deals an extra 2d6 necrotic damage.

M **Double Attack** (standard; at-will) ✦ **Necrotic**

Zahar makes two *ghostly chain* attacks.

C **Chains of Bondage** (standard; recharge 5-6) ✦ **Necrotic**

Close burst 4; enemies only; +18 vs. Reflex; 2d10 + 6 necrotic damage and targets are restrained (save ends).

C **Chains of Ghostly Vengeance** (free; when first bloodied)

Zahar immediately uses chains of bondage even if it has not recharged.

C **Grip of Fear** (standard; recharge 5-6) ✦ **Fear, Psychic**

Close burst 4; enemies only; +18 vs. Reflex (+21 vs. restrained
Close burst 4; enemies only; +18 vs. Reflex (+21 vs. restrained targets); 1d10 + 6 psychic damage and targets take ongoing 5 psychic damage (save ends).

**Threatening Reach**

Zahar can make opportunity attacks against all enemies within his reach (4 squares).

**Alignment** Evil      **Languages** Common
**Skills** Arcana +20, History +20, Insight +15, Intimidate +18, Religion +20, Stealth +19

| | | |
|---|---|---|
| **Str** 23 (+13) | **Dex** 24 (+14) | **Wis** 17 (+10) |
| **Con** 14 (+9) | **Int** 17 (+10) | **Cha** 22 (+13) |

**Note:** Exactly the same as Nephigor (*Dragon* 368) except for the name.

| Watchful Ghost (level 12) | Level 12 Soldier |
|---|---|
| Medium shadow humanoid (undead) | XP 700 |

**Initiative** +10      **Senses** Perception +17; darkvision
**HP** 92; **Bloodied** 46
**AC** 28; **Fortitude** 23, **Reflex** 23, **Will** 25
**Immune** disease, poison; **Resist** insubstantial
**Speed** fly 6 (hover); phasing; see also *harry the marked*

m **Spectral Sword** (standard; at-will) ✦ **Psychic**

+19 vs. AC; 2d8 + 6 psychic damage, and the target is marked (save ends).

r **Spectral Crossbow** (standard; at-will) ✦ **Psychic**

Ranged 15; +19 vs. AC; 2d8 + 6 psychic damage, and the target is marked until the end of the watchful ghost's next turn.

C **Halting the Marked** (minor 1/round; at-will) ✦ **Psychic**

Close burst 5; targets each creature marked by the watchful ghost; +17 vs. Will; the target takes ongoing 10 psychic damage and is immobilized (save ends both). *Miss:* No ongoing damage, and the target is slowed until the end of the watchful ghost's next turn instead of immobilized.

**Harry the Marked** (move; recharge 5-6)

The watchful ghost teleports up to 10 squares into a square adjacent to an enemy it has marked.

**Alignment** Unaligned      **Languages** Common

| | | |
|---|---|---|
| **Str** 14 (+8) | **Dex** 20 (+11) | **Wis** 22 (+12) |
| **Con** 20 (+11) | **Int** 16 (+9) | **Cha** 15 (+8) |

| Spectral Tendrils | Level 11 Lurker |
|---|---|
| Trap | XP 600 |

**Trap:** The trap begins in the first three rows of squares on the first level of the stairwell. Each round on its initiative, it creeps forward, spreading to the next three rows of squares. The trap only exists on the stairs and not in any of the open space between, but it can spread across gaps in the stairs as though stairs were present in those spaces. It continues up the stairwell until the PCs have left the stairwell entirely. After 5 minutes, the trap disappears.

**Perception**

✦DC 25: The character notices a thin mist forming above the ground in the squares where the tendrils are about to appear/spread a round prior.

**Trigger**

The trap appears at the end of the initiative order. It begins creeping forward at the end of the second round. It attacks any creature that enters a trapped square or starts its turn in a trapped square. A creature that begins in a trapped square and moves through other trapped squares does not trigger the trap.

**Attack**

**Opportunity Action**      Melee
**Target:** One creature
**Attack:** +16 vs. AC
**Hit:** 2d10 + 4 damage, and the target is knocked prone.

**Countermeasures**

✦A character that succeeds on a DC 25 Acrobatics check can move into a trigger square without provoking the attack. The squares count as difficult terrain. A character that begins his turn in a trapped square cannot use this countermeasure to avoid the trap's effects.

✦An adjacent character can delay the spread of the trap with a successful DC 25 Arcana check made as a standard action. The trap cannot be destroyed.

## Zahar, Ghost Captain (level 16) Level 16 Elite Controller

Medium shadow humanoid (undead)      XP 2,800

**Initiative** +15      **Senses** Perception +16; darkvision
**HP** 211; **Bloodied** 105
**Saving Throws** +2
**AC** 30; **Fortitude** 27, **Reflex** 28, **Will** 29
**Immune** disease, poison; **Resist** insubstantial
**Speed** fly 6 (hover); phasing
**Action Points** 1

m **Ghostly Chain** (standard; at-will) ✦ **Necrotic**

> Reach 4; +20 vs. Reflex; 2d8 + 7 necrotic damage and the target is slowed until the end of Zahar's next turn. If the target is restrained, the attack deals an extra 2d6 necrotic damage.

M **Double Attack** (standard; at-will) ✦ **Necrotic**

> Zahar makes two *ghostly chain* attacks.

C **Chains of Bondage** (standard; recharge 5-6) ✦ **Necrotic**

> Close burst 4; enemies only; +20 vs. Reflex; 2d10 + 7 necrotic damage and targets are restrained (save ends).

C **Chains of Ghostly Vengeance** (free; when first bloodied)

> Zahar immediately uses chains of bondage even if it has not recharged.

C **Grip of Fear** (standard; recharge 5-6) ✦ **Fear, Psychic**

> Close burst 4; enemies only; +20 vs. Reflex (+23 vs. restrained Close burst 4; enemies only; +20 vs. Reflex (+23 vs. restrained targets); 1d10 + 7 psychic damage and targets take ongoing 5 psychic damage (save ends).

**Threatening Reach**

> Zahar can make opportunity attacks against all enemies within his reach (4 squares).

**Alignment** Evil      **Languages** Common
**Skills** Arcana +21, History +21, Insight +16, Intimidate +19, Religion +21, Stealth +20

| | | |
|---|---|---|
| **Str** 23 (+14) | **Dex** 24 (+15) | **Wis** 17 (+11) |
| **Con** 14 (+10) | **Int** 17 (+11) | **Cha** 22 (+14) |

**Note:** Exactly the same as Nephigor (*Dragon* 368) except for the name.

## Watchful Ghost Level 15 Soldier

Medium shadow humanoid (undead)      XP 1,200

**Initiative** +11      **Senses** Perception +18; darkvision
**HP** 110; **Bloodied** 55
**AC** 31; **Fortitude** 26, **Reflex** 26, **Will** 28
**Immune** disease, poison; **Resist** insubstantial
**Speed** fly 6 (hover); phasing; see also *harry the marked*

m **Spectral Sword** (standard; at-will) ✦ **Psychic**

> +22 vs. AC; 2d8 + 7 psychic damage, and the target is marked (save ends).

r **Spectral Crossbow** (standard; at-will) ✦ **Psychic**

> Ranged 15; +22 vs. AC; 2d8 + 7 psychic damage, and the target is marked until the end of the watchful ghost's next turn.

C **Halting the Marked** (minor 1/round; at-will) ✦ **Psychic**

> Close burst 5; targets each creature marked by the watchful ghost; +20 vs. Will; the target takes ongoing 10 psychic damage and is immobilized (save ends both). *Miss:* No ongoing damage, and the target is slowed until the end of the watchful ghost's next turn instead of immobilized.

**Harry the Marked** (move; recharge 5-6)

> The watchful ghost teleports up to 10 squares into a square adjacent to an enemy it has marked.

**Alignment** Unaligned      **Languages** Common

| | | |
|---|---|---|
| **Str** 15 (+9) | **Dex** 21 (+12) | **Wis** 22 (+13) |
| **Con** 20 (+12) | **Int** 16 (+10) | **Cha** 15 (+9) |

## Spectral Tendrils Level 14 Lurker

Trap      XP 1,000

**Trap:** The trap begins in the first three rows of squares on the first level of the stairwell. Each round on its initiative, it creeps forward, spreading to the next three rows of squares. The trap only exists on the stairs and not in any of the open space between, but it can spread across gaps in the stairs as though stairs were present in those spaces. It continues up the stairwell until the PCs have left the stairwell entirely. After 5 minutes, the trap disappears.

**Perception**

✦ DC 28: The character notices a thin mist forming above the ground in the squares where the tendrils are about to appear/spread a round prior.

**Trigger**

The trap appears at the end of the initiative order. It begins creeping forward at the end of the second round. It attacks any creature that enters a trapped square or starts its turn in a trapped square. A creature that begins in a trapped square and moves through other trapped squares does not trigger the trap.

**Attack**

**Opportunity Action**      Melee
**Target:** One creature
**Attack:** +19 vs. AC
**Hit:** 2d10 + 6 damage, and the target is knocked prone.

**Countermeasures**

✦ A character that succeeds on a DC 28 Acrobatics check can move into a trigger square without provoking the attack. The squares count as difficult terrain. A character that begins his turn in a trapped square cannot use this countermeasure to avoid the trap's effects.

✦ An adjacent character can delay the spread of the trap with a successful DC 28 Arcana check made as a standard action. The trap cannot be destroyed.

# ENCOUNTER 3: STAIRWELL MAP

**TILE SETS NEEDED**

*Fane of the Forgotten Gods x2*
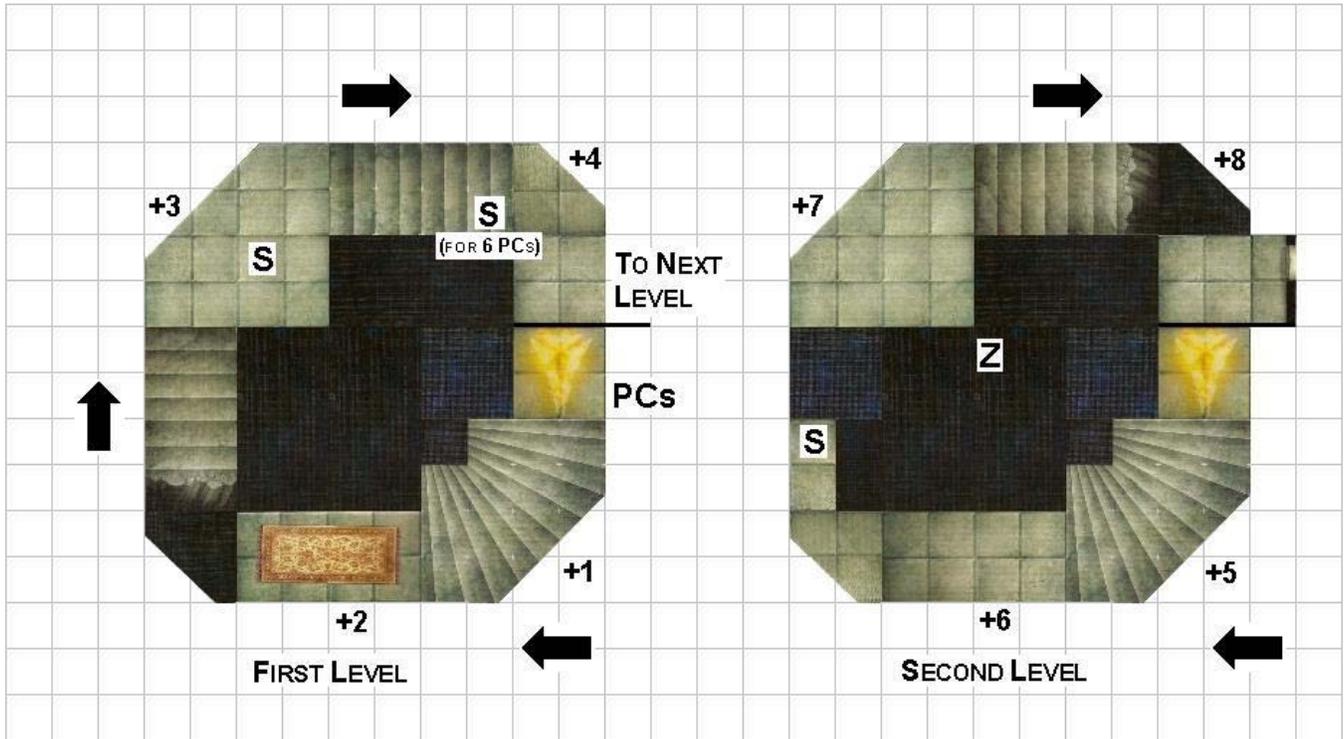
# ENCOUNTER 4: ANTECHAMBER

## SETUP

The PCs enter the third-floor antechamber when they exit the stairwell. This encounter is the halfway point in the adventure and serves as a chance for the PCs (as well as the players) to take a short break. Ultimately, the PCs again need to choose a direction in which to travel.

*You exit the stairwell into a small antechamber that has survived much of the decay visible elsewhere within the tower. Cracked wooden double doors stand closed to your left. Ahead, an arched hallway leads deeper into the tower. The depiction of a jawless skull and writing quill resting on a scroll carved into the wall above the hallway appears to have been intentionally marred by a blunt object.*

The PCs may identify the holy symbol of Jergal with a DC 15 Religion check or a DC 20 History check.

## CHOOSING A DIRECTION

The PCs need to choose to either travel through the double doors or down the hallway. PCs may again make Arcana checks in an attempt to locate the portal. An Arcana result of 15 or higher reveals the presence of strong magic just above the PCs, but no visible path takes them up. For purposes of the Hand of Fate ritual, the shrine contains more valuable treasure than the common room and is a slightly shorter path to the opposite stairwell.

　　**Double Doors:** The double doors lead to the common room. PCs that try to peek through the cracks notice that the common room is very large, and holds numerous sets of tables and chairs. Skeletal remnants are strewn about the floor. They also see the large statue in the center of the chamber.

　　**Hallway:** The hallway leads to the shrine. A moldy and tattered red carpet extends down the length of the hallway.

## ENDING THE ENCOUNTER

When the PCs choose a direction to travel in, proceed to the appropriate encounter. If the PCs choose the hallway, proceed to Encounter 5a: The Shrine. If the PCs choose the double doors, proceed to Encounter 5b: Common Room.

## EXPERIENCE POINTS

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

# Encounter 4: Antechamber

## Tile Sets Needed

*Halls of the Giant Kings x1*

PCs

To Common Room
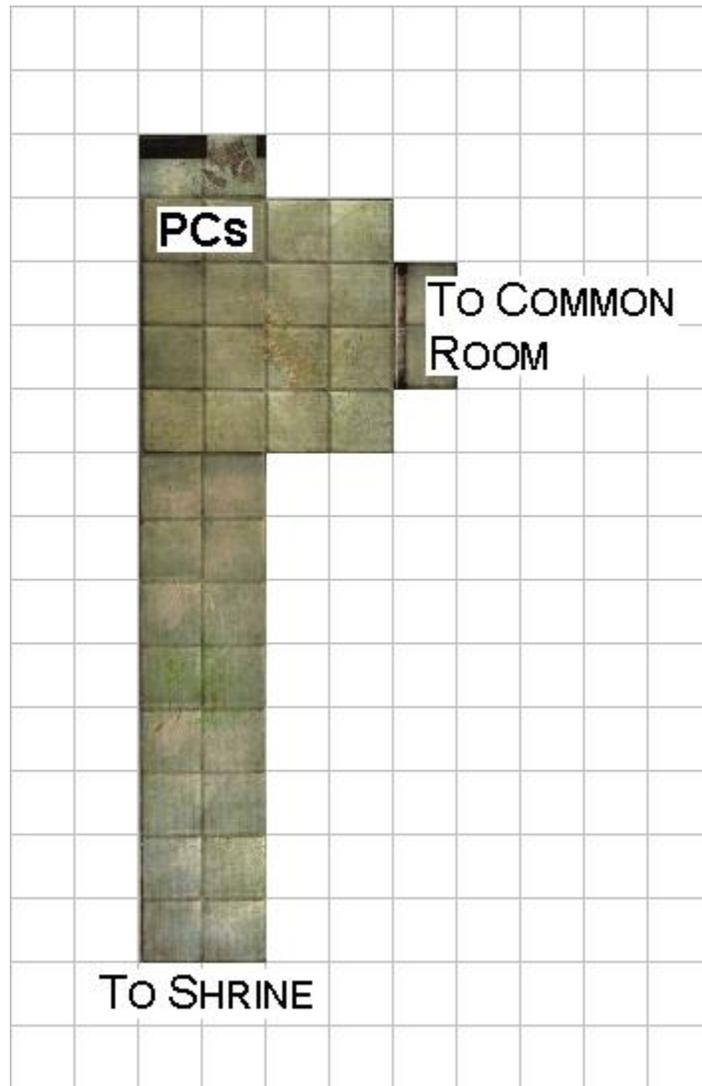
To Shrine

# ENCOUNTER 5A: SHRINE

## ENCOUNTER LEVEL 13/15 (4700/7000 XP)

### SETUP

This encounter includes the following creatures and traps at the low tier:
**1 Horiam and the Ghoul** (level 13) (H)
**1 twisted altar trap** (level 12)

This encounter includes the following creatures and traps at the high tier:
**1 Horiam and the Ghoul** (level 15) (H)
**1 twisted altar trap** (level 14)

The hallway is 10 feet (2 squares) wide and ends at a single wooden door that leads into the shrine. Stained glass windows line the wall on the PCs' right through which the bleak landscape of the Shadowfell can be seen.

Before Shazryl took the tower, Horiam was the high priest of Jergal amongst the Companions of the Pallid Mask. He provided religious guidance and presided over funerary rites within the tower. Shazryl tortured Horiam through a gruesome experiment in which he fused Horiam's body with that of a ghoul. He combined both Horiam and the Ghoul into one creature: a powerful undead being with two entirely different psyches. Horiam unwillingly serves Shazryl, but abhors his own miserable existence. The Ghoul cares only for the taste of living flesh to sake its hunger. Read the following when the PCs enter the room:

*The door opens into what appears to be a shrine. A finely woven rug provides a warm welcome and the right side of the floor has been cleaned recently.*

*The left half of the shrine is in ruins. The floor is scratched and the walls defiled. Broken pews and smashed statues lay strewn about the floor. An altar stands in the center of the room, cracked down the middle, the left half little more than rubble.*

*A tall, gaunt man in gray priestly garments stands behind the altar. The same symbol as the one in the hallway hangs from his neck. His cheeks are sunken in and his eyes hint at a lifetime of misery. Something nearly his size hangs from his back. He shakes his head slowly. "If you value your lives, you will leave this place at once."*

Role-play a brief conversation between Horiam and the PCs. Horiam speaks in little more than whispers. He tells the PCs who he was and what became of him while urging them to leave before it is too late. He avoids discussing "what is on his back," but urges the PCs to keep their voices down. At some point, if the PCs do not leave, the ghoul (which was asleep on his back) awakens and forces Horiam to spin around so that it may see the meals it now smells:

*Suddenly, the white form upon the priest's back stirs. He gasps as he is spun around, revealing a vile, ghoulish creature with white flesh and beady red eyes that appears to have been fused to the priest's back, its legs dangling just above the floor. As the creature stands, the priest is lifted off his feet behind it. The creature licks its lips with a long, black tongue at the sight of you.*

Call for initiative. Horiam and the Ghoul act on two separate initiatives, as is reflected in their stat blocks. Although Horiam does not wish to kill the PCs, he is subservient to Shazryl and thus, has no choice. The Ghoul is driven simply by its hunger for living flesh and kills anything it can. Bringing out these two different personalities during the combat can make it more interesting for the players. The twisted altar trap blasts each round on its initiative. Feel free to provide descriptions of the glow of the altar changing as Horiam and the Ghoul move from one side of the room to the other.

### FEATURES OF THE AREA

**Illumination:** The room is illuminated by two everburning torches on opposite walls.

**Altar:** The altar is blocking terrain. A creature can stand upon the altar by climbing up on it or jumping up on it with a DC 15 Athletics check. Although the altar itself is only located in two squares, the trap associated with the altar is present in the middle four squares of the room.

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

**Water Basin:** The water basin is blocking terrain.

**Blood Skull:** This represents a permanent bloodstain on the floor that has turned these four squares into blood rock (all attack rolls of 19 or 20 are considered critical hits).

**Ceiling:** The ceiling of this chamber is 20 feet (4 squares) high.

## TACTICS

It's most advantageous to Horiam and the Ghoul to "sandwich" the PCs' initiatives between them both ways, with some PCs going after one, and some PCs going after the other. This gives their powers time to play off one another and extends the defensive uses of *cloak of shadowy flight* and *defensive leap*. Horiam and the Ghoul each prefer their respective "sides of the room" and makes an effort to move to that side if possible (and not tactically disadvantageous).

Although they take separate turns, they act with one will in battle. Thus if Horiam needs space to use his powers or needs two PCs adjacent for *flesh bond*, the Ghoul can use *clutch and hurl* to slide a foe into position. If a back-rank controller or leader troubles the two, Horiam can use *cloak of shadowy flight* to bypass barriers.

The Ghoul's climb speed is usable only on his turns. Thus, while climbing, Horiam and the Ghoul do not fall on Horiam's turn, but Horiam cannot move from the climb without using standard climbing rules or *cloak of shadowy flight*. If the party consists of numerous melee-oriented PCs, the Ghoul climbs the walls of the chamber to escape their reach, dropping down to attack and then utilizing *defensive leap* to get back out of reach.

## SCALING THE ENCOUNTER

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

**Four PCs:** Reduce Horiam and the Ghoul's attacks and defenses by 1.

**Six PCs:** Increase Horiam and the Ghoul's attacks, defenses, and damage rolls by 1.

## ENDING THE ENCOUNTER

Once the PCs defeat Horiam and the Ghoul, they can proceed through the back door, which leads to the other stairwell. While the first through third-floor portions of the stairwell have collapsed, the PCs can take this stairwell up to the fourth and final floor. When they do so, proceed to Encounter 6.

### EXPERIENCE POINTS

The characters receive 940/1400 experience points each for defeating the ghosts.

### TREASURE

The PCs find *couters of second chances* buried in the rubble on the Ghoul's side of the shrine.

# ENCOUNTER 5A: SHRINE STATISTICS (LOW LEVEL)

| Horiam (level 13) | Level 13 Solo Skirmisher |
|---|---|
| Large natural animate (construct) | XP 4,000 |

**Initiative** +13; see also *double actions* **Senses** Perception +14;
darkvision
**HP** 520; **Bloodied** 260
**Saving Throws** +5; see also *dual brain*
**AC** 29; **Fortitude** 28, **Reflex** 24, **Will** 27
**Immune** disease, poison
**Speed** 6
**Action Points** 2

m **Dagger** (standard; at-will) ✦ **Weapon**
+18 vs. AC; 1d10 + 4 damage.

R **Brilliant Ray** (standard; at-will) ✦ **Radiant**
Ranged 20; two targets; +16 vs. Reflex; 2d8 + 5 radiant damage. If
the target is affected by ongoing necrotic damage, the *brilliant ray*
deals an extra 2d6 radiant damage.

R **Flesh Bond** (standard; recharge 5-6)
Ranged 20; two adjacent targets; +16 vs. Fortitude; 3d10 + 4
damage. If the attack hits both targets, each target is restrained
until both have saved against this effect.

**Cloak of Shadowy Flight** (minor; recharges 4-6) ✦ **Teleportation**
Horiam and the Ghoul teleport 5 squares and gain concealment
until the end of the Ghoul's next turn.

**Spin Strike** (immediate reaction, when an enemy moves to flank
Horiam and the Ghoul)
Horiam and the Ghoul make either a dagger or a bite attack against
the flanking enemy.

**Infernal Wrath** (minor; encounter)
Horiam and the Ghoul gain a +1 power bonus to the next attack
roll one of them makes against an enemy that hit them since
either's last turn. If the attack hits and deals damage, the attack
deals an extra 5 damage.

**Double Actions**
Horiam and the Ghoul each roll initiative, each has a turn during a
round, and each has a full set of actions (standard, move, minor) on
each turn. One set of actions and initiative corresponds to Horiam
and his powers. The other set of actions and initiative corresponds
to the Ghoul and his powers. Horiam and the Ghoul's ability to
take immediate actions refreshes on each initiative.

**Dual Brain**
At the end of a turn, Horiam and the Ghoul automatically save
against the dazed, stunned, and unconscious conditions and against
charm effects that a save can end.

**Twin Threat**
When an enemy provokes an opportunity attack from Horiam and
the Ghoul, Horiam and the Ghoul make a dagger attack and a bite
attack against the enemy, respectively.

| **Alignment** Evil | **Languages** Common, Supernal |
|---|---|

**Skills** Athletics +19, Insight +14, Intimidate +18, Stealth +14

| **Str** 26 (+14) | **Dex** 20 (+11) | **Wis** 16 (+9) |
|---|---|---|
| **Con** 20 (+11) | **Int** 18 (+10) | **Cha** 24 (+13) |

**Equipment** dagger

**Note:** Based on Ivania and the Ghoul (*Dragon* 368). Changed keyword
on Horiam's attacks to Radiant.

| The Ghoul |
|---|

**Speed** 6; Climb 6

m **Bite** (standard; at-will)
+18 vs. AC; 2d8 + 5 damage, and the target is immobilized (save
ends). If the target is a living creature that is already immobilized,
stunned, or unconscious, the bite deals an extra 2d8 damage.

M **Clutch and Hurl** (standard; at-will)
+18 vs. AC; 2d10 + 4 damage, and the Ghoul slides the target up
to 3 squares and knocks the target prone.

C **Claw Frenzy** (standard; recharge 5-6) ✦ **Necrotic**
Close burst 1; +18 vs. AC; 2d8 + 4 damage and target takes
ongoing 5 necrotic (save ends). *Miss:* Half damage.

**Defensive Leap** (minor; recharges 4-6)
Horiam and the Ghoul shift 3 squares and gain +2 to all defenses
until Horiam's next turn.

**Spin Strike** (immediate reaction, when an enemy moves to flank
Horiam and the Ghoul)
Horiam and the Ghoul make either a dagger or a bite attack against
the flanking enemy.

**Infernal Wrath** (minor; encounter)
Horiam and the Ghoul gain a +1 power bonus to the next attack
roll one of them makes against an enemy that hit them since
either's last turn. If the attack hits and deals damage, it deals an
extra 5 damage.

**Double Actions**
Horiam and the Ghoul each roll initiative, each has a turn during a
round, and each has a full set of actions (standard, move, minor) on
each turn. One set of actions and initiative corresponds to Horiam
and his powers. The other set of actions and initiative corresponds
to the Ghoul and his powers. Horiam and the Ghoul's ability to
take immediate actions refreshes on each initiative.

**Dual Brain**
At the end of a turn, Horiam and the Ghoul automatically save
against the dazed, stunned, and unconscious conditions and against
charm effects that a save can end.

**Twin Threat**
When an enemy provokes an opportunity attack from Horiam and
the Ghoul, Horiam and the Ghoul make a dagger attack and a bite
attack against the enemy, respectively.

| Twisted Altar | Level 12 Blaster |
|---|---|
| Trap | XP 700 |

**Trap:** The trap originates from one of the four squares in the center of the room and unleashes a blast on its initiative, targeting the two closest living creatures in the blast. The trap's effect is determined by which side of the room Horiam and the Ghoul are on (as determined by the map). If Horiam and the Ghoul are on Horiam's side of the room, the trap unleashes a Radiant Blast. If Horiam and the Ghoul are on the Ghoul's side of the room, the trap unleashes a Necrotic Blast.

**Perception**

No check is required to see the altar.

**Additional Skill:** Religion

✦DC 26: The character identifies the altar as a trap and that it is somehow connected to Horiam and the Ghoul as well as to the shrine itself.

**Trigger**

The trap rolls initiative when combat begins and acts on its initiative.

**Initiative:** +6

**Attack**

**Radiant Blast**

**Standard Action**          Close blast 3

**Target:** Two living creatures in blast

**Attack:** +15 vs. Reflex

**Hit:** 3d8 + 5 radiant damage, and the target is immobilized until the end of its next turn. *Miss*: Half damage, and the target is not immobilized.

Or

**Necrotic Blast**

**Standard Action**          Close blast 3

**Target:** Two living creatures in blast

**Attack:** +15 vs. Fortitude

**Hit:** 3d10 + 5 necrotic damage, and ongoing 10 necrotic damage (save ends). *Miss*: Half damage, and no ongoing damage.

**Countermeasures**

✦A character can attack the altar (AC 23, other defenses 21; hp 120; resist 10 all). The altar is immune to effects that target Will defense. Destroying the altar disables the trap.

## Horiam (level 15)
**Level 15 Solo Skirmisher**
Large natural animate (construct) — XP 6,000

**Initiative** +14; see also *double actions* — **Senses** Perception +15; darkvision
**HP** 580; **Bloodied** 290
**Saving Throws** +5; see also *dual brain*
**AC** 31; **Fortitude** 30, **Reflex** 26, **Will** 29
**Immune** disease, poison
**Speed** 6
**Action Points** 2

**m Dagger** (standard; at-will) ✦ **Weapon**
+20 vs. AC; 1d10 + 5 damage.

**R Brilliant Ray** (standard; at-will) ✦ **Radiant**
Ranged 20; two targets; +18 vs. Reflex; 2d8 + 6 radiant damage. If the target is affected by ongoing necrotic damage, the *brilliant ray* deals an extra 2d6 radiant damage.

**R Flesh Bond** (standard; recharge 5-6)
Ranged 20; two adjacent targets; +18 vs. Fortitude; 3d10 + 5 damage. If the attack hits both targets, each target is restrained until both have saved against this effect.

**Cloak of Shadowy Flight** (minor; recharges 4-6) ✦ **Teleportation**
Horiam and the Ghoul teleport 5 squares and gain concealment until the end of the Ghoul's next turn.

**Spin Strike** (immediate reaction, when an enemy moves to flank Horiam and the Ghoul)
Horiam and the Ghoul make either a dagger or a bite attack against the flanking enemy.

**Infernal Wrath** (minor; encounter)
Horiam and the Ghoul gain a +1 power bonus to the next attack roll one of them makes against an enemy that hit them since either's last turn. If the attack hits and deals damage, it deals an extra 5 damage.

**Double Actions**
Horiam and the Ghoul each roll initiative, each has a turn during a round, and each has a full set of actions (standard, move, minor) on each turn. One set of actions and initiative corresponds to Horiam and his powers. The other set of actions and initiative corresponds to the Ghoul and his powers. Horiam and the Ghoul's ability to take immediate actions refreshes on each initiative.

**Dual Brain**
At the end of a turn, Horiam and the Ghoul automatically save against the dazed, stunned, and unconscious conditions and against charm effects that a save can end.

**Twin Threat**
When an enemy provokes an opportunity attack from Horiam and the Ghoul, Horiam and the Ghoul make a dagger attack and a bite attack against the enemy, respectively.

**Alignment** Evil — **Languages** Common, Supernal
**Skills** Athletics +19, Insight +14, Intimidate +18, Stealth +14
**Str** 26 (+14) — **Dex** 20 (+11) — **Wis** 16 (+9)
**Con** 20 (+11) — **Int** 18 (+10) — **Cha** 24 (+13)
**Equipment** dagger

**Note:** Based on Ivania and the Ghoul (*Dragon* 368). Changed keyword on Horiam's attacks to Radiant.

## The Ghoul

**Speed** 6; Climb 6

**m Bite** (standard; at-will)
+20 vs. AC; 2d8 + 6 damage, and the target is immobilized (save ends). If the target is a living creature that is already immobilized, stunned, or unconscious, the bite deals an extra 2d8 damage.

**M Clutch and Hurl** (standard; at-will)
+20 vs. AC; 2d10 + 5 damage, and the Ghoul slides the target up to 3 squares and knocks the target prone.

**C Claw Frenzy** (standard; recharge 5-6) ✦ **Necrotic**
Close burst 1; +20 vs. AC; 2d8 + 5 damage and target takes ongoing 5 necrotic (save ends). *Miss:* Half damage.

**Defensive Leap** (minor; recharges 4-6)
Horiam and the Ghoul shift 3 squares and gain +2 to all defenses until Horiam's next turn.

**Spin Strike** (immediate reaction, when an enemy moves to flank Horiam and the Ghoul)
Horiam and the Ghoul make either a dagger or a bite attack against the flanking enemy.

**Infernal Wrath** (minor; encounter)
Horiam and the Ghoul gain a +1 power bonus to the next attack roll one of them makes against an enemy that hit them since either's last turn. If the attack hits and deals damage, it deals an extra 5 damage.

**Double Actions**
Horiam and the Ghoul each roll initiative, each has a turn during a round, and each has a full set of actions (standard, move, minor) on each turn. One set of actions and initiative corresponds to Horiam and his powers. The other set of actions and initiative corresponds to the Ghoul and his powers. Horiam and the Ghoul's ability to take immediate actions refreshes on each initiative.

**Dual Brain**
At the end of a turn, Horiam and the Ghoul automatically save against the dazed, stunned, and unconscious conditions and against charm effects that a save can end.

**Twin Threat**
When an enemy provokes an opportunity attack from Horiam and the Ghoul, Horiam and the Ghoul make a dagger attack and a bite attack against the enemy, respectively.

| Twisted Altar | Level 14 Blaster |
|---|---|
| Trap | XP 1,000 |

**Trap:** The trap originates from one of the four squares in the center of the room and unleashes a blast on its initiative, targeting the two closest living creatures in the blast. The trap's effect is determined by which side of the room Horiam and the Ghoul are on (as determined by the map). If Horiam and the Ghoul are on Horiam's side of the room, the trap unleashes a Radiant Blast. If Horiam and the Ghoul are on the Ghoul's side of the room, the trap unleashes a Necrotic Blast.

**Perception**

No check is required to see the altar.

**Additional Skill:** Religion

✦DC 27: The character identifies the altar as a trap and that it is somehow connected to Horiam and the Ghoul as well as to the shrine itself.

**Trigger**

The trap rolls initiative when combat begins and acts on its initiative.

**Initiative:** +7

**Attack**

**Radiant Blast**

**Standard Action**            **Close blast 3**

**Target:** Two living creatures in blast

**Attack:** +17 vs. Reflex

**Hit:** 3d8 + 6 radiant damage, and the target is immobilized until the end of its next turn. *Miss:* Half damage, and the target is not immobilized.

Or

**Necrotic Blast**

**Standard Action**            **Close blast 3**

**Target:** Two living creatures in blast

**Attack:** +17 vs. Fortitude

**Hit:** 3d10 + 6 necrotic damage, and ongoing 10 necrotic damage (save ends). *Miss:* Half damage, and no ongoing damage.

**Countermeasures**

✦A character can attack the altar (AC 25, other defenses 23; hp 130; resist 10 all). The altar is immune to effects that target Will defense. Destroying the altar disables the trap.

# Encounter 5a: Shrine Map

## Tile Sets Needed
*Fane of the Forgotten Gods x1, Halls of the Giant Kings x1*

# Encounter 5b: Common Room

## Encounter Level 13/15 (4200/6600 XP)

### Setup

This encounter includes the following creatures and traps at the low tier:
**3 forsaken shell** (level 12) (A)
**1 tombstone golem** (level 12) (G)
**1 noxious fog trap** (level 12)

This encounter includes the following creatures and traps at the high tier:
**3 forsaken shell** (level 15) (A)
**1 tombstone golem** (level 14) (G)
**1 noxious fog trap** (level 14)

The common room is where many of the tower's defenders made their last stand against Shazryl's thralls. The floor is littered with the skeletal remnants of the Jergali defenders as well as a number of Shazryl's thralls that fell in battle.

As the PCs enter the area, read:

*The doors open into an immense chamber littered with the skeletal remnants of humanoids still wearing the armor they died in; some with thin, withered flesh barely covering their bones. Tables and chairs are scattered throughout the room, many of which are cluttered with tarnished goblets and silverware. The entire chamber reeks of death.*

*A huge onyx statue depicting a hooded figure in robes stands in the center of the room. It holds a scroll and writing quill in one hand and hefts a bastard sword in the other.*

It should be obvious to the PCs that a battle had been fought here long ago. Any skeletal remnant that is touched crumbles away to dust immediately. PCs may make DC 15 Heal checks to identify these remains as older than a century. Clever PCs may realize that skeletal remains this old couldn't possibly still have flesh. The flesh on some of the remains is in fact the forsaken shells hiding, preparing to ambush the party. PCs may notice the forsaken shells with Perception checks that beat the forsaken shells' Stealth checks (assume that they take 10 on Stealth). A PC that makes the realization above receives a +10 bonus on his Perception check.

The statue of Jergal has been animated by Lucyan and programmed to attack all living creatures. When the PCs come within 3 squares of the statue, the golem animates and attacks.

Call for initiative as soon as either the golem animates, or the PCs notice the forsaken shells. The forsaken shells reveal themselves on their initiative unless they have been spotted. When combat begins, at the top of the round, Shazryl's spirit appears behind the PCs and activates the noxious fog trap. The fog will fully form on its initiative. Use the 4 x 2 fog tiles to represent the noxious fog trap.

*The alhoon spirit, Shazryl, appears behind you and exhales deeply. A thick, black, roiling fog begins to form around you.*

Once the PCs begin making their way to the other end of the common room, Shazryl appears again and activate the second noxious fog cloud at the top of the next round. Both noxious fog clouds move on the same initiative.

### Features of the Area

**Illumination:** The common room is illuminated by everburning torches on each wall.

**Statue:** The statue of Jergal is considered blocking terrain until the golem animates, at which point, the statue can be removed from the map.

**Tables:** The tables are blocking terrain. A PC can jump up onto a table with a DC 15 Athletics check.

**Chairs:** The chairs are considered blocking terrain. PCs can jump over them with DC 20 Athletics checks. Alternatively, a PC can kick one out of the way as a minor action.

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

**Fireplace:** The fireplace is blocking terrain.

**Ceiling:** The ceiling of this chamber is 20 feet (4 squares) high.

### Tactics

The golem attacks single-mindedly, using *golem rampage* as often as possible and *double attack* during rounds where *golem rampage* doesn't recharge.

The forsaken shells seek to gain combat advantage before using *necrotic slap*. If they begin their turns grabbing their targets, they use *envelop* to pull PCs into the noxious fog clouds.

The noxious fog clouds move about the room entirely randomly. Roll the 1d10 for direction and 1d4 for distance simultaneously to save time.

## SCALING THE ENCOUNTER

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

**Four PCs:** Remove one forsaken shell.
**Six PCs:** Add one forsaken shell.

## ENDING THE ENCOUNTER

After the PCs defeat the golem and the undead, they can proceed through the back door, which leads to the other stairwell. While the first through third-floor portions of the stairwell have collapsed, the PCs can take this stairwell up to the fourth and final floor. When they do so, proceed to Encounter 6: Tower Summit.

### EXPERIENCE POINTS

The PCs earn 840/1320 experience points for successfully defeating golem and the undead.

### TREASURE

PCs that search through the skeletal remains on the floor find *quickhit bracers* on one of them.

## Tombstone Golem (level 12) — Level 12 Elite Soldier
Large natural animate (construct) — XP 1,400

**Initiative** +6 — **Senses** Perception +4; darkvision
**HP** 256; **Bloodied** 128
**AC** 30; **Fortitude** 28, **Reflex** 23, **Will** 24
**Immune** disease, poison, sleep
**Saving Throws** +2
**Speed** 6; can't shift; see also *golem rampage*
**Action Points** 1

m **Slam** (standard; at-will)
Reach 2; +19 vs. AC; 3d6 + 5 damage, and the target is pushed 1 square and dazed (save ends).

M **Double Attack** (standard; at-will) ✦ **Necrotic**
The tombstone golem makes two slam attacks, or one touch of the grave attack and one slam attack.

C **Golem Rampage** (standard; recharge 5-6)
The tombstone golem moves up to its speed plus 2 and can move through enemies' spaces, provoking opportunity attacks as normal. When it enters a creature's space (ally or enemy), the golem makes a slam attack against that creature. The golem must end its movement in an unoccupied space, and it can make no more than one slam attack against any single creature when using this power.

M **Touch of the Grave** (standard; recharges when first bloodied)
✦ **Necrotic**
Reach 2; +17 vs. Fortitude; 4d8 + 13 necrotic damage, and the target is weakened (save ends).

C **Death Burst** (when reduced to 0 hit points) ✦ **Necrotic**
The tombstone golem explodes in a burst of jagged stones and necrotic energy. Close burst 1; targets enemies; +18 vs. AC; 2d6 damage plus 5 necrotic damage, and the space it occupied is difficult terrain until cleared.

| **Alignment** Unaligned | | **Languages** – |
|---|---|---|
| **Str** 24 (+13) | **Dex** 6 (+4) | **Wis** 7 (+4) |
| **Con** 24 (+13) | **Int** 3 (+2) | **Cha** 3 (+2) |

## Forsaken Shell (level 12) — Level 12 Skirmisher
Medium natural animate (undead) — XP 700

**Initiative** +16 — **Senses** Perception +9; darkvision
**HP** 120; **Bloodied** 60
**AC** 26; **Fortitude** 22, **Reflex** 26, **Will** 24
**Immune** disease, poison; **Resist** 10 necrotic
**Speed** 8, climb 8; see also *envelop*

m **Necrotic Slap** (standard; at-will) ✦ **Healing, Necrotic**
+17 vs. AC; 2d6 + 3 damage plus 5 necrotic damage, and the target is grabbed; see also *envelop*. In addition, the target loses a healing surge, and the forsaken shell regains 5 hit points.

M **Envelop** (standard; at-will) ✦ **Necrotic**
Targets a creature grabbed by the forsaken shell; the forsaken shell shifts up to 3 squares before or after the attack, pulling the target with it; 3d6 + 6 necrotic damage (no attack roll required).

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

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

| **Alignment** Unaligned | | **Languages** – |
|---|---|---|
| **Skills** Stealth +19 | | |
| **Str** 13 (+7) | **Dex** 26 (+14) | **Wis** 16 (+9) |
| **Con** 16 (+9) | **Int** 15 (+8) | **Cha** 14 (+8) |

## Noxious Fog — Level 12 Hazard
Trap — XP 700

**Trap:** The fog, four by two squares placed in the room by Shazryl's spirit, floats about the room randomly at floor level. On its initiative, roll 1d10 to determine the direction in which it floats: a roll of 1-8 results in one of the 8 possible directions, and a roll of 9-10 results in the fog staying in place. Reroll the die if the result would cause the fog to move in a direction in which it cannot. The fog moves 1d4 squares when it moves. The fog obscures all vision.

**Perception**
No perception check is required to notice the fog.
**Initiative** +6

**Trigger**
The trap activates and rolls initiative when combat begins.

**Attack**
**Opportunity Action** — Melee
**Target:** Any creature that starts its turn within the fog.
**Attack:** +15 vs. Fortitude
**Hit:** 2d10 + 5 poison damage, and the target loses 1 healing surge.

**Countermeasures**
✦ A character who takes damage from the trap may make a DC 30 Endurance check as an immediate reaction to prevent the loss of a healing surge.

## Tombstone Golem (level 14) — Level 14 Elite Soldier

Large natural animate (construct) — XP 2,000

**Initiative** +7 **Senses** Perception +6; darkvision
**HP** 288; **Bloodied** 144
**AC** 32; **Fortitude** 29, **Reflex** 24, **Will** 25
**Immune** disease, poison, sleep
**Saving Throws** +2
**Speed** 6; can't shift; see also *golem rampage*
**Action Points** 1

m **Slam** (standard; at-will)

Reach 2; +21 vs. AC; 3d6 + 6 damage, and the target is pushed 1 square and dazed (save ends).

M **Double Attack** (standard; at-will) ✦ **Necrotic**

The tombstone golem makes two slam attacks, or one touch of the grave attack and one slam attack.

C **Golem Rampage** (standard; recharge 5-6)

The tombstone golem moves up to its speed plus 2 and can move through enemies' spaces, provoking opportunity attacks as normal. When it enters a creature's space (ally or enemy), the golem makes a slam attack against that creature. The golem must end its movement in an unoccupied space, and it can make no more than one slam attack against any single creature when using this power.

M **Touch of the Grave** (standard; recharges when first bloodied)

✦ **Necrotic**

Reach 2; +19 vs. Fortitude; 4d8 + 14 necrotic damage, and the target is weakened (save ends).

C **Death Burst** (when reduced to 0 hit points) ✦ **Necrotic**

The tombstone golem explodes in a burst of jagged stones and necrotic energy. Close burst 1; targets enemies; +20 vs. AC; 2d6 + 1 damage plus 5 necrotic damage, and the space it occupied is difficult terrain until cleared.

**Alignment** Unaligned    **Languages** –

| | | |
|---|---|---|
| **Str** 24 (+14) | **Dex** 7 (+5) | **Wis** 8 (+6) |
| **Con** 24 (+14) | **Int** 3 (+3) | **Cha** 3 (+3) |

## Forsaken Shell (level 15) — Level 15 Skirmisher

Medium natural animate (undead) — XP 1,200

**Initiative** +18 **Senses** Perception +11; darkvision
**HP** 144; **Bloodied** 72
**AC** 29; **Fortitude** 25, **Reflex** 29, **Will** 27
**Immune** disease, poison; **Resist** 10 necrotic
**Speed** 8, climb 8; see also *envelop*

m **Necrotic Slap** (standard; at-will) ✦ **Healing, Necrotic**

+20 vs. AC; 2d6 + 4 damage plus 5 necrotic damage, and the target is grabbed; see also *envelop*. In addition, the target loses a healing surge, and the forsaken shell regains 5 hit points.

M **Envelop** (standard; at-will) ✦ **Necrotic**

Targets a creature grabbed by the forsaken shell; the forsaken shell shifts up to 3 squares before or after the attack, pulling the target with it; 3d6 + 7 necrotic damage (no attack roll required).

**Combat Advantage**

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

**Combat Advantage**

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

**Alignment** Unaligned    **Languages** –
**Skills** Stealth +21

| | | |
|---|---|---|
| **Str** 14 (+9) | **Dex** 27 (+15) | **Wis** 16 (+10) |
| **Con** 16 (+10) | **Int** 15 (+9) | **Cha** 14 (+9) |

## Noxious Fog — Level 14 Hazard

Trap — XP 1,000

**Trap:** The fog, four by two squares placed in the room by Shazryl's spirit, floats about the room randomly at floor level. On its initiative, roll 1d10 to determine the direction in which it floats: a roll of 1-8 results in one of the 8 possible directions, and a roll of 9-10 results in the fog staying in place. Reroll the die if the result would cause the fog to move in a direction in which it cannot. The fog moves 1d4 squares when it moves. The fog obscures all vision.

**Perception**

No perception check is required to notice the fog.

**Initiative** +7

**Trigger**

The trap activates and rolls initiative when combat begins.

**Attack**

**Opportunity Action**    **Melee**

**Target:** Any creature that starts its turn within the fog.
**Attack:** +17 vs. Fortitude
**Hit:** 2d10 + 6 poison damage, and the target loses 1 healing surge.

**Countermeasures**

✦ A character who takes damage from the trap may make a DC 31 Endurance check as an immediate reaction to prevent the loss of a healing surge.

# Encounter 5b: Common Room Map

## Tile Sets Needed

*Fane of the Forgotten Gods x2, Halls of the Giant Kings x1*
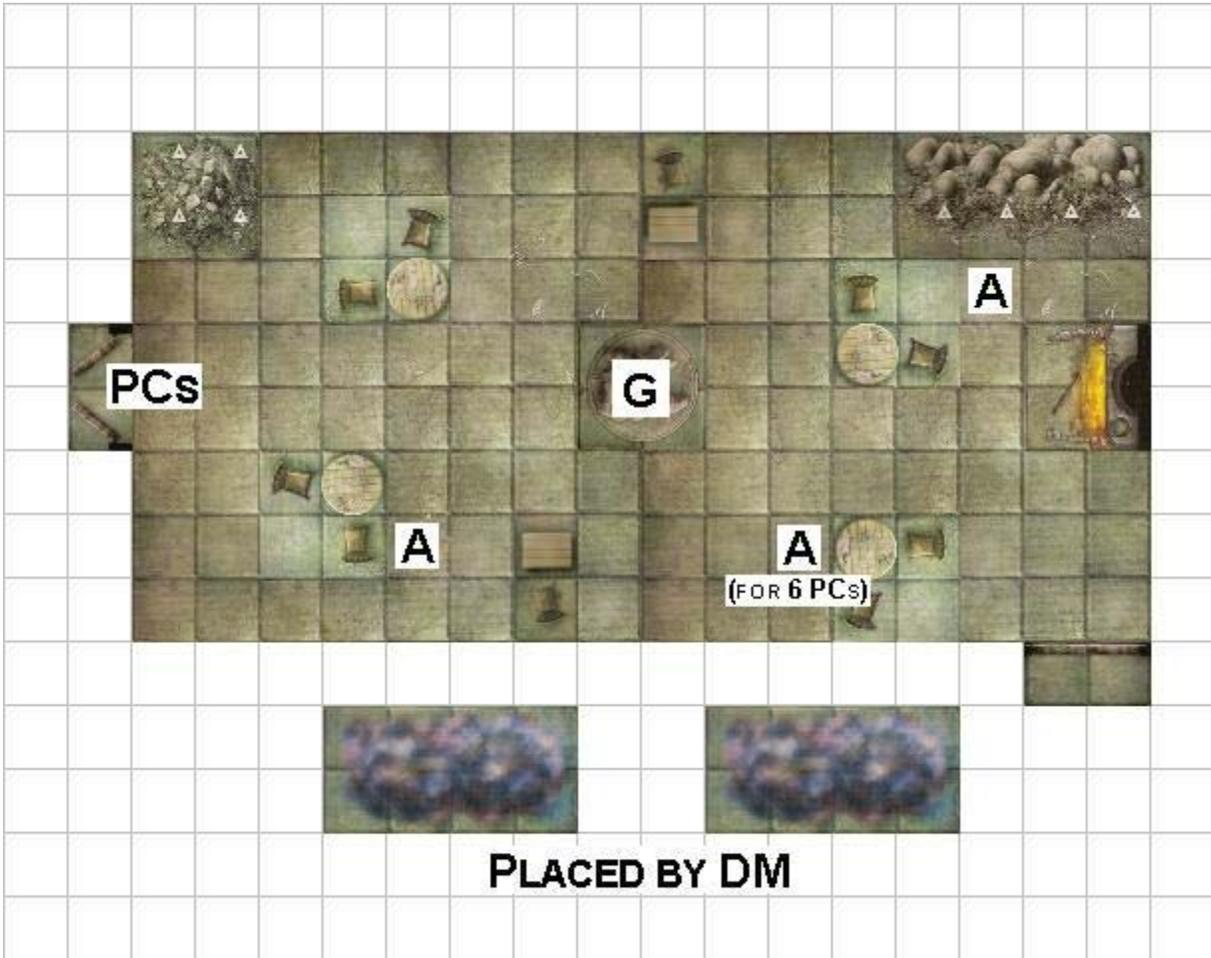
# ENCOUNTER 6: TOWER SUMMIT

## ENCOUNTER LEVEL 14/16 (5200/7000 XP)

### SETUP

This encounter includes the following creatures and traps at the low tier:
**1 exalted lich brain** (level 13) (B)
**2 paralyth** (level 12) (P)
**1 Lucyan, tainted priest** (level 12) (T)
**4 lich claw** (level 13) (L)
**1 reanimation trap** (level 12)

This encounter includes the following creatures and traps at the high tier:
**1 exalted lich brain** (level 15) (B)
**2 paralyth** (level 13) (P)
**1 Lucyan, tainted priest** (T)
**4 lich claw** (L)
**1 reanimation trap** (level 13)

The tower summit was once Shazryl's study, though it now houses the portal that leads back to Myth Drannor as well as the pool of Shazryl's disembodied, animated brain. When Shazryl was killed, Lucyan managed to preserve and animate Shazryl's brain, keeping it in a pool much like that of an elder brain in a typical illithid community. This brain is now all that remains of Shazryl's physical being and while it appreciates its existence as a pseudo-elder brain, Shazryl longs to manifest in its true form and regain much of its lost power.

Shazryl's brain controls a number of other undead that perform various mundane tasks throughout the tower - a number of lich claws, which Shazryl is able to reanimate through a trap that Lucyan constructed, and a couple of paralyths, which serve as the brain's personal guards.

For nearly a century, Lucyan has been attempting to frighten the eladrin high mages in myth drannor into believing that the portal that leads from the tower into the city is somehow a danger to the mythal by performing a series of flashy rituals. He has carefully masked the actual presence of the portal and maintained a Scramble Portal ritual to ensure that if the mythal is ever suppressed, any creatures that travel through the portal arrives elsewhere in the tower.

*You crest the top of the stairwell and enter a vast chamber that looks to have at one time been a study. The chamber floor is covered in bones and pools of inky black ichor bubble and sputter throughout. A raised platform dominates the back of the chamber upon which stands a circular pool of murky water. A yawning blue portal in the center basks the entire chamber in a dull light.*

*Numerous disembodied skeletal hands crawl to and fro on the bone-littered floor, while a number of animated, skeletal parts fly about. A robed humanoid with rotting flesh stands beside the pool facing you, as though expecting your arrival. He sneers and pounds his staff against the floor. The animated remnants stop for a moment before scuttling towards you.*

Call for initiative. The PCs should be able to see every creature except for the exalted lich brain as combat begins. PCs may make DC 25 Arcana checks to notice that something isn't quite right with the portal - its destination appears to be hazy and scrambled. This is the effect of the *scramble portal* ritual.

On the brain's initiative, it emerges from the pool and begins flying about. Remember that the PCs should not be able to see the reanimation traps unless they succeed on an active Perception check. The DC decreases by 5 if the PCs are within 5 squares of the trap. A PC adjacent to a trap sees it automatically.

Shazryl is only able to control up to 10 lich claws at a time. Therefore, if there are ever 10 lich claws currently alive during combat, the reanimation trap ceases to create more until one or more are killed. When the exalted lich brain is destroyed, the paralyths and lich claws fall to the ground motionless, as Shazryl's control over them is lost.

### FEATURES OF THE AREA

**Illumination:** The tower summit has dimly illuminated by the glow of the portal.

**Platform:** The 4x4 floor with runes represents the platform. It is 15 feet (3 squares) high. Its slick walls are dripping with necromantic seepage and require a DC 30 Athletics check to climb. Any PC that attempts to climb the walls is at risk of contracting soul rot (see Appendix 1).

**Stairs:** The stairs are considered difficult terrain.

**Pool:** The exalted alhoon brain's pool is located on the platform and is considered blocking terrain. It is 5 feet deep.

**Desk/Chair/Bookcases:** The desk, chair, and bookcases are blocking terrain.

**Necromantic Seepage:** The dark areas on the map are pools of necromantic seepage. They are considered difficult terrain and any PC that enters those squares is at risk of contracting soul rot (see Appendix 1).

**Portal:** A creature that passes through the portal's squares travels through. A creature may not be teleported into the portal, but a creature may be forced through the portal via a pull, push, or slide effect. In such a case, a creature is allowed a saving throw to fall prone before passing through. A creature that passes through the portal is removed from play (the Scramble Portal ritual makes the teleportation destination too far from the portal to get back in time).

**Skull Pile:** The skull pile represents the reanimation trap and is considered difficult terrain. Since the entire floor is covered in bones, it is difficult to see. <u>Only place this on the map when it is spotted by a PC.</u>

**Ceiling:** The ceiling of this chamber is 20 feet (4 squares) high.

## TACTICS

The exalted lich brain begins combat submerged in its pool. During combat, it flies around and attacks intelligently, using *supreme domination* on the most threatening target as often as it can. It uses *lich step* to recharge *supreme domination* when it is available. It uses *fearful recoil* to send PCs in a general direction by first positioning itself such that they move in the direction it wants them to go. It uses *fearful recoil* whenever struck by a melee attack to teleport its attacker into a pool of necromantic seepage. It uses *mind stab* or *mind spike* during rounds when it cannot use *supreme domination* and is unafraid of catching the paralyths in a *mind stab* burst due to their resistance to psychic. Neither the brain nor the paralyths will force dominated PCs to pass through the portal. Both the brain and the paralyths will keep a safe distance between themselves and the portal so as to avoid being forced through it.

Lucyan uses *ray of weakness* as his primary attack but is unafraid to attack with his staff when unable to use ranged attacks. If surrounded by multiple PCs, he uses *vile eruption.*

The paralyths try to keep as many PCs in their auras as possible and use *nervous feedback* followed by *spinal domination* every round. They defend the brain and Lucyan whenever possible.

The lich claws attack as a group. They never delay or ready. On their initiative, they swarm their targets (usually three to a target so as to immobilize it). New lich claws generated by the reanimation trap do not act when spawned - instead, they act on the same initiative as the other lich claws.

## SCALING THE ENCOUNTER

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

**Four PCs:** Remove one paralyth.
**Six PCs:** Add one paralyth.

## ENDING THE ENCOUNTER

Once the PCs defeat the exalted lich brain and Lucyan, they may proceed with the Seal Portal ritual that they were instructed to perform. Throughout the ritual, Shazryl's spirit tries to reason with the PCs, offering them wealth and power if they but only leave this place without destroying the portal. If the PCs accept, he offers them the same treasure options as Ilsevele (which are mysteriously delivered to the PCs after the adventure).

Just as the PCs are near the completion of the ritual, one of Shazryl's thralls returns through the portal (and appears in the foyer) with his phylactery. Although the PCs do not see this occur, for some added drama, describe Shazryl's spirit suddenly ceasing its pleading as it triumphantly disappears, reforming beside its phylactery downstairs. Perhaps the fully reformed Shazryl appears at the tower summit just as the PCs finish their ritual. This provides the PCs with a villain that they can look forward to facing in a future adventure.

### EXPERIENCE POINTS

The characters receive 1040/1400 experience points each for defeating the exalted lich brain and its thralls.

### TREASURE

The PCs recover a +3 *cloak of arachnida* from Lucyan's body. In addition, if there were any crawling claws left with the defeat of the exalted lich brain, these become docile. A PC can try to take one with him, gaining **SPEC07** storyaward.

## Concluding the Adventure

When the PCs escape through the portal, the Scramble Portal ritual causes them to appear in a random location in the Cormanthor forest. If the PCs were successful, the PCs are found by the eladrin and escorted to Ilsevele, who thanks them profusely and rewards them for their heroic efforts. They gain story award **SPEC05 Hero of Myth Drannor**. If the PCs accepted Shazryl's offer and left without destroying the portal, it is unlikely that they would wait around to be found by the eladrin. The PCs gain story award **SPEC06 Shazryl's bribe**.

If the PCs succeeded in destroying the portal, Ilsevele Miratar offers them each a reward of 600/1500 gp each. Furthermore, she offers to obtain any weapon, implement, or armor of each PC's choosing, within reason (see rewards summary). Shazryl pays the same.

# Encounter 6: Tower Summit (Low Level)

## Exalted Lich Brain (level 13) — Level 13 Elite Controller
Large natural animate (undead)                    XP 1,600

**Initiative** +7        **Senses** Perception +9; darkvision
**Necrotic Aura (Necrotic)** aura 5; any living creature that enters or starts its turn in the aura takes 5 necrotic damage.
**HP** 262; **Bloodied** 131
**Regeneration** 10 (if the lich takes radiant damage, regeneration doesn't function on its next turn)
**AC** 29; **Fortitude** 27, **Reflex** 19, **Will** 29
**Immune** disease, poison; **Resist** 11 necrotic
**Saving Throws** +2
**Speed** fly 6 (hover; maximum altitude 1); see also *lich step*
**Action Points** 1

M **Teleportation Field** (immediate reaction, when an enemy hits the exalted lich brain with a melee attack; at-will) ✦ **Teleportation**
   Targets the triggering creature; +17 vs. Will; the target is teleported up to 8 squares.

R **Fearful Recoil** (minor; at-will)
   Ranged 8; +15 vs. Will; the target immediately moves its speed plus 4 squares away from the exalted alhoon brain. The target avoids hazardous terrain and difficult terrain if possible.

R **Supreme Domination** (standard; recharge 5-6) ✦ **Charm**
   Ranged 10; +17 vs. Will; the target is dominated (save ends).

R **Mind Spike** (standard; recharge 6) ✦ **Psychic**
   Ranged 5; +15 vs. Will; the target loses the use of one randomly determined encounter power. If the target has no remaining encounter powers, it instead takes 1d12 + 8 psychic damage.

C **Mind Stab** (standard; at-will) ✦ **Psychic**
   Close burst 5; +17 vs. Will; 1d10 + 8 psychic damage, and the target takes a –2 penalty to Will (save ends).

**Lich Step** (move; recharge 5-6) ✦ **Teleportation**
   The exalted alhoon brain teleports up to 8 squares and recharges one encounter or recharge power (including *lich step*).

**Necrotic Master**
   The exalted alhoon brain can convert any attack power it has to necrotic. Change a power's energy keyword to necrotic, or add necrotic energy to an attack power that doesn't normally deal energy damage.

**Alignment** Evil  **Languages** Common, Deep Speech, Telepathy 10
**Skills** Arcana +16, Bluff +15, Diplomacy +15, Intimidate +15
**Str** 12 (+7)    **Dex** 12 (+7)    **Wis** 16 (+9)
**Con** 19 (+10)   **Int** 21 (+11)   **Cha** 18 (+10)

**Note:** Exalted Brain in a Jar (*Open Grave*) with Lich template (*DMG*) – alternate powers *mind apike, lich atep* (*Open Grave*).

## Lich Claw (level 13) — Level 13 Minion
Tiny natural animate (undead)                    XP 200

**Initiative** +15        **Senses** Perception +7; tremorsense 10
**HP** 1; a missed attack never damages a minion.
**AC** 28; **Fortitude** 26, **Reflex** 28, **Will** 27
**Immune** disease, poison; **Resist** 10 necrotic
**Speed** 8, climb 4

m **Death's Touch** (standard; at-will)
   +16 vs. Fortitude; 5 necrotic damage, and the target is weakened until the end of the lich claw's next turn.

**Anchoring Claws**
   A creature that starts its turn adjacent to three or more lich claws is immobilized until the start of its next turn

**Alignment** Unaligned       **Languages** –
**Str** 8 (+5)     **Dex** 24 (+13)   **Wis** 12 (+7)
**Con** 14 (+9)    **Int** 5 (+3)     **Cha** 12 (+7)

## Tainted Priest (level 12) — Level 12 Controller (Leader)
Medium natural animate (undead)                    XP 700

**Initiative** +8        **Senses** Perception +12; darkvision
**HP** 123; **Bloodied** 61; see also *wave of the grave*
**AC** 26; **Fortitude** 28, **Reflex** 23, **Will** 30
**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 10 radiant
**Speed** 6

m **Unholy Staff** (standard; at-will) ✦ **Healing, Necrotic, Weapon**
   +17 vs. AC; 2d8 + 5 damage, and the target loses a healing surge, and the tainted priest regains 5 hit points.

r **Ray of Weakness** (standard; at-will) ✦ **Necrotic**
   Ranged 10; +16 vs. Fortitude; 3d6 + 8 necrotic damage, and the target is weakened (save ends).

C **Vile Eruption** (standard; encounter) ✦ **Healing, Necrotic**
   Close burst 2; targets enemies; +16 vs. Fortitude; 6d4 + 7 necrotic damage, and the target is stunned until the end of its next turn. In addition, each undead ally in the burst regains 20 hit points.

C **Wave of the Grave** (free, when first bloodied; encounter) ✦ **Necrotic**
   Close blast 5; +16 vs. Fortitude; 4d6 + 7 damage, and ongoing 10 necrotic damage (save ends).

**Alignment** Evil           **Languages** Common
**Skills** Arcana +15, Bluff +15, Stealth +13
**Str** 15 (+8)    **Dex** 14 (+8)    **Wis** 22 (+12)
**Con** 19 (+10)   **Int** 18 (+10)   **Cha** 18 (+10)
**Equipment** robes, staff

| Paralyth (level 12) | Level 12 Soldier |
|---|---|
| Medium natural animate (undead) | XP 700 |

**Initiative** +13 **Senses** Perception +7; darkvision
**Paralytic Aura** aura 5; any enemy that enters the aura or starts its turn within the aura is slowed until the end of its next turn.
**HP** 120; **Bloodied** 60
**AC** 28; **Fortitude** 24, **Reflex** 26, **Will** 22
**Immune** disease, poison; **Resist** 10 psychic
**Speed** 5, fly 8 (hover)

m **Pain Lash** (standard; at-will)
+19 vs. AC; 2d6 + 8 damage, and the target is slowed until the end of the paralyth's next turn.

M **Nervous Feedack** (standard; at-will) ✦ **Psychic**
The paralyth makes two pain lash attacks against a single target. If both hit, the target takes ongoing 5 psychic damage and is marked (save ends both).

C **Spinal Domination** (minor 1/round; at-will)
Close burst 3; targets one creature marked by the paralyth; +17 vs. Will; the target is dominated until the end of the paralyth's next turn.

| **Alignment** Chaotic evil | **Languages** Common, telepathy 10 |
|---|---|
| **Str** 18 (+10) | **Dex** 21 (+11) | **Wis** 13 (+7) |
| **Con** 16 (+9) | **Int** 12 (+7) | **Cha** 14 (+8) |

| Reanimation Trap | Level 12 Lurker |
|---|---|
| Trap | XP 700 |

**Trap:** The trap consists of an animated skull through which the exalted lich brain is able to spawn lich claws (*Open Grave*, 143).

**Perception**
✦ DC 26: The character notices a bleached skull emitting a dull glow. A character must be within 10 squares of the skull to notice it. A character within 5 squares gains a +5 bonus to this check.

**Additional Skill:** Arcana
✦ DC 26: The character identifies the trap's capabilities.

**Trigger**
The trap acts at the end of the initiative order. The skull spawns two lich claws within 5 squares of it. If there are ever 8 lich claws present in the combat at the end of a given round, the trap does not trigger on that round.

**Countermeasures**
✦ A character can the skull (AC 20, other defenses 15; hp 100; resist 10 all). The skull is immune to effects that target Will defense. Destroying the exalted alhoon brain deactivates the trap.
✦ A character can use individual Arcana or Thievery checks to damage the skull. Each successful DC 26 Arcana or Thievery check deals 25 damage to the skull (this damage bypasses the skull's resistances).

# ENCOUNTER 6: TOWER SUMMIT (HIGH LEVEL)

## Exalted Lich Brain (level 15) — Level 15 Elite Controller
Large natural animate (undead) — XP 2,400

**Initiative** +8    **Senses** Perception +10; darkvision

**Necrotic Aura (Necrotic)** aura 5; any living creature that enters or starts its turn in the aura takes 5 necrotic damage.

**HP** 296; **Bloodied** 148

**Regeneration** 10 (if the lich takes radiant damage, regeneration doesn't function on its next turn)

**AC** 31; **Fortitude** 29, **Reflex** 21, **Will** 31

**Immune** disease, poison; **Resist** 12 necrotic

**Saving Throws** +2

**Speed** fly 6 (hover; maximum altitude 1); see also *lich step*

**Action Points** 1

M **Teleportation Field** (immediate reaction, when an enemy hits the exalted lich brain with a melee attack; at-will) ✦ Teleportation

Targets the triggering creature; +19 vs. Will; the target is teleported up to 8 squares.

R **Fearful Recoil** (minor; at-will)

Ranged 8; +17 vs. Will; the target immediately moves its speed plus 4 squares away from the exalted alhoon brain. The target avoids hazardous terrain and difficult terrain if possible.

R **Supreme Domination** (standard; recharge 5-6) ✦ Charm

Ranged 10; +19 vs. Will; the target is dominated (save ends).

R **Mind Spike** (standard; recharge 6) ✦ Psychic

Ranged 5; +17 vs. Will; the target loses the use of one randomly determined encounter power. If the target has no remaining encounter powers, it instead takes 1d12 + 9 psychic damage.

C **Mind Stab** (standard; at-will) ✦ Psychic

Close burst 5; +19 vs. Will; 1d10 + 9 psychic damage, and the target takes a –2 penalty to Will (save ends).

**Lich Step** (move; recharge 5-6) ✦ Teleportation

The exalted alhoon brain teleports up to 8 squares and recharges one encounter or recharge power (including *lich step*).

**Necrotic Master**

The exalted alhoon brain can convert any attack power it has to necrotic. Change a power's energy keyword to necrotic, or add necrotic energy to an attack power that doesn't normally deal energy damage.

**Alignment** Evil **Languages** Common, Deep Speech, Telepathy 10

**Skills** Arcana +18, Bluff +16, Diplomacy +16, Intimidate +16

**Str** 12 (+8)    **Dex** 12 (+8)    **Wis** 16 (+9)

**Con** 20 (+12)    **Int** 22 (+13)    **Cha** 18 (+10)

**Note:** Exalted Brain in a Jar (*Open Grave*) with Lich template (*DMG*) – alternate powers *mind apike, lich atep* (*Open Grave*).

## Lich Claw — Level 14 Minion
Tiny natural animate (undead) — XP 250

**Initiative** +16    **Senses** Perception +8; tremorsense 10

**HP** 1; a missed attack never damages a minion.

**AC** 29; **Fortitude** 27, **Reflex** 29, **Will** 28

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

**Speed** 8, climb 4

m **Death's Touch** (standard; at-will)

+17 vs. Fortitude; 6 necrotic damage, and the target is weakened until the end of the lich claw's next turn.

**Anchoring Claws**

A creature that starts its turn adjacent to three or more lich claws is immobilized until the start of its next turn

**Alignment** Unaligned    **Languages** –

**Str** 9 (+6)    **Dex** 25 (+14)    **Wis** 12 (+8)

**Con** 14 (+10)    **Int** 5 (+4)    **Cha** 12 (+8)

## Tainted Priest — Level 15 Controller (Leader)
Medium natural animate (undead) — XP 1,200

**Initiative** +9    **Senses** Perception +12; darkvision

**HP** 148; **Bloodied** 74; see also *wave of the grave*

**AC** 29; **Fortitude** 31, **Reflex** 26, **Will** 33

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

**Speed** 6

m **Unholy Staff** (standard; at-will) ✦ Healing, Necrotic, Weapon

+20 vs. AC; 2d8 + 6 damage, and the target loses a healing surge, and the tainted priest regains 5 hit points.

r **Ray of Weakness** (standard; at-will) ✦ Necrotic

Ranged 10; +19 vs. Fortitude; 3d6 + 9 necrotic damage, and the target is weakened (save ends).

C **Vile Eruption** (standard; encounter) ✦ Healing, Necrotic

Close burst 2; targets enemies; +19 vs. Fortitude; 6d4 + 8 necrotic damage, and the target is stunned until the end of its next turn. In addition, each undead ally in the burst regains 20 hit points.

C **Wave of the Grave** (free, when first bloodied; encounter) ✦ Necrotic

Close blast 5; +19 vs. Fortitude; 4d6 + 8 damage, and ongoing 10 necrotic damage (save ends).

**Alignment** Evil    **Languages** Common

**Skills** Arcana +16, Bluff +16, Stealth +14

**Str** 15 (+9)    **Dex** 14 (+9)    **Wis** 23 (+13)

**Con** 20 (+12)    **Int** 18 (+11)    **Cha** 18 (+11)

**Equipment** robes, staff

# Encounter 6: Tower Summit (High Level)

| Paralyth (level 13) | Level 13 Soldier |
|---|---|
| Medium natural animate (undead) | XP 800 |

**Initiative** +14     **Senses** Perception +7; darkvision
**Paralytic Aura** aura 5; any enemy that enters the aura or starts its turn within the aura is slowed until the end of its next turn.
**HP** 128; **Bloodied** 64
**AC** 29; **Fortitude** 25, **Reflex** 27, **Will** 23
**Immune** disease, poison; **Resist** 10 psychic
**Speed** 5, fly 8 (hover)

m **Pain Lash** (standard; at-will)
  +20 vs. AC; 2d6 + 8 damage, and the target is slowed until the end of the paralyth's next turn.

M **Nervous Feedack** (standard; at-will) ✦ **Psychic**
  The paralyth makes two pain lash attacks against a single target. If both hit, the target takes ongoing 5 psychic damage and is marked (save ends both).

C **Spinal Domination** (minor 1/round; at-will)
  Close burst 3; targets one creature marked by the paralyth; +18 vs. Will; the target is dominated until the end of the paralyth's next turn.

| **Alignment** Chaotic evil | | **Languages** Common, telepathy 10 |
|---|---|---|
| **Str** 18 (+10) | **Dex** 21 (+11) | **Wis** 13 (+7) |
| **Con** 16 (+9) | **Int** 12 (+7) | **Cha** 14 (+8) |

| Reanimation Trap | Level 13 Lurker |
|---|---|
| Trap | XP 800 |

**Trap:** The trap consists of an animated skull through which the exalted lich brain is able to spawn lich claws (*Open Grave*, 143).

**Perception**

✦DC 27: The character notices a bleached skull emitting a dull glow. A character must be within 10 squares of the skull to notice it. A character within 5 squares gains a +5 bonus to this check.

**Additional Skill**: Arcana

✦DC 27: The character identifies the trap's capabilities.

**Trigger**

The trap acts at the end of the initiative order. The skull spawns two lich claws within 5 squares of it. If there are ever 8 lich claws present in the combat at the end of a given round, the trap does not trigger on that round.

**Countermeasures**

✦A character can the skull (AC 21, other defenses 16; hp 108; resist 10 all). The skull is immune to effects that target Will defense. Destroying the exalted alhoon brain deactivates the trap.

✦A character can use individual Arcana or Thievery checks to damage the skull. Each successful DC 27 Arcana or Thievery check deals 27 damage to the skull (this damage bypasses the skull's resistances).

# Encounter 6: Tower Summit Map

**Tile Sets Needed**

*Arcane Corridors x2, Hidden Crypts x1*
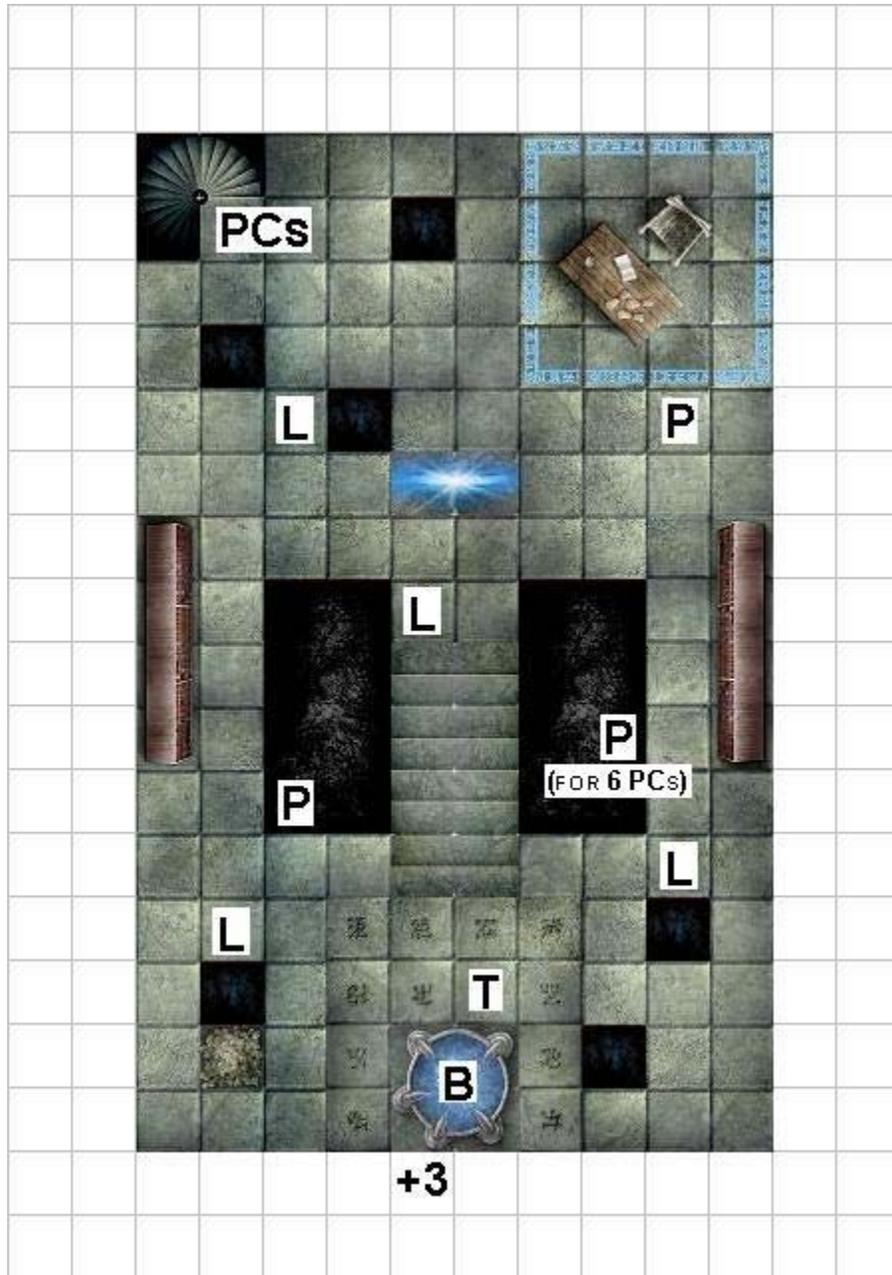
# Rewards Summary

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

## Experience Points

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

**Encounter 2a: Smithy**
**740 / 1080 XP**
**Encounter 2b: Crematorium**
**700 / 1000 XP**
**Encounter 3: Stairwell**
**800 / 1240 XP**
**Encounter 5a: Despoiled Shrine**
**940 / 1400 XP**
**Encounter 5b: Common Room**
**840 / 1320 XP**
**Encounter 6: Tower Summit**
**1040 / 1400 XP**

**Total Possible Experience**
**3360 / 4800 XP**

**Gold per PC**
**1800 / 3300 gp**
(Encounter 2a: 1200/1800 gp, Encounter 2b: 1200/1800 gp, Encounter 6: 600/1500 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.

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**Each PC Selects One of the Following Bundles:**

**Bundle A:** one magic armor, weapon, or implement of 13th level or lower from any player legal source (low-level version only) (varies; varies)
Found in Encounter 6

**Bundle B:** *premonition ring** (15th)
Found in Encounter 2a

**Bundle C:** *ring of shadow travel** (15th)
Found in Encounter 2b

**Bundle D:** *couters of second chances** (15th)
Found in Encounter 5a

**Bundle E:** *quickhit bracers** (15th)
Found in Encounter 5b

**Bundle F:** *+3 cloak of arachnida** (13th)
Found in Encounter 6

**Bundle G:** one magic armor, weapon, or implement of 15th level or lower from any player legal source (high-level version only) (varies; varies)
Found in Encounter 6

**Bundle H:** ritual book containing *scramble portal* (high-level version only)
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 *cryptspawn potion** (15th, AV) plus 300 / 1,100 gp to their rewards from this adventure. The player should write the

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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 1300/2100 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).

### SPEC05 Hero of Myth Drannor

For your services to the eladrin kingdom of Myth Drannor you receive the title Hero of Myth Drannor and a small silver pin in the shape of a rose. Creatures recognizing the pin might react more or less favorable depending on the circumstances.

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 to become a Knight of Myth Drannor.

### SPEC06 Shazryl's bribe

Whether out of greed, fear, desperation or some other motive, you accepted Shazryl's bribe to leave the portal alone in return for your life and treasure. Shazryl, the alhoon lich, kept his side of the bargain and so did you. Neither Shazryl nor the eladrin of Myth Drannor are going to forget this.

### SPEC07 Something to Remember Me By

Having destroyed Shazryl's disembodied brain, you have broken its hold over the animated lich claws that infested its tower. You managed to keep one of these claws as a loyal servant. A PC with the Arcane Familiar feat can take the lich claw as a familiar. The lich claw's statistics are identical to a rakshasa claw from *Dragon 374.*

## ADVENTURE QUESTIONS

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

**1. Did the PCs destroy the portal?**
   a. Yes
   b. No
   c. They didn't make it that far

**2. Did the PCs defeat the exalted alhoon brain?**
   a. Yes
   b. No
   c. They didn't make it that far

**3. Did the PCs accept Shazryl's offer?**
   a. Yes
   b. No
   c. They didn't make it that far

# New Rules

## Adventurer's Vault

### Ring of Shadow Travel      Level 15

*This dark iron ring lets you disappear into the shadows.*
**Item Slot:** Ring      25,000 gp
**Property:** Gain a +2 item bonus to Stealth checks.
**Power (Daily ◆ Teleportation):** Move Action. Teleport 4 squares. If the space you teleport from is not brightly lit, you can teleport 8 squares. You cannot teleport to a brightly lit space. If you've reached at least one milestone today, double all teleport distances of this power.

### Premonition Ring      Level 15

*With this dark obsidian ring on your finger, you act quickly when faced with danger.*
**Item Slot:** Ring      25,000 gp
**Property:** Gain a +2 item bonus to initiative and passive Perception checks.
**Power (Daily):** No Action. Use this power when you are surprised. You are not surprised. If you've reached at least one milestone today, you also move 3 squares and take a minor action.

### Couters of Second Chances      Level 5+

*As you swing past your opponent, these armored elbow guards sparkle with energy, bringing your weapon back in line.*
Lvl 5    1,000 gp      Lvl 25    625,000 gp
Lvl 15   25,000 gp
**Item Slot:** Arms
**Power (Daily):** Free Action. Use this power when you miss with a melee attack. Reroll the attack, and use the second result, even if it's lower.
*Level 15 or 25:* Gain a +2 bonus to the rerolled attack roll.
*Level 25:* If your rerolled attack misses, make a melee basic attack against the target.

### Cloak of the Arachnida      Level 13+

*This cloak is traced in spiderweb patterns.*
Lvl 13   +3      17,000 gp
Lvl 18   +4      85,000 gp
**Item Slot:** Neck
**Enhancement:** Fortitude, Reflex, and Will
**Property:** Gain a +2 item bonus to saving throws against effects that immobilize or restrain you.
*Level 23 or 28:* Also gain resist 15 poison.

**Power (Daily):** Immediate Interrupt. Use this power when an adjacent enemy attacks you or moves away from you. Make an attack: Melee 1; Intelligence, Wisdom, or Charisma vs. Reflex; on a hit, the target is immobilized (save ends).

### Quickhit Bracers      Level 5+

*Favored by rangers and other two-weapon warriors, these arm guards grant the speed to strike harder and more quickly.*
Lvl 5 1,000 gp      Lvl 25 625,000 gp
Lvl 15 25,000 gp
**Item Slot:** Arms
**Property:** When using a power, if you hit one creature with both your main weapon and your off-hand weapon, deal an extra 1d6 damage to that creature.
*Level 15:* 2d6 damage.
*Level 25:* 3d6 damage.
**Power (Daily):** Minor Action. Use this power when you hit with both your main weapon and your off-hand weapon using one power. Make a melee basic attack with your off-hand weapon.

## Manual of the Planes

### Scramble Portal

*You alter the configuration of a teleportation circle or other portal so others cannot travel through it.*
**Level:** 14
**Category:** Warding
**Time:** 10 minutes
**Duration:** Special
**Component Cost:** 1,600 gp
**Market Price:** 4,000 gp
**Key Skill:** Arcana
Scramble Portal allows you to alter the magic of a permanent portal, making it malfunction. For the ritual's duration, the portal sends creatures passing through it to a random destination (DM's discretion).
At the completion of the ritual, make a Arcana check.
The result determines how long the portal remains scrambled.

| Arcana Check Result | Duration |
|---|---|
| 24 or lower | 1 hour |
| 25–34 | 8 hours |
| 35–44 | 1 day |
| 45+ | 7 days |

# Appendix 1 – Necromantic Seepage

Pools of necromantic seepage form one of the most disturbing features in the Shadowfell. They bubble up from fissures in the ground or out of rifts in the air. The seepage is a thick black fluid, the congealed essence of shadow warped into a corrupting and rotting presence. Samples of the seepage removed from the pool dry after 1 minute, becoming black harmless flakes dispersed by the faintest breeze. In liquid form, however, necromantic seepage is lethal. Any living creature entering a space containing necromantic seepage contracts a terrible disease known as soul rot.

**Contact:** A living creature that comes in contact with necromantic seepage automatically contracts Soul Rot (below). A character that enters a square containing necromantic seepage, that character is entitled to a saving throw to resist contracting the disease. If a character with Soul Rot comes in contact with necromantic seepage again (either by touching it or by entering a square containing it), that character must make a saving throw to resist progressing to the next stage of the disease track immediately. A DC 20 Arcana check identifies necromantic seepage for what it is.

| Soul Rot | Level 11 Disease |
|---|---|
| **Endurance** maintain DC 16, improve DC 21 | |
| **Disease Track** | |
| ✦**Initial Effect:** The target takes 5 necrotic damage and loses one healing surge that the target cannot regain until cured of the disease. | |
| ✦**Next Step:** The target is weakened until cured. | |
| ✦**Final State:** The target dies and rises as a wraith (*Monster Manual*, page 266). | |