

# ROOTS OF CORRUPTION: INFESTATION

## A DUNGEONS & DRAGONS® *LIVING FORGOTTEN REALMS* ADVENTURE

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Two years ago, the city of Myth Drannor was overrun with vermin. While adventurers were able to purge the infestation, bigger problems at the time ensured few paid attention. Now an awfully familiar fungus spreads its tendrils through the ancient woodlands of Cormanthor and this time it's proving harder to kill... A *Living Forgotten Realms* special adventure set in Myth Drannor for characters of the Heroic tier (levels 1-10). This adventure is loosely connected with SPEC3-2 *Roots of Corruption: Dark Seeds* and SPEC1-3 *Ghosts of the Past: Hive of Corruption*.

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

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## PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the D&D 4th Edition core rulebooks. These are the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*, or the corresponding D&D Essentials products. 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 about non-player characters (NPCs) and monsters appears in the full stat-block format with each combat encounter. For non-combat encounters, this information appears in abbreviated form in the adventure text.

Along with this adventure, you'll find a session tracking sheet. If you're playing this adventure as part of a WPN event (see above), 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. Auras are designated with the O symbol, as well as the aura keyword.

A lower-case letter (used only for certain 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:

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

In support of the golden rule, we offer these guidelines:

- **You are empowered to make adjustments to the adventure and to make decisions about how the group interacts with the world.** This is especially important during non-combat encounters, but you may also need to adjust the combat encounters for groups that are having too easy or too hard of a time with the adventure.
- **Don't make the adventure too easy or too difficult.** 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 just ask) what they like in a game, and attempt to give each player the experience they're after when they play D&D. Everyone at the table should get a "chance to shine."
- **Be mindful of pacing, and keep the game moving to ensure you finish on time.** 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 in about 4 hours; be very aware of running long or short, and adjust the pacing accordingly. If that means you need to "call" a combat encounter when it is obvious that the PCs are going to win, then feel free to do so.
- **Give the players appropriate hints so they can make informed choices about how to interact with the environment.** Players should always know when enemies are bloodied or affected by conditions. Give them clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting frustrated by a lack of information. Encourage immersion in the adventure and give the players "little victories" for figuring out a good choice from your clues.

In summary, 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 written to support the entire Heroic tier of play (character levels 1-10).

Any character of the appropriate tier may play the adventure, but the highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

*Living Forgotten Realms* defines five adventure levels within each tier. The choice of adventure level affects the difficulty of most obstacles (particularly combat encounters and skill challenges) the PCs will face during the adventure, and also determines the rewards available to the PCs for successfully overcoming those obstacles. The players must decide as a group which adventure level they want to play, and inform you of their decision before beginning the adventure. We recommend that you calculate the average character level and use that as a starting point, but a group of experienced players might choose to "play up" for a greater challenge, while a group of less-experienced players might choose to "play down" while they're learning the ropes.

The group may not choose an adventure level that is more than three levels above the lowest-level character in the party. For example, a group with a level 2, level 3, and four level 5 characters may not choose to play the level 6 version of an adventure because level 6 is more than three levels above the 2nd-level character. This group could choose to face the adventure at either level 2 or level 4, but they will probably choose level 4 because that's the best fit for the group (the average character level is  $25/6 =$  approximately 4).

If (and only if) the group can't agree on an adventure level, the DM may cast a tiebreaking vote.

## READING THE NUMBERS

See **Appendix 2** for a list of DC values by adventure level. This adventure uses the terms Easy, Moderate, and Hard to refer to most DCs. If a DC is given as a static number (such as DC 15 or DC 25 instead of Easy DC, Moderate DC, or Hard DC) then that number is the same regardless of adventure level (this applies to certain skill checks whose difficulty is specifically set by the core rules, such as monster knowledge checks, jumping and swimming checks, etc.)

## FAILING TO DEFEAT AN ENCOUNTER

If the group fails to defeat an encounter (for example, if they have to flee from a combat because it's too tough or they fail too many checks during a skill challenge) it doesn't have to mean the end of the adventure. In most cases, both success and failure should lead to interesting story outcomes. The PCs might miss out on some XP or treasure, but whenever possible, give them a chance to work around their failure and still bring the adventure to a successful conclusion.

In the Rewards section, there is a baseline XP award (the minimum amount a PC can earn). There are also one or more XP awards available for completing specific objectives as outlined by the adventure. Part of the DM's job is to decide if and when the PCs have fulfilled each objective, even if they failed at some of the individual encounters along the way..

## CHARACTER DEATH

When a character dies during the course of an adventure, the player always has at least one option (Death Charity) and might have additional options (such as the Raise Dead ritual). Most importantly, the DM must decide if the rest of the group has access to the dead character's body.

- **Pay for the Raise Dead ritual.** If the group has access to the body and chooses this option, the component cost is usually divided evenly amongst the group (although this is not required, it is generally considered good form to share the costs). The component cost is 500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). If a PC can cast the ritual, then the component cost is the only cost. If the group must locate an NPC to cast the ritual, that NPC charges a fee equal to 20% of the component cost.
- **Use a power that returns dead characters to life.** Certain characters gain powers that allow them to restore life without using the Raise Dead ritual or paying a component cost. For example, the warpriest (a cleric build from *Heroes of the Fallen Lands*) gains the *resurrection* daily utility power at 8th level. NPCs may not be used for this option unless an adventure specifically says so; a player character with the appropriate power must be at the table (assuming he or she isn't the dead character) and all other conditions for using the power must be met. For example, *resurrection* may only be used at the end of an extended rest, and the character must have died within the last 24 hours.

- **Invoke the Death Charity clause.** If the group doesn't have access to the dead character's body, or if they have the body but cannot afford (or are unwilling) to pay for a ritual, the player can choose to return the PC back to life at the end of the adventure, exactly as if the Raise Dead ritual had been used on the dead character. The details of exactly how the character's body made its way back to civilization are up to the player, or this can be left deliberately vague. There is no direct cost for accepting Death Charity, but the character forfeits all non-XP rewards for the adventure (including gold, Story Awards, and the opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

**Regardless of which option is chosen**, any character who dies during an adventure gains 20% less XP from that adventure. In other words, characters that died during the adventure earn 80% of the amount earned by those characters that did not die during the adventure (for example, if the rest of the party earned 500 XP, the characters who died only earn 400 XP).

If a character is killed in the final encounter, but the rest of the party prevails, then the DM may choose to waive the 20% XP penalty if he or she believes that the group as a whole would not have succeeded without the dead character's sacrifice. The 20% penalty also does not apply in the event of a TPK (Total Party Kill), because the DM should reduce the entire group's XP award to reflect the fact that the party as a whole failed to complete some or all of the adventure's objectives.

Sometimes, invoking the Death Charity clause is the only option to return a dead PC to life. For example, if the group suffers a TPK and no friendly NPCs know where to find them, then it's unlikely that their bodies can be recovered. The DM is the final arbiter of whether or not a dead character's body can be recovered. Remember, the Death Charity clause is always an option, no matter what happened to the PC. Returning from the dead (by whatever means) is optional and up to the player, but the decision must be made at the table and recorded on the character's Adventure Log. Any character who chooses not to return from the dead is permanently retired from play.

Mounts are not characters. These rules do not apply if a mount is killed during an adventure. To resurrect a dead mount, the owner must pay 20% of the mount's market price at the end of the adventure in which the mount died.

## MILESTONES

Whether the characters succeed or fail in an encounter, they generally reach a milestone after every second

encounter following the start of the adventure or their last extended rest. Some encounters do not count toward a milestone, usually because they are pure roleplaying encounters or do not pose a meaningful challenge to the party. If an encounter is not intended to count toward a milestone, it will say so. In particular, you should not deny the players a milestone just because they are having an easy time with the combat encounters. After each encounter, inform the players whether that encounter counted toward the next milestone. Reaching a milestone gives each PC another action point and affects some magic item powers.

## LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't automatically resolved by the end of the adventure, such as the death penalty or the later stages of a disease.

**Death Penalty:** When a character dies and is brought back to life, that character usually suffers a death penalty. For example, a character brought back by the Raise Dead ritual or a warpriest's *resurrection* power suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until he or she has reached three milestones. The player should record the character's death on his or her Adventure Log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, the death penalty ends.

Sometimes the death penalty is paid by a character other than the character that was returned to life. For example, if a sentinel uses the *restore life* power, there is a cost of four healing surges. These healing surges cannot be regained until the PCs who spent the surges (which cannot include the character who was returned to life) have reached three milestones or taken three extended rests. The character(s) who spent the surges track this on their individual Adventure Logs. As each character crosses the appropriate threshold, the death penalty ends for that character, regardless of whether it is still active on other characters.

**Diseases:** A disease lasts until it is cured or it reaches its 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 an adventure, any character suffering from a disease must resolve the disease to either its cured or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may 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. Effects that last for a well-defined period of time (those that end after a certain number of days or extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified, such as by a Story Award). Effects that use a benchmark of unknown duration (such as milestones) should be recorded on the character's Adventure Log and tracked across adventures.

It is always the player's responsibility to inform the DM at the beginning of an adventure if his or her character is suffering from a lasting effect.

## WHAT'S A CORE SPECIAL ADVENTURE?

Core Special adventures are designed to provide a challenging and epic (but fair and fun) experience where the players must work together in order to successfully complete the entire adventure within the time limit. The adventure as a whole is intended to be only slightly more difficult than other adventures, and not impossible to complete in a standard four-to-five hour convention slot.

The combat encounters in this adventure are designed to pose a tough challenge for the typical party of the expected levels.

## ADVENTURE BACKGROUND

In 1479 DR, now almost two years ago, the High Mages of Myth Drannor were forced to lower the mythal on their city. They mythal needed to be suppressed to give adventurers the chance to repair minor disruptions in the magical energies of the mythal. Since the mythal kept many ancient and dangerous portals in the city area closed, the eladrin rightfully expected trouble and hired several groups of adventurers to deal with the ensuing chaos.

Some of these adventurers discovered the roots of an ancient tree bearing the remaining power of Moander, the dead god of decay. The tree was in contact with the Citadel of Fungi when the mythal was lowered and fed on its energy, gaining an abyssal taint from an unknown portal to that plane located within the citadel itself. This abyssal power further corrupted the tree and strengthened Moander's taint, causing the manifestation of a dark, bulbous heart-like growth amongst what remains of the dead god's essence.

Order was restored quickly after the mythal was again brought into place (these events are dealt with in SPEC1-3 *Ghosts of the Past*). The city appeared to have

survived relatively unscathed, but appearances can deceive.

Meanwhile, the corrupted tree bided its time, spreading its roots beneath the forest encompassing Myth Drannor in order to form a permanent bond with the Citadel of Fungi.

Where the roots break forth the natural terrain has been altered by the Taint of Moander. These sites have transformed into fetid jungles of fungi and oozes, corrupting surrounding plant and animal life.

At first the eladrin of Myth Drannor were unaware of the tree's growth and the gradual tainting of their forest surrounds. However over the last few months the Coronal Ilsevele Miritar and high mages of Myth Drannor have become aware of the changes to the forest, mistakenly believing this power is emanating from the Citadel of Fungi itself (only partially true).

To further complicate matters, the lowering of the mythal attracted the attention of Zuggtmoy, the Demon Queen of Fungi. Sensing the lingering power contained in the Citadel of Fungi, she has sent a force to claim this power for her own.

The growing corruption of the forest surrounding the Citadel has claimed the lives of wood folk and travelers alike. Some of these beings have risen as undead, under the influence of the taint, while others have been driven insane.

With the tree's discovery of a second portal to the Abyss located in the forest, these undead now aid its efforts to open this portal as soon as possible.

## DM'S INTRODUCTION

This adventure begins with a call to Heroic tier adventurers across Faerun from Coronal Ilsevele Miritar to deal with the problem of the tainted forest surrounding Myth Drannor. The Coronal has also sent out a call for more powerful adventurers to deal with the problem of the Citadel of Fungi (detailed in the Paragon tier adventure SPEC3-2).

After meeting with the Coronal herself, the PCs are briefed on the problem of the tainted forest and asked to venture within to uncover the source of the taint and hopefully put a stop to whatever power is behind it.

The adventure involves entering the tainted forest surrounding Myth Drannor, surviving the dangers within to locate the source of the problem. The PCs encounter terrain filled with slimes, oozes and fungi, along with other signs of the taint's corruption on the forest's plant and animal life.

Surviving the forest is a part of an over-arching skill challenge completed just before the final encounter, with several scenes dealing with specific locations

within the tainted forest and the PCs' interaction with these environments.

Eventually they discover a portal to the Abyss and stop the tree from activating the portal. Following the tree's rotten roots back to its core, the adventurers destroy the remaining essence of Moander contained within, ending the threat forever.

## PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

*With the promise of adventure and wealth you have answered the call for adventurers from the ruler of Myth Drannor, the Coronal Ilsevele Miritar. After arriving in the fabled city in the company of several other adventurers, you wait to speak with the Coronal herself.*

- Distribute **Player Handout 1** to PCs with the title Sha'Quessir (elf-friend), Knight of Myth Drannor, Knight-Commander, or honorary versions of these titles bestowed by Myth Drannor.

Allow the PCs a brief moment to introduce themselves and get acquainted with each other before continuing with the text below.

*In time you are granted an audience with the Coronal, an unusual enough occurrence to suggest the matter must be serious indeed. She observes your entrance passively, composes herself, and speaks.*

*"I offer my gratitude for your prompt response. As you may very well suspect, we have a problem that requires rather specialized talents. We wish to dispense with the usual formalities in order for you to begin the investigation, if that is not too troubling to you?"*

*Beckoning a nearby eladrin noble, the Coronal continues.*

*"Please accompany my advisor, who will see to your comforts and provide a briefing on our current situation."*

*Nodding, the Coronal looks past you to another group of adventurers entering the room. Her advisors motion for you to follow them into a side chamber.*

# ENCOUNTER 1: PROBLEMS AT HAND

## SETUP

Important NPC: **Tellanor Audark**, eladrin noble

The PCs are provided with drinks and a selection of delicate fruits and breads. Tellanor then explains the problem of the tainted forest.

The bullet points are written from Tellanor's perspective; use them to answer questions, or if time is tight, just provide an information dump of the material.

*"Our troubles started some time ago, although only now are we aware of their full extent. It is a growing situation in the northern section of Cormanthor that has caused us to seek your services. I will provide some background before you ask your questions - only then will you understand why we have called for you."*

- Two years ago, the mythal protecting Myth Drannor was lowered so the problem of several dangerous magical portals could be dealt with.
- A call went out for adventurers to investigate these portals and help protect Myth Drannor while the mythal was down. (Any PCs present who played any of the SPEC1-3 adventures helped to resolve that situation, and Tellanor graciously acknowledges their contributions; characters with **SPEC14 Favor of House Audark** actually saved Tellanor's own son, and he lavishes praise and affection on these PCs.)
- One month ago, scouts reported the growth of several patches of fungi throughout Cormanthor, which soon spread to claim large sections of the forest. This growth seems to defy the normal laws of nature, occurring even in sections of the forest bathed in sunlight - conditions not conducive to the growth of such plant life.
- Over the last month these fungal growths have started to corrupt Cormanthor's plant and animal life with a foul taint. These areas are now so dangerous no one has ventured into the forest for the past two weeks. The last group we sent to scout the area has not returned, and we fear they have fallen.
- We believe the spread of this growth is a result of the influence of Moander, an entity of corruption and decay. The last bastion of its influence is the Citadel of Fungi, located along Old Moander Road to the northeast.
- This is only speculation, but we think that when the mythal was lowered two years ago, the Citadel was

able to spread its corruption to the surrounding forest. The High Mages of Myth Drannor are working with other (high-level) adventurers to gain entry to the Citadel and attempt to deal with that problem.

- Contrary to the High Mages' belief, the Coronal is not convinced that the Citadel is the only cause of Cormanthor's taint.
- One of the situations that arose when the mythal was lowered involved the kidnapping of a young elf, my [Tellanor's] own son. A group of adventurers were asked to investigate that kidnapping and the trail led them into an abandoned dungeon beneath the city.
- Inside, these adventurers discovered the vermin bore an unusual taint that made them unnaturally aggressive and put them under the control of a myconid cult of Ghaunadaur (the chaotic evil god of aberrations and oozes).
- The adventurers defeated the cult members and were able to rescue my [Tellanor's] son, but also discovered an ancient tree that bore the taint of Moander (a dead god whose portfolio once included rot and decay). Before they could do anything about the tree, the dungeon began to cave in. The adventurers were barely able to get themselves (and my son) out before the entire complex collapsed.
- The Coronal and I believe that this ancient tree may also be linked to the taint in the forest of Cormanthor. Divinations and rituals have not confirmed or discredited this theory.
- As the path to the tree is no longer available to explore, we hope that an expedition into the tainted area of forest may discover the true cause of the problem and allow you to deal with it at its source.
- I can offer you an initial payment to cover your expenses [20 gp x the adventure level, per PC] and the Coronal will, of course, reward you generously.
- The PCs may also ask for more information about the eladrin adventuring company that preceded their journey into the northern reaches of Cormanthor. **Player Handout 2** briefly details that adventuring company's members, the same Iliathor youths rescued by adventurers two years ago in SPEC1-3 H3.

## ENDING THE ENCOUNTER

Allow the PCs to make any purchases or preparations (including the casting of rituals) before their trek into the forest. Once they are ready, proceed to Encounter 2.

## TREASURE AND MILESTONE

The PCs are offered 40 / 80 / 120 / 160 / 200 gp each as an initial payment to explore the corrupted forest. This encounter does not count toward a milestone.

## ENCOUNTER 2: THE CORRUPTED FOREST

### SKILL CHALLENGE LEVEL 3/5/7/9/11, COMPLEXITY 3

#### SETUP

The PCs enter the forest and track the source of the taint, eventually leading to the corrupted tree beneath Cormanthor and the chamber where the Heart of Corruption resides.

This encounter is an over-arching skill challenge that is not completed until the PCs locate the corrupted tree and the chamber containing the heart. The skill challenge is broken down further into several primary and secondary scenes (listed below).

#### Primary Scenes:

- **Scene 1** - Corruption and Decay
- **Scene 2** - Dryad Woes
- **Scene 3** - Trapped Eladrin (after Encounter 3)
- **Scene 4** - Traversing a Tunnel (after Encounter 4)

#### Secondary Scenes:

- **Scene 5** - The Deadly Bog
- **Scene 6** - The Mushroom Field
- **Scene 7** - The Tainted Stream
- **Scene 8** - The Tree's Rage

Primary scenes involve the search for the eladrin adventuring company and the source of the taint affecting the forest. Two successes are required to move through each scene.

Secondary scenes are environmental, dealing with the obstacles and terrain the PCs face on their journey. These scenes are the consequence of failure of any of the primary scenes, and as such any group failures achieved during secondary scenes do not count as failures in the overall skill challenge.

Secondary scenes are only encountered if the PCs generate a failure during one of the primary scenes of the skill challenge, and involve group skill checks that represent the characters facing the deadly environment of the corrupted forest up close.

**DM Note:** If time permits, you can also use some of the secondary scenes as additional minor encounters to keep the journey through the tainted forest as interesting and as challenging as possible. Reduce the DCs to Easy for these scenes if the characters did not

generate a failure with a primary skill check. Even if the characters do not encounter some or all of the secondary scenes, they may still pass close enough to realize the danger they have just avoided. You can use the read-aloud text to describe a secondary scene without requiring the PCs to overcome the game-mechanical elements of that scene.

#### Heal [Moderate DC] (special)

Normally a disease cannot be treated through the use of the Heal check except over an extended rest. By using arcane, divine, or natural power a PC trained in Heal can attempt an energy transfusion from a healthy PC to aid a diseased PC.

A healthy (non-diseased) PC spends 2 healing surges to enable the check. If the character making the Heal check (who is not necessarily the one spending the healing surges) succeeds against a Moderate DC, the diseased PC improves one stage. If the check succeeds against a Hard DC, the diseased PC improves 2 stages. Even if the PC fails the Moderate DC check, the 2 healing surges are still lost.

**Note:** This process takes 5 minutes per Heal check. Only one PC can contribute healing surges to enable the Heal check, and only one PC can use the Aid Another action to assist the character making the Heal check. The PC receiving the treatment cannot make the Heal check, nor aid in the process.

### SKILL CHALLENGE: DISCOVERING THE TAINT'S SOURCE

**Goal:** Find the source of the Taint of Moander and avoid contracting the disease.

**Complexity:** 3(8 successes before 3 failures)

**Primary Skills:** Arcana, Bluff, Diplomacy, Heal, Intimidate, Nature, Perception, Thievery.

**Secondary Skills:** Acrobatics, Athletics, Endurance, Insight.

**Victory:** The PCs find the tree of corruption without overly exposing themselves to the taint of Moander.

**Defeat:** The PCs have been unable to avoid the dangers of the corrupted forest and have all contracted the Taint of Moander.

As they begin their journey the adventurers witness how the corruption of the taint has spread through the forest. Some of the affected areas are little more than concentrated pockets of foul, ooze-filled bogs, or fields of mushrooms that shoot out spores at the slightest touch. Other areas, further away from the corrupted tree, only show early signs of the taint, mute evidence of its continued spread throughout the forest.



During their journey the PCs face exposure to the taint, possibly facing infection on a few occasions if they are not successful during the primary scenes.

The taint is a magical disease, the one remaining reminder of the long dead god of decay, Moander. This disease has been strengthened by the tree's previous connection to the abyssal portal in the Citadel of Fungi. This disease saps at its victim's health, progressing to reduce the actions they can spend in a turn before dominating and gaining full control over their actions and thoughts.

Refer to **Appendix 1** for full details on the Taint of Moander. Each scene contains a reference that explains if the PCs face infection during that scene.

Any PC possessing the Story Award **SPEC15 Taint of Moander** immediately and automatically succumbs to the initial stage of the disease during Scene 1. (See **Appendix 1** for details on the Taint of Moander.)

Heal checks made by or on behalf of such a character suffer a -2 penalty throughout the adventure.

## PRIMARY SCENES (1~ 4)

### SCENE 1: ENTERING THE FOREST [2 SUCCESSES]

*At first glance, everything in the forest appears normal. Tracking the source of the corruption may be like searching for needle in a haystack but as you attune your senses, arcane, natural or otherwise to your surroundings, signs of the taint become apparent. But more than that, it is the distinct lack of animals, the sickly trees, the faint smell of rot and death in the air that begins to assault your senses...*

Only minutes after entering the forest the PCs see signs of corruption slowly taking over the forest. Patches of fungal growth are scattered about the forest, increasing in quantity and size further in.

At this stage the PCs have a couple of options - they can try to locate the eladrin adventuring company lost in the forest, or they can attempt to follow the path of corruption back to its source. The PCs must earn two successes to complete this scene.

#### **Arcana or Nature** [Easy DC] (2 successes)

Your knowledge of nature or your magical senses enable you to observe the taint and pick up a vague trail of the corruption flowing through the forest.

#### **Perception** [Easy DC] (2 successes)

The eladrin adventurers followed a similar path and left tracks through the area remain visible enough to follow even now due to the dampness of the forest.

#### **Call Wilderness Guide, Commune with Nature, Speak with Nature**, or similar primal rituals (automatic 2 successes for this scene)

Using your rituals to interact with the wilderness around you learn the location of a dryad who can provide you with more information (this leads directly to Scene 3).

**Success:** The corruption of the taint or the tracks of the eladrin are easily followed, leading to the following scenes:

- Following the Eladrin's tracks leads to Encounter 3 - Fallen Guardians
- Following the Taint leads to Scene 2 - Dryad Woes.

**Each Failure:** The characters become lost in the tainted forest and face their first major obstacle - move immediately to one of the secondary scenes (Scenes 5-8).

**Taint Exposure:** Any PC possessing the story award SPEC15 Taint of Moander immediately succumbs to the initial stage at this time (see Appendix 1 for further details on the Taint of Moander). Otherwise there are no opportunities for the PCs to become exposed to the Taint during this scene.

### SCENE 2: DRYAD WOES [2 SUCCESSES]

*The deeper you head into the forest the more obvious the taint becomes. Thick patches of fungal growths occur with increasing regularity and most water sources are oily and stagnant.*

*An ancient tree stands at the centre of a large clearing. While it once stood proud, it is now bent and twisted, bearing numerous fungal growths that appear to be choking the very life from the tree's great trunk.*

*As you stare up at the misshapen tree, a small figure watches you warily from its highest branches.*

The dryad's tree is tainted and she is slowly succumbing to it herself. She is confused and wary of the PCs, challenging them in Elven before they get too close to her tree. If nobody speaks Elven, she reluctantly switches to Common. The dryad only helps the PCs with her knowledge of the eladrin adventuring company if they make some effort to cure her or her tree of the taint (regardless of success).

**DM's Note:** At least one success in this scene must be a Heal or Nature check. There are a few rituals that can also be used to convince the dryad to help, including Delay Affliction, Cure Disease, and Remove Affliction.

**Favors of Myth Drannor:** A PC with at least one favor of Myth Drannor gains a +2 circumstance bonus to Diplomacy checks in this scene. The dryad is also more disposed to talk to PCs of fey origin, and will direct her answers towards these PCs in preference to other races.

**Arcana** [DC 15] (not a success or failure)

The creature is a dryad, a capricious, but generally non-threatening, fey creature bound to its tree. Should her tree suffer, the dryad also suffers, and should her tree die she will also die.

**Diplomacy** [Moderate DC] (1 success)

Your eloquence is able to convince the dryad you represent the best chance she and her tree have for survival.

**Heal** [Moderate DC] (1 success)

You are able to boost dryad's resistance to the taint affecting her, although her tree still suffers.

**Insight** [Easy DC] (not a success or failure)

Understanding the importance of the bond between dryad and tree gives a +2 circumstance bonus to diplomacy or intimidate checks for this scene.

**Intimidate** [Hard DC] (1 success)

By threatening to harm her tree, you coerce the dryad into helping you by providing her information.

**Nature** [Moderate DC] (1 success)

You are able to provide aid to the dryad's tree, allowing it to resist the taint.

**Thievery** [Moderate DC] (1 success)

By carefully cutting the largest of the fungal growths from the tree's trunk you are able to provide it with some relief, easing the constriction it has been experiencing.

**Remove Disease, Delay Affliction, or Remove Affliction** ritual (automatic success)

The ritual cures the dryad and her tree (or slows its effect in the case of Delay Affliction), but further exposure to the corruption may infect her.

**Success:** The taint on the dryad and her tree is significantly reduced or eliminated. She tells the

adventurers about the current location of the eladrin adventurers (leading to Encounter 3).

**Failure:** The PCs are unable to reduce the effect of the taint on the dryad and the tree, and she spitefully sends the PCs into a dangerous area (move to one of the secondary scenes, numbered 5-8).

**Taint Exposure:** If a character attempted a Heal, Nature, or Thievery check in this scene and failed, that PC must succeed at an **Easy DC Endurance check** to avoid contracting the Taint of Moander. If the character is already affected by the taint and fails this Endurance check, they lose an additional healing surge unless treated immediately with a **Hard DC Heal check**.

### SCENE 3: TRAPPED ELADRIN (2 SUCCESSES)

**Note:** This scene immediately follows the combat in Encounter 3. If the trapped eladrin is still alive, skip the troubleshooting section and continue with the read aloud text below.

Important NPC: **Gaelen**, eladrin male

**Troubleshooting:** If Gaelen died during the previous encounter, the PCs can attempt to coerce this information out of any captured eladrin (use the same DCs as for convincing Gaelen below), or they can use the Speak with Dead ritual to glean the information.

Alternatively, they can follow the tracks of the eladrin incanter, leading them to the next combat encounter (Encounter 4). However, they must pass a **hard DC Perception check** or each PC loses a healing surge as they become lost for some time in the corrupted forest and they are automatically surprised by the scions of Zugtmoy in Encounter 4.

*After defeating the beastmaster and his allies you approach the wretched figure of the eladrin. As you draw nearer you see his arms are grasped by many moss covered branches that dig deeply into his limbs, cutting off circulation and giving his hands and feet a blue-black color. He is obviously suffering from the same taint as the others but doesn't seem as far gone as they were. He is also suffering from many other wounds and bears obvious signs of torture. As you approach, he raises his head weakly. He lets out a groan of agony before slumping down again.*

Before the PCs can question the eladrin they need to extricate him from the tree.

**Heal** [Moderate DC] (1 success)

The eladrin is removed from the tree without causing further damage.

**Nature** [Easy DC] (1 success)

Your knowledge of nature allows you remove the eladrin from the twisted roots without suffering further damage (by using fire as one example).

**Thievery** [Easy DC] (1 success)

By slicing the roots of the tree precisely, the eladrin is freed without causing further damage.

**Success:** The branches and vines holding the eladrin down are removed without dealing further damage.

**Failure:** The branches and vines holding the eladrin down are removed but not before he suffers significant damage and passes out. He is not as cordial as a result, and PCs incur a -2 penalty to the second skill check needed in this scene.

After releasing the eladrin it should be obvious to the PCs that he is in a stupor due to his current condition and unable to answer any questions without further aid.

**Favors of Myth Drannor:** A PC with at least one favor of Myth Drannor gains a +2 circumstance bonus to Diplomacy and Intimidate checks in this scene.

**Bluff** [Moderate DC] (1 success)

You steer the eladrin's fevered ramblings onto the subject of the taint.

**Diplomacy** [Moderate DC] (1 success)

You gently awaken the eladrin and coax him to lucidity.

**Heal** [Hard DC] (1 success)

You treat the eladrin's wounds, restoring him to consciousness and making him well enough to talk.

**Intimidate** [Moderate DC] (1 success)

A sharp slap to the wounded eladrin's face snaps him out of his stupor.

**Success:** Gaelen provides the information listed below without delay, and as such the PCs can approach the clearing in Encounter 4 without being surprised by the scions of Zugtmoy.

**Failure:** Gaelen provides the information listed below, but gets the directions to the abyssal portal slightly

wrong, leading the PCs into one of the secondary scenes (5-8) before they reach Encounter 4.

**Taint Exposure:** If a character attempted a Heal, Nature, or Thievery check in this scene and failed, or made physical contact with the corrupted eladrin, that PC must succeed at an **Easy DC Endurance check** to avoid contracting the Taint of Moander. If the character is already affected by the taint and fails this Endurance check, they lose an additional healing surge unless treated immediately with a **Hard DC Heal check**.

**Gaelen's Information:** Gaelen tells the PCs he was part of an eladrin adventuring company sent to investigate the taint. They tracked some tainted animals to a clearing, where the other members of the company succumbed to the taint. The animals were drawn by the presence of a strange portal, which the group's mage said was a portal to the Abyss. The mage was also the first to fall to the taint and is not among those who attacked the PCs.

Gaelen is not sure why he was able to resist longer than the others, it could just be because he was tougher. He describes the rough location of the portal.

**SCENE 4: TRAVERSING A TUNNEL (2 GROUP SUCCESSES)**

**Note:** This scene only occurs after the combat in Encounter 4, and when the PCs choose to enter the tunnel that leads back to the corrupted tree.

*Entering the tunnel left by the root of the great tree, the pungent smell of damp earth and decay assaults your sense. Jagged roots jut out, dripping with a foul black slime and reach for you as you pass.*

*They snag your cloaks and tunics and attempt to wrap around your wrists and ankles. Vicious thorns seek naked flesh, so the slime can make contact with your skin.*

Two group checks are required to avoid the roots grabbing the adventurers and prevent the black slime from corrupting them further. Each character in the party must attempt both an Acrobatics check and an Athletics check. If at least half of the PCs succeed, then the group passes that check, but individual PCs might still be exposed to the Taint of Moander (see below).

**Acrobatics** [Easy DC] (1 success, group check)

You keep your feet in the slippery tunnel and avoid the ooze creatures.

**Athletics** [Easy DC] (1 success, group check)  
Disentangling yourself from the roots, you push your way through the tunnel.

**Perception or Dungeoneering** [Moderate DC] (not a success or failure; once each for Athletics / Acrobatics)  
Your uncanny awareness helps the group avoid the greatest concentration of the slime, giving everyone a +2 circumstance bonus to their Acrobatics or Athletics checks in this scene.

**Group Success:** The party gets through the tunnel without further taint. Individual failures may still attract the disease (see below).

**Group Failure:** The party is fully exposed to the taint and all PCs automatically contract the Taint of Moander without getting to attempt an Endurance check to resist.

**Individual Success:** The PC is not further exposed to the Taint of Moander, unless the group as a whole failed.

**Individual Failure:** If the group succeeds but individual PCs failed, those characters must pass a **Moderate DC Endurance check** to avoid contracting the Taint of Moander. If the character is already affected by the taint and fails this Endurance check, they lose an additional healing surge unless treated immediately with a **Hard DC Heal check**.

This scene is the final scene of the skill challenge with the PCs emerging in the heart chamber afterwards.

## SECONDARY SCENES (5~8)

**Note:** These only occur if the PCs fail a skill check during one of the primary scenes. At the end of one of these scenes, proceed to the next primary scene.

### SCENE 5: THE DEADLY BOG (GROUP HAZARD)

*Your path leads you deeper into the tainted depths of the forest. The stench of decay is palpable and growths of fungi overwhelm almost all other life. The water sources you pass are thick and oily and before you can investigate a large chunk of the liquid detaches itself, covering the ground around you in a thick, glossy morass that begins to dissolve your footwear...*

All the PCs must attempt either an Acrobatics or Athletics check (each PC chooses individually). This is not a group check in the sense of group success or failure. Each character's individual check determines that character's success or failure.

**Acrobatics** [Moderate DC] (1 success)  
Your quick reflexes help you avoid the deadly bog and escape the area.

**Athletics** [Moderate DC] (1 success)  
A series of mighty jumps allows you to clear the affected area with ease.

**Nature** [Easy DC] (passive, not a success or failure)  
Knowledge of the natural world and its dangers provides a +2 circumstance bonus to skill checks in this scene. This is a passive Nature check; any character who can beat the Easy DC by taking 10 on Nature automatically gets the bonus.

**Perception** [Easy DC] (passive, not a success or failure)  
Keen senses spot hazards before you stumble into them, providing +2 circumstance bonus to skill checks made in this scene. This is a passive Perception check; any character who can beat the Easy DC by taking 10 on Perception automatically gets the bonus.

**Individual Success:** A PC that passes his or her skill check gets through the scene without being exposed to the taint.

**Individual Failure:** Any individual failures in this scene require the PC to pass an **Easy DC Endurance check** to avoid contracting the Taint of Moander. If the character is already affected by the taint and fails this Endurance check, they lose an additional healing surge unless treated immediately with a **Hard DC Heal check**.

### SCENE 6: THE MUSHROOM FIELD (GROUP HAZARD)

*Your path leads you to a clearing filled with hundreds of mushrooms, varying in size from inches high to several feet for others. As you watch the clearing, a small bird lands on one of the mushrooms and is immediately covered in a cloud of black spores. As the spores dissipate, the bird collapses to the ground, dead.*

*Your chosen path leads through the fungi-filled clearing, but you realize you must take extreme care to avoid a fate similar to the unfortunate bird...*

All the PCs must attempt an Acrobatics check to pass safely through the clearing. This is not a group check in the sense of group success or failure.

**Acrobatics** [Moderate DC] (1 success)  
You move carefully and with purpose through the mushroom clearing without touching the deadly fungi.

**Nature** [Moderate DC] (not a success or failure)

You distinguish the mushrooms releasing the spores from the normal ones, granting you and your allies a +2 circumstance bonus to skill checks made in this scene.

**Perception** [Moderate DC] (1 success - special)

The characters can choose to avoid the mushroom clearing completely, skirting around the area instead. Your keen eyesight allows you to see the trail beyond the mushroom field, with enough landmarks to find your way back to this spot. However this costs the PCs time, and allows the scions of Zugtmoy in Encounter 4 to become aware of the PCs' approach, granting them a surprise round against the PCs.

**Individual Success:** A PC that passes his or her skill check gets through the scene without being exposed to the taint.

**Individual Failure:** Any individual failures in this scene require the PC to pass an **Easy DC Endurance check** to avoid contracting the Taint of Moander. If the character is already affected by the taint and fails this Endurance check, they lose an additional healing surge unless treated immediately with a **Hard DC Heal check**.

#### SCENE 7: THE TAINTED STREAM (GROUP HAZARD)

*Emerging from the thick growths of fungi and tainted trees, you see a stream winding its way through the woodlands. The stream moves sluggishly along, thick and heavy with rotting debris and the disgusting slime of the taint itself.*

*Twisted trees standing on the banks have their roots reaching down into the dark, oily water. A large tree stump appears to have been felled to serve as a bridge over the stream and on closer inspection it is covered in a thick layer of black slime. Crossing the stream is going to require either walking over the slimy log or finding some other way of crossing.*

All PCs must make their way across the tainted stream. The obvious way to do this is with an Acrobatics check (which each PC crossing the log must attempt). This is not a group check in the sense of group success or failure, but every character has to get across the stream somehow. There are a number of rituals that could be used to bypass this scene. As an example, Phantom Steeds and Shadow Bridge rituals could generate a success. Any teleport or fly power allowing a character to cover at least 5 squares also generates a success. Characters who cross first might also be able to take

steps to aid those who must cross later, such as by throwing a rope. Assign a bonus to such contrivances as you see fit (typically +5).

**Acrobatics** [DC 25] (1 success)

Your nimble feet allow you to scramble across the slippery log without falling into the tainted stream.

**Athletics** [DC 25 or Hard DC] (1 success)

A character may attempt to make a running jump across the stream (needing to cover a distance of 5 squares) or attempt a Hard DC Athletics check to swing across on an overhead branch or vine. Success means the character crosses safely; failure means a splash and exposure to the Taint of Moander.

**Individual Success:** A PC that passes his or her skill check gets through the scene without being exposed to the taint.

**Individual Failure:** Any individual failures in this scene require the PC to pass a **Moderate DC Endurance check** to avoid contracting the Taint of Moander. If the character is already affected by the taint and fails this Endurance check, they lose an additional healing surge unless treated immediately with a **Hard DC Heal check**.

#### SCENE 8: THE TREE'S RAGE (GROUP HAZARD)

*Over the past half hour your path has become more twisted and overgrown, forcing several detours to avoid some of the more concentrated areas of the taint.*

*As you pass an area overgrown with thick, sinuous vines the tainted forest springs to life. Barbed vines lash out with a ferocity that threatens not only your travel but possibly your lives...*

As the PCs near the site of the abyssal portal the corrupted tree tries to stop them with one final attempt. Its large roots spread beneath the earth in this area, and tendrils rise up from underground to strike at the characters. Each PC must attempt either an Acrobatics or Athletics check to avoid the lashing vines.

**Acrobatics** [Moderate DC] (1 success)

You avoid the barbed vines as they lash out fiercely.

**Athletics** [Moderate DC] (1 success)

Using your brute strength, you bust free from the attacking vines to reach safety.

**Nature or Perception** [Easy DC] (not a success or failure)

You identify those vines that are not natural to this area and point them out to your companions, providing a +2 circumstance bonus to skill checks in this scene.

**Individual Success:** A PC that passes his or her skill check gets through the scene without being exposed to the taint.

**Individual Failure:** Any individual failures in this scene require the PC to pass a **Moderate DC Endurance check** to avoid contracting the Taint of Moander. If the character is already affected by the taint and fails this Endurance check, they lose an additional healing surge unless treated immediately with a **Hard DC Heal check**.

## ENDING THE ENCOUNTER

The tunnel in Scene 4 eventually widens into a chamber (Encounter 5). The skill challenge ends here.

**Success:** The PCs locate the source of corruption without overly exposing themselves to the taint.

**Failure:** The PCs locate the source of corruption but have exposed themselves to the Taint of Moander, suffering the initial onset of the disease. Do not allow Endurance checks or make the attack roll against the PCs Fortitude Defense - all PCs suffer the initial onset of the disease.

## TREASURE

If the PCs manage to free Gaelan from the corrupted tree, he shows his gratitude by offering them his *exsiccating weapon* +1/+2 (see reward summary for further details).

If Gaelan did not survive, any PC making the effort to search the corpse also discovers the weapon.

## MILESTONE

The individual scenes (whether primary or secondary) do not each count toward a milestone. However, completion of the overall skill challenge does count as one encounter toward a milestone, regardless of how many secondary scenes the PCs were forced to complete along the way.

## ENCOUNTER 3: CORRUPTED GUARDIANS

### ENCOUNTER LEVEL 2/4/6/8/10

#### SETUP

This encounter includes the following creatures at all adventure levels:

- 1 corrupted elite eladrin beastmaster ranger (B)
- 1 corrupted dire tiger (T)
- 2 corrupted eladrin arcane archers (A)
- 1 corrupted raven swarm (S)

Non-Combatant: Gaelan (E)

The path through the forest opens into a clearing with a water hole, guarded by an eladrin beastmaster and his allies, all completely lost to the taint of Moander and now serving as guardians of the tainted forest. They attack immediately, showing no remorse or quarter.

The PCs also notice another eladrin tied to a dead, gnarled moss covered tree trunk that has fallen to the ground in the centre of the clearing.

As the adventurers enter the area, read:

*The fetid jungle path opens into a large clearing containing a water hole and campsite surrounded by the tainted growth of fungi. At the water's edge, a large tiger drinks while an eladrin male watches close by. Another two eladrin stand near a fallen tree trunk, bows close to hand. A school of black ravens nests in a nearby tree.*

*But the most notable sight in the clearing is another eladrin, tied down across the fallen tree trunk covered in the now familiar fungal growths permeating the forest. The bloodied man bears a multitude of wounds, giving witness to the obvious torture endured at the hands of his nearby captors.*

*Upon seeing you, the watching eladrin's eyes glaze over, followed immediately by his command for the others to attack.*

A **passive Moderate DC Perception check** notices that the eladrin and animals are covered in various fungal growths, mostly across their faces and necks (signs of the Taint of Moander that has claimed them). Their eyes are glazed over and mouths foamy as they launch their attack at the PCs.

During the combat a **Hard DC Perception check** reveals a tendril sporting an eye-like appendage sticking out of the ground - it retreats as soon as it is discovered.

#### FEATURES OF THE AREA

**Water hole:** The water is five foot deep and contaminated by the Taint of Moander, subjecting anyone immersed in the pool to its effect.

**Boulders:** These boulders count as both difficult and covering terrain, requiring an easy DC Athletics check to jump on or over.

**Fallen tree trunk:** This tree trunk counts as both difficult and covering terrain. A prisoner is bound across its length by a series of vines and branches that writhe about, sliding the eladrin up and down its length as he weakly tries to escape. Any burst or blast area-effect power affecting a square containing the tree trunk risks further injury to the prisoner (who is currently on 10hp with no surges remaining).

**Clearing Interior:** The grass and plant life within the entire clearing grows with wild abandon, and is considered *grab grass*. Any creature that falls prone in a square of grab grass must make a DC Easy strength check to stand up.

**Clearing Surrounds:** The plants and fungi enclosing around the clearing actively prevent the PCs from escaping by grasping the PC's legs or other limbs. All squares are considered covering and challenging terrain, requiring a DC 20 Strength check to leave each square entered.

#### TACTICS

The beast master waits until his allies can set up a number of flanking opportunities before using his *battle dance*, to maximize his chances of getting combat advantage against as many enemies as possible. In subsequent rounds he uses *battle dance* to retain combat advantage against PCs at the rear of the fight.

The dire tigers launch a frontal attack at the PC's defenders, each selecting one PC as its *hunter's instinct* quarry and reacting to movement by using *leaping pounce* at the earliest opportunity. In subsequent rounds the tigers use their *feral surge* power to set up further *leaping pounce* attempts.

The arcane archers focus their *eldritch burst* attacks if enemies are clumped together, following up with *scorching arrows*.

The raven swarm descends on the closest group of enemies, hovering above in order to maximize the attacks provoked by the swarm's aura.

## SCALING THE ENCOUNTER

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

**Four PCs:** Remove one of the arcane archers

**Six PCs:** Add one additional raven swarm

## ENDING THE ENCOUNTER

Once the PCs have defeated the enemies, they can learn more information from any captured eladrin or Gaelan, their victim tied to the tree limb. Return to Scene 3 of the skill challenge in Encounter 2.

## TREASURE

One of the arcane archers wears *mithral armor* +1/+2 and the beastmaster wears a *lucky charm* +1/+2 (see reward summary for further details).

## MILESTONE

This encounter counts toward a milestone.



## ENCOUNTER 3: CORRUPTED GUARDIANS (ADVENTURE LEVEL 2)

Corrupted Eladrin Beastmaster	Level 3 Skirmisher
Medium fey humanoid	XP 150
HP 15; Bloodied 7	Initiative +5
AC 17, Fortitude 16, Reflex 14, Will 15	Perception +5
Speed 6	Low-light vision
Saving Throws +5 against charm effects	
TRAITS	
Pack Frenzy • Aura 5	
any ally within the aura gains +2 to damage rolls.	
STANDARD ACTIONS	
m Longsword (weapon) • At Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d8+6 damage.	
M Battle Dance (weapon) • Encounter	
Effect: The eladrin shifts up to its speed. Each time the eladrin enters a square adjacent to an enemy for the first time during the move, it makes a melee basic attack against that enemy.	
MINOR ACTIONS	
Release the Pack (Minor) • Recharge 5-6	
Each allied natural beast within 5 squares of the eladrin beastmaster can shift 1 square as a free action.	
Surprise Fey Step (teleportation) • Encounter	
Effect: the eladrin teleports up to 5 squares. Until the end of its next turn, the eladrin gains combat advantage against each enemy adjacent to its destination square.	
FREE ACTIONS	
Combat Advantage	
The eladrin beastmaster deals 1d6 extra damage against any target granting combat advantage to it.	
TRIGGERED ACTIONS	
Sick 'Em • At Will	
Trigger: when hit by an attack.	
Effect (immediate reaction): An allied natural beast adjacent to the attacker can make a melee basic attack as a free action against the attack. The eladrin beastmaster then shifts 1 square.	
Skills Nature +7, Stealth +8	
Str 15 (+5)	Dex 18 (+7) Wis 11 (+3)
Con 12 (+4)	Int 13 (+4) Cha 14 (+6)
Alignment unaligned Languages Common, Elven	
Equipment chainmail, longbow, Longsword x2, 40 arrows	

**Note:** Based on combining the powers of the eladrin bladedancer from *Monster Vault* and the orc beastmaster published in *Dragon Magazine* 374.

Corrupted Tiger	Level 3 Soldier
Large natural beast	XP 150
HP 49; Bloodied 24	Initiative +5
AC 17, Fortitude 16, Reflex 16, Will 14	Perception +9
Speed 8, climb 4;	Low-light vision
STANDARD ACTIONS	
m Bite (standard) • At Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d8+6 damage.	
MINOR ACTIONS	
Feral Surge (minor) • encounter	
The dire tiger takes a move action.	
FREE ACTIONS	
Blur of Fur	
A tiger that moves 2 squares or more gains a +4 bonus to AC against opportunity attacks until the start of its next turn.	
Charging Pounce	
When a tiger charges, its attack deals 1d8 extra damage and the charge does not end its turn.	
Skills Acrobatics +10, Stealth +10	
Str. 16 (+5)	Dex. 17 (+5) Wis. 13 (+3)
Con .15 (+4)	Int. 2 (+-1) Cha. 9 (+1)
Alignment unaligned Languages -	

**Note:** Based on the Tiger published in *Monster Manual* 2

Corrupted Eladrin Arcane Archer	Level 2 Artillery
Medium fey humanoid	XP 125
HP 33; Bloodied 16	Initiative +5
AC 14, Fortitude 13, Reflex 15, Will 13	Perception +5
Speed 6	Low-light vision,
Saving Throws +5 against charm effects	
STANDARD ACTIONS	
m Short Sword • At Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d10+1 damage.	
r Scorching Arrows (fire, weapon) • At Will	
Attack: Ranged 20/40 (one or two creatures); +7 vs. AC	
Hit: 1d10+2 damage plus 1d6 fire damage.	
R Eldrich Burst (force) • Recharge 4-6	
Attack: Area burst 1 within 20 (one creature grabbed by the overgrowth); +7 vs. Fortitude	
Hit: 1d10+2 force damage and the target is knocked prone.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: the eladrin teleports up to 5 squares.	
Skills	
Str.11 (+2)	Dex 17 (+5) Wis 10 (+1)
Con 14 (+3)	Int 16 (+4) Cha 14 (+3)
Alignment unaligned Languages Common, Elven	
Equipment chainmail, longbow, shortsword x2, 80 arrows	

**Note:** Based on the Eladrin Arcane Archer published in *Monster Manual*

<b>Raven Swarm</b>	<b>Level 2 Brute</b>
<b>Medium natural beast (swarm)</b>	<b>XP 125</b>
<b>HP 34; Bloodied 17</b>	<b>Initiative +6</b>
<b>AC 18, Fortitude 12, Reflex 15, Will 14</b>	<b>Perception +3</b>
<b>Speed 2, fly 6;</b>	<b>Dark vision</b>
<b>Resist half damage from melee and ranged attacks</b>	
<b>Vulnerable 5 to close and area attacks</b>	
<b>TRAITS</b>	
<b>Swarm Attack • Aura 1</b>	
Any enemy that starts its turn in the aura is slowed until the start of its next turn	
<b>Swarm</b>	
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.	
<b>STANDARD ACTIONS</b>	
<b>m Swarm of Beaks • At Will</b>	
<b>Attack:</b> Melee 1 (one creature); +5 vs. AC	
<b>Hit:</b> 1d6+2 damage and ongoing 5 damage (save ends).	
<b>Skills</b> Stealth +9.	
<b>Str.</b> 10 (+0)	<b>Dex</b> 16 (+3) <b>Wis</b> 13 (+2)
<b>Con</b> 11 (+1)	<b>Int</b> 1 (+-4) <b>Cha</b> 6 (+-1)
<b>Alignment</b> unaligned <b>Languages</b> None	

**Note:** Based on the spider swarm in *Monster Vault*, with the climb speed changed to fly speed, web walk removed and ongoing poison damage changed to untyped damage.

## ENCOUNTER 3: CORRUPTED GUARDIANS (ADVENTURE LEVEL 4)

Corrupted Eladrin Beastmaster	Level 5 Skirmisher
Medium fey humanoid	XP 200
HP 47; Bloodied 23	Initiative +6
AC 19, Fortitude 18, Reflex 16, Will 17	Perception +6
Speed 6	Low-light vision
Saving Throws +5 against charm effects;	
TRAITS	
Pack Frenzy • Aura 5	
any ally within the aura gains +2 to damage rolls.	
STANDARD ACTIONS	
m Longsword (weapon) • At Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6+6 damage	
M Battle Dance (weapon) • Encounter	
Effect: The eladrin shifts up to its speed. Each time the eladrin enters a square adjacent to an enemy for the first time during the move, it makes a melee basic attack against that enemy.	
MINOR ACTIONS	
Release the Pack (Minor) • Recharge 5-6	
Each allied natural beast within 5 squares of the eladrin beastmaster can shift 1 square as a free action.	
Surprise Fey Step (teleportation) • Encounter	
Effect: the eladrin teleports up to 5 squares. Until the end of its next turn, the eladrin gains combat advantage against each enemy adjacent to its destination square.	
FREE ACTIONS	
Combat Advantage	
The eladrin beastmaster deals 1d6 extra damage against any target granting combat advantage to it.	
TRIGGERED ACTIONS	
Sick 'Em • At Will	
Trigger: when hit by an attack.	
Effect (immediate reaction): An allied natural beast adjacent to the attacker can make a melee basic attack as a free action against the attack. The eladrin beastmaster then shifts 1 square.	
Skills Nature +8, Stealth +9	
Str.16 (+6)	Dex 19 (+8) Wis 12 (+4)
Con 13 (+5)	Int 14 (+5) Cha 15 (+7)
Alignment unalligned Languages Common, Elven	
Equipment chainmail, longbow, Longsword x2, 40 arrows.	

**Note:** Based on combining the powers of the eladrin bladedancer from *Monster Vault* and the orc beastmaster published in *Dragon Magazine* 374.

Corrupted Tiger	Level 5 Soldier
Large natural beast	XP 200
HP 65; Bloodied 32	Initiative +6
AC 19, Fortitude 18, Reflex 18, Will 16	Perception +10
Speed 8, climb 4;	Low-light vision
STANDARD ACTIONS	
m Bite (standard) • At Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6+6 damage	
MINOR ACTIONS	
Feral Surge • encounter	
The dire tiger takes a move action.	
FREE ACTIONS	
Blur of Fur	
A tiger that moves 2 squares or more gains a +4 bonus to AC against opportunity attacks until the start of its next turn.	
Charging Pounce	
When a tiger charges, its attack deals 1d8 extra damage and the charge does not end its turn.	
Skills Acrobatics +11, Stealth +11.	
Str 17 (+6)	Dex 18 (+6) Wis 14 (+4)
Con 16 (+5)	Int 2 (+1) Cha 10 (+2)
Alignment unalligned Languages -	

**Note:** Based on the Tiger published in *Monster Manual* 2

Corrupted Eladrin Arcane Archer	Level 4 Artillery
Medium fey humanoid	XP 175
HP 45; Bloodied 22	Initiative +6
AC 16, Fortitude 15, Reflex 17, Will 15	Perception +7
Speed 6; Low-light vision,	
Saving Throws +5 against charm effects	
STANDARD ACTIONS	
m Short Sword • At Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d10+3 damage	
r Scorching Arrows (fire, weapon) • At Will	
Attack: Ranged 20/40 (one or two creatures); +9 vs. AC	
Hit: 1d10+4 damage plus 1d6 fire damage	
R Eldrich Burst (force) • Recharge 4-6	
Attack: Area burst 1 within 20; +9 vs. Fortitude	
Hit: 1d10+4 force damage and the target is knocked prone.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: the eladrin teleports up to 5 squares.	
Skills	
Str 12 (+3)	Dex 18 (+6) Wis 11 (+2)
Con 15 (+4)	Int 17 (+5) Cha 15 (+4)
Alignment unalligned Languages Common, Elven	
Equipment chainmail, longbow, shortsword x2, 80 arrows	

**Note:** Based on the Eladrin Arcane Archer published in *Monster Manual*

<b>Raven Swarm</b>	<b>Level 4 Brute</b>
<b>Medium natural beast (swarm)</b>	<b>XP 175</b>
<b>HP 54; Bloodied 27</b>	<b>Initiative +5</b>
<b>AC 20, Fortitude 14, Reflex 17, Will 16</b>	<b>Perception +4</b>
<b>Speed 2, fly 6</b>	<b>Dark vision,</b>
<b>Resist half damage from melee and ranged attacks</b>	
<b>Vulnerable 5 to close and area attacks</b>	
<b>TRAITS</b>	
<b>Swarm Attack • Aura 1</b>	
Any enemy that starts its turn in the aura is slowed until the start of its next turn	
<b>Swarm</b>	
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.	
<b>STANDARD ACTIONS</b>	
<b>m Swarm of Beaks • At Will</b>	
<b>Attack:</b> Melee 1 (one creature); +7 vs AC	
<b>Hit:</b> 1d6+4 damage and ongoing 5 damage (save ends).	
<b>Skills</b> Stealth +10.	
<b>Str</b> 12 (+2)	<b>Dex</b> 18 (+5)
<b>Con</b> 13 (+3)	<b>Int</b> 2 (+-3)
	<b>Wis</b> 15 (+3)
	<b>Cha</b> 8 (+0)
<b>Alignment</b> unaligned <b>Languages</b> None	

**Note:** Based on the spider swarm in *Monster Vault*, with the climb speed changed to fly speed, web walk removed and ongoing poison damage changed to un typed damage.

## ENCOUNTER 3: CORRUPTED GUARDIANS (ADVENTURE LEVEL 6)

Corrupted Eladrin Beastmaster	Level 6 Skirmisher
Medium fey humanoid	XP 250
HP 63; Bloodied 31	Initiative +7
AC 20, Fortitude 19, Reflex 17, Will 18	Perception +7
Speed 6	Low-light vision
Saving Throws +5 against charm effects;	
TRAITS	
Pack Frenzy • Aura 5	
any ally within the aura gains +2 to damage rolls.	
STANDARD ACTIONS	
m Longsword (weapon) • At Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6+7 damage	
M Battle Dance (weapon) • Encounter	
Effect: The eladrin shifts up to its speed. Each time the eladrin enters a square adjacent to an enemy for the first time during the move, it makes a melee basic attack against that enemy.	
MINOR ACTIONS	
Release the Pack (Minor) • Recharge 5-6	
Each allied natural beast within 5 squares of the eladrin beastmaster can shift 1 square as a free action.	
Surprise Fey Step (teleportation) • Encounter	
Effect: the eladrin teleports up to 5 squares. Until the end of its next turn, the eladrin gains combat advantage against each enemy adjacent to its destination square.	
FREE ACTIONS	
Combat Advantage	
The eladrin beastmaster deals 1d6 extra damage against any target granting combat advantage to it.	
TRIGGERED ACTIONS	
Sick 'Em • At Will	
Trigger: when hit by an attack.	
Effect (immediate reaction): An allied natural beast adjacent to the attacker can make a melee basic attack as a free action against the attack. The eladrin beastmaster then shifts 2 square.	
Skills Nature +9, Stealth +10	
Str 17 (+7)	Dex 20 (+9) Wis 13 (+5)
Con 14 (+6)	Int 15 (+6) Cha 16 (+8)
Alignment unaligned Languages Common, Elven	
Equipment chainmail, longbow, Longsword x2, 40 arrows.	

**Note:** Based on combining the powers of the eladrin bladedancer from *Monster Vault* and the orc beastmaster published in *Dragon Magazine* 374.

Corrupted Tiger	Level 6 Soldier
Large natural beast	XP 250
HP 73; Bloodied 36	Initiative +7
AC 20, Fortitude 19, Reflex 19, Will 17	Perception +10
Speed 8, climb 4;	Low-light vision
STANDARD ACTIONS	
m Bite (standard) • At Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6+7 damage.	
MINOR ACTIONS	
Feral Surge (minor) • encounter	
The dire tiger takes a move action.	
FREE ACTIONS	
Blur of Fur	
A tiger that moves 2 squares or more gains a +4 bonus to AC against opportunity attacks until the start of its next turn.	
Charging Pounce	
When a tiger charges, its attack deals 1d8 extra damage and the charge does not end its turn.	
Skills Acrobatics +12, Stealth +12	
Str 18 (+7)	Dex 19 (+7) Wis 15 (+5)
Con 17 (+6)	Int 2 (+1) Cha 11 (+3)
Alignment unaligned Languages -	

**Note:** Based on the Tiger published in *Monster Manual* 2

Corrupted Eladrin Arcane Archer	Level 5 Artillery
Medium fey humanoid	XP 200
HP 51; Bloodied 25	Initiative +6
AC 17, Fortitude 16, Reflex 18, Will 16	Perception +7
Speed 6	Low-light vision
Saving Throws +5 against charm effects	
STANDARD ACTIONS	
m Short Sword • At Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 1d10+4 damage.	
r Scorching Arrows (fire, weapon) • At Will	
Attack: Ranged 20/40 (one or two creatures); +10 vs. AC	
Hit: 1d10+5 damage plus 1d6 fire damage.	
R Eldrich Burst (force) • Recharge 4-6	
Attack: Area burst 1 within 20; +10 vs. Fortitude	
Hit: 1d10+5 force damage and the target is knocked prone.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: the eladrin teleports up to 5 squares.	
Skills	
Str 12 (+3)	Dex 18 (+6) Wis 11 (+2)
Con 15 (+4)	Int 17 (+5) Cha 15 (+4)
Alignment unaligned Languages Common, Elven	
Equipment chainmail, longbow, shortsword x2, 80 arrows	

**Note:** Based on the Eladrin Arcane Archer published in *Monster Manual*

<b>Raven Swarm</b>	<b>Level 6 Brute</b>
<b>Medium natural beast (swarm)</b>	<b>XP 250</b>
<b>HP 88; Bloodied 44</b>	<b>Initiative +6</b>
<b>AC 20, Fortitude 18, Reflex 15, Will 15</b>	<b>Perception +5</b>
<b>Speed 2, fly 6</b>	<b>Dark vision</b>
<b>Resist</b> half damage from melee and ranged attacks	
<b>Vulnerable</b> 5 to close and area attacks	
<b>TRAITS</b>	
<b>Bloodied Frenzy • Aura 1</b>	
Any enemy that starts its turn in the aura takes ongoing 5 damage (save ends). If the enemy is already taking untyped ongoing damage, that damage increases by 5.	
<b>Swarm</b>	
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.	
<b>STANDARD ACTIONS</b>	
<b>m Swarm of Suckerlings • At Will</b>	
<b>Attack:</b> Melee 1 (one creature); +11 vs AC	
<b>Hit:</b> 2d8+4 damage and ongoing 5 damage (save ends).	
<b>TRIGGERED ACTIONS</b>	
<b>Hungry Flight • At Will</b>	
<b>Trigger:</b> An enemy moves away from the swarm.	
<b>Effect (Immediate Reaction):</b> The swarm flies up to its fly speed to the triggering enemy's square or a square adjacent to that enemy. This movement does not provoke opportunity attacks.	
<b>Skills</b> Stealth +12	
<b>Str</b> 8 (+3)	<b>Dex</b> 17 (+7) <b>Wis</b> 12 (+5)
<b>Con</b> 16 (+7)	<b>Int</b> 1 (+0) <b>Cha</b> 2 (+0)
<b>Alignment</b> unaligned <b>Languages</b> None	
Based on the stirge suckerling swarm published in Monster Vault p261.	

**Note:** Based on the stirge suckerling swarm in *Monster Vault*.

## ENCOUNTER 3: CORRUPTED GUARDIANS (ADVENTURE LEVEL 8)

Corrupted Eladrin Beastmaster	Level 8 Skirmisher
Medium fey humanoid	XP 350
HP 87; Bloodied 43	Initiative +8
AC 22, Fortitude 21, Reflex 19, Will 20	Perception +8
Speed 6	Low-light vision
Saving Throws +5 against charm effects;	
TRAITS	
Pack Frenzy • Aura 5	
any ally within the aura gains +2 to damage rolls.	
STANDARD ACTIONS	
m Longsword (weapon) • At Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d8+7 damage	
M Battle Dance (weapon) • Encounter	
Effect: The eladrin shifts up to its speed. Each time the eladrin enters a square adjacent to an enemy for the first time during the move, it makes a melee basic attack against that enemy.	
MINOR ACTIONS	
Release the Pack (Minor) • Recharge 5-6	
Each allied natural beast within 5 squares of the eladrin beastmaster can shift 1 square as a free action.	
Surprise Fey Step (teleportation) • Encounter	
Effect: the eladrin teleports up to 5 squares. Until the end of its next turn, the eladrin gains combat advantage against each enemy adjacent to its destination square.	
FREE ACTIONS	
Combat Advantage	
The eladrin beastmaster deals 1d6 extra damage against any target granting combat advantage to it.	
TRIGGERED ACTIONS	
Sick 'Em • At Will	
Trigger: when hit by an attack.	
Effect (immediate reaction): An allied natural beast adjacent to the attacker can make a melee basic attack as a free action against the attack. The eladrin beastmaster then shifts 2 square.	
Skills Nature +10, Stealth +11	
Str 18 (+8)	Dex 21 (+10) Wis 14 (+6)
Con 15 (+7)	Int 16 (+7) Cha 17 (+9)
Alignment unaligned Languages Common, Elven	
Equipment chainmail, longbow, Longsword x2, 40 arrows.	

**Note:** Based on combining the powers of the eladrin bladedancer from *Monster Vault* and the orc beastmaster published in *Dragon Magazine* 374.

Corrupted Dire Tiger	Level 8 Soldier
Large natural beast	XP 350
HP 89; Bloodied 44	Initiative +8
AC 24, Fortitude 22, Reflex 19, Will 19	Perception +6
Speed 8, climb 4; Low-light vision	
STANDARD ACTIONS	
m Bite (standard) • At Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d8+7 damage	
MINOR ACTIONS	
Feral Surge (minor) • encounter	
The dire tiger takes a move action.	
Hunter's Instinct (Minor 1/round) • At will	
The nearest enemy is designated as the dire tiger's quarry until the end of the encounter or until the tiger designates another quarry. The tigers attacks deal 2d6 extra damage against its quarry.	
TRIGGERED ACTIONS	
Leaping Pounce • At Will	
Trigger: when the tiger's quarry is within 5 squares of the dire tiger and shifts.	
Effect (immediate reaction): The dire tiger shifts to the nearest soace adjacent to the target and makes a bite attack against it. While shifting the tiger can move through enemy occupied spaces.	
Skills Stealth +11	
Str 20 (+9)	Dex 15 (+6) Wis 15 (+6)
Con 17 (+7)	Int 2 (+0) Cha 13 (+6)
Alignment unaligned Languages -	

**Note:** Based on the Dire Tiger published in *Monster Manual* 2

Corrupted Eladrin Arcane Archer	Level 7 Artillery
Medium fey humanoid	XP 300
HP 63; Bloodied 31	Initiative +7
AC 19, Fortitude 18, Reflex 20, Will 18	Perception +8
Speed 6	Low-light vision
Saving Throws +5 against charm effects	
STANDARD ACTIONS	
m Short Sword • At Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 1d10+6 damage	
r Scorching Arrows (fire, weapon) • At Will	
Attack: Ranged 20/40 (one or two creatures); +12 vs. AC	
Hit: 1d10+7 damage plus 1d6 fire damage	
R Eldrich Burst (force) • Recharge 4-6	
Attack: Area burst 1 within 20; +12 vs. Fortitude	
Hit: 1d10+7 force damage and the target is knocked prone.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: the eladrin teleports up to 5 squares.	
Skills	
Str 13 (+4)	Dex 19 (+7) Wis 12 (+3)
Con 16 (+5)	Int 18 (+6) Cha 16 (+5)
Alignment unaligned Languages Common, Elven	
Equipment chainmail, longbow, shortsword x2, 80 arrows	

**Note:** Based on the Eladrin Arcane Archer published in *Monster Manual*

<b>Raven Swarm</b>	<b>Level 8 Brute</b>
<b>Medium natural beast (swarm)</b>	<b>XP 350</b>
<b>HP 108; Bloodied 54</b>	<b>Initiative +7</b>
<b>AC 22, Fortitude 20, Reflex 17, Will 17</b>	<b>Perception +6</b>
<b>Speed 2, fly 6</b>	<b>Dark vision</b>
<b>Resist</b> half damage from melee and ranged attacks	
<b>Vulnerable</b> 5 to close and area attacks	
<b>TRAITS</b>	
<b>Bloodied Frenzy • Aura 1</b>	
Any enemy that starts its turn in the aura takes ongoing 5 damage (save ends). If the enemy is already taking untyped ongoing damage, that damage increases by 5.	
<b>Swarm</b>	
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.	
<b>STANDARD ACTIONS</b>	
<b>m Swarm of Suckerlings • At Will</b>	
<b>Attack:</b> Melee 1 (one creature); +13 vs AC	
<b>Hit:</b> 3d6+3 damage and ongoing 5 damage (save ends).	
<b>TRIGGERED ACTIONS</b>	
<b>Hungry Flight • At Will</b>	
<b>Trigger:</b> An enemy moves away from the swarm.	
<b>Effect (Immediate Reaction):</b> The swarm flies up to its fly speed to the triggering enemy's square or a square adjacent to that enemy. This movement does not provoke opportunity attacks.	
<b>Skills</b> Stealth +13	
<b>Str</b> 9 (+4)	<b>Dex</b> 18 (+8) <b>Wis</b> 13 (+6)
<b>Con</b> 17 (+8)	<b>Int</b> 1 (+0) <b>Cha</b> 3 (+1)
<b>Alignment</b> unaligned <b>Languages</b> None	

**Note:** Based on the stirge suckerling swarm in *Monster Vault*.



## ENCOUNTER 3: CORRUPTED GUARDIANS (ADVENTURE LEVEL 10)

Corrupted Eladrin Beastmaster	Level 9 Skirmisher
Medium fey humanoid	XP 400
HP 95; Bloodied 47	Initiative +8
AC 23, Fortitude 22, Reflex 20, Will 21	Perception +8
Speed 6	Low-light vision
Saving Throws +5 against charm effects.	
TRAITS	
Pack Frenzy • Aura 5	
any ally within the aura gains +2 to damage rolls.	
STANDARD ACTIONS	
m Longsword (weapon) • At Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d8+8 damage	
M Battle Dance (weapon) • Encounter	
Effect: The eladrin shifts up to its speed. Each time the eladrin enters a square adjacent to an enemy for the first time during the move, it makes a melee basic attack against that enemy.	
MINOR ACTIONS	
Release the Pack • Recharge 5-6	
Each allied natural beast within 5 squares of the eladrin beastmaster can shift 1 square as a free action.	
Surprise Fey Step (teleportation) • Encounter	
Effect: the eladrin teleports up to 5 squares. Until the end of its next turn, the eladrin gains combat advantage against each enemy adjacent to its destination square.	
FREE ACTIONS	
Combat Advantage	
The eladrin beastmaster deals 1d6 extra damage against any target granting combat advantage to it.	
TRIGGERED ACTIONS	
Sick 'Em • At Will	
Trigger: when hit by an attack.	
Effect (immediate reaction): An allied natural beast adjacent to the attacker can make a melee basic attack as a free action against the attack. The eladrin beastmaster then shifts 3 square.	
Skills Nature +10, Stealth +11	
Str 18 (+8)	Dex 21 (+10) Wis 14 (+6)
Con 15 (+7)	Int 16 (+7) Cha 17 (+9)
Alignment unaligned Languages Common, Elven	
Equipment chainmail, longbow, Longsword x2, 40 arrows.	

**Note:** Based on combining the powers of the eladrin bladedancer from *Monster Vault* and the orc beastmaster published in *Dragon Magazine* 374.

Corrupted Dire Tiger	Level 9 Soldier
Large natural beast	XP 400
HP 97; Bloodied 48	Initiative +8
AC 25, Fortitude 23, Reflex 20, Will 20	Perception +8
Speed 8, climb 4;	Low-light vision
STANDARD ACTIONS	
m Bite (standard) • At Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 2d8+8 damage	
MINOR ACTIONS	
Feral Surge (minor) • encounter	
The dire tiger takes a move action.	
Hunter's Instinct (Minor 1/round) • At will	
The nearest enemy is designated as the dire tiger's quarry until the end of the encounter or until the tiger designates another quarry. The tigers attacks deal 2d6 extra damage against its quarry.	
TRIGGERED ACTIONS	
Leaping Pounce • At Will	
Trigger: when the tiger's quarry is within 5 squares of the dire tiger and shifts.	
Effect (immediate reaction): The dire tiger shifts to the nearest soace adjacent to the target and makes a bite attack against it. While shifting the tiger can move through enemy occupied spaces.	
Skills Stealth +11.	
Str 20 (+9)	Dex 15 (+6) Wis 15 (+6)
Con 17 (+7)	Int 2 (+0) Cha 13 (+6)
Alignment unaligned Languages -	

**Note:** Based on the Dire Tiger published in *Monster Manual* 2

Corrupted Eladrin Arcane Archer	Level 9 Artillery
Medium fey humanoid	XP 400
HP 75; Bloodied 37	Initiative +8
AC 21, Fortitude 20, Reflex 22, Will 20	Perception +9
Speed 6	Low-light vision
Saving Throws +5 against charm effects	
STANDARD ACTIONS	
m Short Sword • At Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 1d10+8 damage	
r Scorching Arrows (fire, weapon) • At Will	
Attack: Ranged 20/40 (one or two creatures); +14 vs. AC	
Hit: 1d10+9 damage plus 1d6 fire damage	
R Eldrich Burst (force) • Recharge 4-6	
Attack: Area burst 1 within 20; +14 vs. Fortitude	
Hit: 1d10+9 force damage and the target is knocked prone.	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: the eladrin teleports up to 5 squares.	
Skills	
Str 14 (+5)	Dex 20 (+8) Wis 13 (+4)
Con 17 (+6)	Int 19 (+7) Cha 17 (+6)
Alignment unaligned Languages Common, Elven	
Equipment chainmail, longbow, shortsword x2, 80 arrows	

**Note:** Based on the Eladrin Arcane Archer published in *Monster Manual*

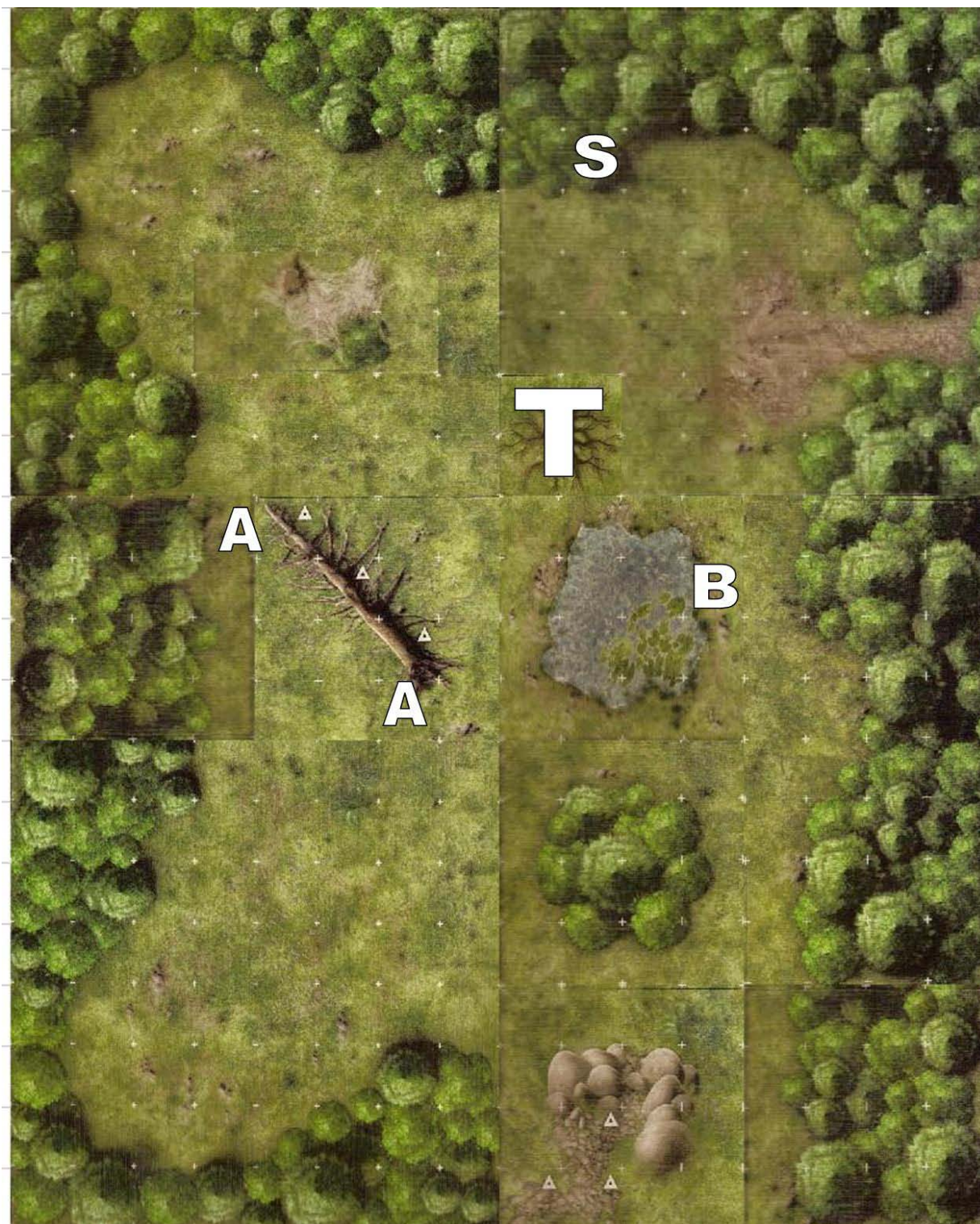
<b>Raven Swarm</b>	<b>Level 10 Brute</b>
<b>Medium natural beast (swarm)</b>	<b>XP 500</b>
<b>HP 128; Bloodied 64</b>	<b>Initiative +8</b>
<b>AC 24, Fortitude 22, Reflex 19, Will 19</b>	<b>Perception +7</b>
<b>Speed 2, fly 6</b>	<b>Dark vision</b>
<b>Resist</b> half damage from melee and ranged attacks	
<b>Vulnerable</b> 5 to close and area attacks	
<b>TRAITS</b>	
<b>Bloodied Frenzy • Aura 1</b>	
Any enemy that starts its turn in the aura takes ongoing 5 damage (save ends). If the enemy is already taking untyped ongoing damage, that damage increases by 5.	
<b>Swarm</b>	
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.	
<b>STANDARD ACTIONS</b>	
<b>Swarm of Suckerlings • At Will</b>	
<i>Attack:</i> Melee 1 (one creature); +15 vs AC	
<i>Hit:</i> 3d6+5 damage and ongoing 5 damage ( <i>save ends</i> ).	
<b>TRIGGERED ACTIONS</b>	
<b>Hungry Flight • At Will</b>	
<i>Trigger:</i> An enemy moves away from the swarm.	
<i>Effect (Immediate Reaction):</i> The swarm flies up to its fly speed to the triggering enemy's square or a square adjacent to that enemy. This movement does not provoke opportunity attacks.	
<b>Skills</b> Stealth +14.	
<b>Str</b> 10 (+5)	<b>Dex</b> 19 (+9)
<b>Con</b> 18 (+9)	<b>Int</b> 1 (+0)
	<b>Wis</b> 14 (+7)
	<b>Cha</b> 4 (+2)
<b>Alignment</b> unaligned <b>Languages</b> None	

**Note:** Based on the stirge suckerling swarm in *Monster Vault*.

## ENCOUNTER 3: CORRUPTED GUARDIANS MAP

TILE SETS NEEDED

Sinister Woods x2





## ENCOUNTER 4: THE ABYSSAL PORTAL

### ENCOUNTER LEVEL 2/4/6/8/10

#### SETUP

This encounter includes the following creatures at all adventure levels:

- 1 scion of zuggtmoy overgrowth (O)
- 1 scion of zuggtmoy infector (I)
- 1 corrupted twilight incanter (E)
- 1 black pudding (P)

The PCs trek through the heaviest concentration of the taint affecting the forest before it opens into a clearing leading up towards the ruins of an ancient tower.

Within the tower's shell is a currently active portal to the Abyss, where several Scions of Zuggtmoy, affected by the taint of Moander aid the corrupted Tree's attempts to activate the portal and connect with the abyssal layer of Shedlakar, the fungi plane home of Zuggtmoy and Jubilex.

An eladrin arcanist, also enthralled by the taint of Moander, works tirelessly to activate the portal with little success so far, while one of the roots of the corrupted Tree watch his efforts.

As the adventurers enter the area, read or paraphrase:

*After travelling through the heaviest concentration of the taint the forest opens into a long clearing leading past a disgusting pool of filth up to the ruins of an ancient tower. Within the tower a pair of stone tables, covered in glowing runes flank an open space where a slender figure kneels and works, oblivious to your presence thus far.*

*At the tower's broken wall a small group of abominations turn and shamble towards you, long tendrils whipping out from their bodies as they advance.*

*To the left of the tower a large, dead tree barely stands, covered in fungal growths and oozing wounds that mar the tree's bark.*

The Scions of Zuggtmoy quickly notice the PCs, negating any surprise round unless the PCs adopt a particularly stealthy approach or use a ritual or power to aid their approach (DM's adjudication if a surprise round applies).

A hard DC Passive Perception or Nature check notices the pool surface seems solid, not a pond

anymore. This is a clue about the black pudding that is waiting to strike.

The tree is not in-fact dead and is moving slowly. Closer inspection reveals the tree is not that at all, but instead one root of a much larger tree that has burst from the ground.

#### FEATURES OF THE AREA

**Illumination:** The area is dimly illuminated through the forest canopy. Dead plant life, fungi and other growth add slightly to the ambient light with their own, sickly florescent glow.

**Water Hole:** The water hole is actually a black pudding, created by the Taint of Moander. Any PC closely observing the pool triggers an opportunity action from the pudding.

**Fallen Tree Limbs:** These fallen trees count as both difficult and covering terrain.

**Tower Ruins:** The walls count as blocking terrain and block line of sight and effect. Also, the area inside the tower is a Font of Power (DMG p68), granting arcane attacks +5 damage. The stone tablets are 2-foot high, and count as covering terrain.

**Dead Tree:** The dead tree one of the roots of the corrupted tree, allowing it to observe the progress at the portal. If the tree is attacked, or when it is clear the adventurers have won the fight, it retreats back to its source, revealing a 10-foot diameter tunnel underground (back to the tree).

#### TACTICS

The scions of Zuggtmoy move to intercept the PCs as soon as they notice them. The overgrowths use their *pulling tendril* power to draw the defenders away from the main group of PCs. The infector opens with *slime burst* on as many PCs as possible before using its *leaping blast* power in subsequent rounds.

The black pudding moves out of the pool towards the greatest concentration of PCs to use *engulf*. In subsequent rounds it feeds on any grabbed PC whenever possible. Any spawn created by damaging the pudding focuses on that attacker if possible, otherwise it engages the closest PC.

The incanter is covered in various fungal growths similar to the eladrin in Encounter 3. He does not pay any attention to the PCs at first, and continues to work on activating the portal. The roots command the incanter to join the fight in the second round, as a result he does not attack in the first round unless targeted by the PCs or they interfere with his work. Because his powers are limited in range the incanter will advance to get the PCs within range if he has to, but will retreat to

the tower when bloodied. He also returns if he can target a PC from a position within the tower, to take advantage of the Font of Power (+5 damage to arcane attacks).

#### MILESTONE

This encounter counts toward a milestone.

### SCALING THE ENCOUNTER

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

**Four PCs:** Remove the scion of zuggtmoy overgrowth.

**Six PCs:** Add one scion of zuggtmoy overgrowth.

### ENDING THE ENCOUNTER

Once the enemies are defeated, the giant root retreats back into the ground, leaving a 10-foot wide tunnel in the earth back to its source – the location of the corrupted tree. The nature of this retreat may reveal the corrupted tree's unnatural cunning, as it returns to defend the Heart of Corruption.

The PCs must follow the tree root's tunnel back to its source if they are to end the blight on the forest. When they are ready to continue, return to Scene 4 of the skill challenge in Encounter 2.

The tower ruins contain a pair of rune-covered stone tablets flanking a circle carved into the stone floor. A DC 15 Arcana check identifies the circle as a planar portal, a DC 20 check reveals it is a portal to the Abyss.

The portal is not currently active, but the stone tablets have absorbed a considerable amount of arcane energy and glow with power. A DC 20 Arcana check reveals that the arcane energy within the stones, if harnessed correctly, could give the wielder some ability to affect portals.

If the party chooses to take these tablets with them, all PCs receive the Story Award **SPEC42 Stone Tablets**

The eladrin incanter is completely tainted and cannot communicate, except with grunts. If left alone he returns to work on powering the portal, continuing his efforts towards its activation.

A Remove Disease or similar ritual removes the taint, leaving him with almost no memory of events since his corruption and collapses, weakened from extended exposure.

#### TREASURE

The eladrin incanter has an *earthroot staff* +1/+2 (up to AL 8), *gauntlets of blinding strikes* (AL 10) and a ritual scroll of Cure Disease (see reward summary for further details).

## ENCOUNTER 4: THE ABYSSAL PORTAL (ADVENTURE LEVEL 2)

Corrupted Eladrin Twilight Incanter	Level 3 Controller
Medium fey humanoid	XP 150
HP 64; Bloodied 32	Initiative +4
AC 21, Fortitude 17, Reflex 16, Will 15	Perception +3
Speed 6	Low-light vision
Saving Throws +5 against charm effects	
STANDARD ACTIONS	
m Spear • At Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d8+6 damage and the target is slowed until the end of the eladrin's next turn	
R Binding Bolt (force) • Encounter	
Attack: Ranged 5 (one creature); +6 vs. Reflex	
Hit: 2d8+2 damage and the target is immobilized until the end of the eladrin's next turn. Miss: The target is slowed until the end of the eladrin's next turn.	
R Teleporting Bolt (force, teleportation) • At Will	
Attack: Ranged 5; +6 vs. Reflex	
Hit: 1d8+6 force damage and the eladrin teleports the target up to 3 squares.	
Miss: the eladrin can teleport the target 1 square	
C Dazzling Bolt (radiant) • Recharge 5-6	
Attack: Close blast 3 (enemies in blast); +6 vs. Will	
Hit: 1d6+5 radiant damage and the target is blinded until the end of the eladrin's next turn	
MOVE ACTIONS	
Fey Step (teleportation) • Encounter	
Effect: the eladrin teleports up to 5 squares.	
Skills	
Str 9 (+2)	Dex 13 (+4) Wis 9 (+2)
Con 7 (+1)	Int 17 (+6) Cha 13 (+4)
Alignment unaligned Languages Common, Elven	
Equipment Robes, Staff	

Scion of Zuggtomy Infector	Level 2 Artillery
Medium natural humanoid (plant)	XP 125
HP 35; Bloodied 17	Initiative +5
AC 14, Fortitude 13, Reflex 12, Will 10	Perception +8
Speed 6 swim 6	Blindsight 10
STANDARD ACTIONS	
m Claw • At Will	
Attack: Melee 1 (one creature); +5 vs. AC	
Hit: 1d8+5 damage .	
r Shock Orb • At Will	
Attack: Ranged 10 (one creature); +7 vs. AC	
Hit: 1d8+5 lightning damage.	
Secondary Attack	
Attack: Ranged 5 (one creature); +7 vs. Reflex	
Hit: 1d6+4 damage and the target is pushed 5 squares.	
A Caustic Cloud • Recharge 4-6	
Attack: Area Burst 1 within 10 (creatures in burst); +6 vs. Reflex	
Hit: 1d6+4 acid damage and the target takes ongoing 5 acid damage and is blinded (save ends both).	
Malleability	
The scion can compress its body enough to squeeze through a 1-inch-wide crack. Cracks and other openings that are more than 1 inch wide do not slow the scion at all.	
Skills Stealth +10	
Str 16 (+5)	Dex 16 (+5) Wis 12 (+3)
Con 15 (+4)	Int 9 (+1) Cha 8 (+1)
Alignment Evil Languages Common, Abyssal	

**Note:** Based on the Vine Horror Spellfiend in *Monster Manual 1*.

Scion of Zuggtomy Overgrowth	Level 2 Soldier
Medium natural humanoid (plant)	XP 125
HP 41; Bloodied 20	Initiative +3
AC 18, Fortitude 15, Reflex 11, Will 13	Perception +3
Speed 5 (forest walk)	Blindsight 10
STANDARD ACTIONS	
m Striking Vine • At Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d8+4 damage	
M Impaling Thorn (Healing) • Recharges when the scion doesn't have a creature grabbed	
Attack: Melee 1 (one creature); +10 vs. Fortitude	
Hit: 1d8+4 and the scion grabs the target. Sustain Standard: The scion sustains the grab, the target takes 2d8+5 damage and the scion regains 5 hit points	
MINOR ACTIONS	
Pulling Vines • At Will	
The scion shifts one square, pulling any creature grabbed by it into a square adjacent to it.	
Skills	
Str 17 (+4)	Dex 10 (+1) Wis 14 (+3)
Con 17 (+4)	Int 2 (+3) Cha 6 (+-1)
Alignment unaligned Languages	
Based on the Bloodthorn Vine published in <i>Monster Manual 2</i> page(s) 205.	

**Note:** Based on the Bloodthorn Vine in *Monster Manual 2*.

Black Pudding	Level 3 Elite Lurker
Medium natural beast (blind, ooze),	XP 250
HP 77; Bloodied 38	Initiative +8
AC 19, Fortitude 18, Reflex 18, Will 13	Perception +1
Speed 4, climb 4;	Blind, blindsight 10
Immune blinded, gaze effects; Resist 5 acid; Vulnerable 5 fire, 5 radiant	
Saving Throws +2;	Action Points 1
TRAITS	
Ooze	
While squeezing, the pudding moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing..	
STANDARD ACTIONS	
<b>m Slam (acid) • At Will</b>	
Attack: Melee 1 (one creature); +6 vs. Reflex	
Hit: 1d8+6 acid damage. and ongoing 5 acid damage (save ends)	
<b>M Engulf (acid) • At Will</b>	
Attack: Melee 1 (one creature); +6 vs. Reflex	
Hit: 1d6+5 acid damage and the pudding grabs the target (escape DC 17). Until the grab ends, the target takes ongoing 10 acid damage.	
Attacks that hit the slime deal half damage to the slime and half damage to a single creature grabbed by the slime	
TRIGGERED ACTIONS	
<b>Split • At Will</b>	
Trigger: An enemy hits the pudding with an attack.	
Effect (No Action): A black pudding spawn appears in the unoccupied square closest to the pudding.	
Str 12 (+3)	Dex 11 (+3) Wis 7 (+1)
Con 16 (+5)	Int -2 (+-4) Cha -2 (+-4)
Alignment unaligned	Languages -

**Note:** Based on the Green Slime in *Monster Vault*, converted to an Elite with the *split* power added.

Black Pudding Spawn	Level 3 Minion Brute
Medium natural beast (blind, ooze)	XP 38
HP 1; a missed attack never damages a minion	Initiative +4
AC 15, Fortitude 17, Reflex 15, Will 13	Perception +3
Speed 4, climb 3;	Blind, tremorsense 10
Immune blinded, gaze effects; Resist 15 acid;	
TRAITS	
Ooze	
While squeezing, the pudding moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.	
STANDARD ACTIONS	
<b>m Slam (acid) • At Will</b>	
Attack: Melee 1 (one creature); +7 vs. Fortitude	
Hit: 5 acid damage and the pudding shifts up to its speed.	
Str 12 (+3)	Dex 11 (+3) Wis 7 (+1)
Con 16 (+5)	Int -2 (-4) Cha -2 (-4)
Alignment unaligned	Languages -

**Note:** Based on the Black Pudding Swarm in *Monster Vault*.

## ENCOUNTER 4: THE ABYSSAL PORTAL (ADVENTURE LEVEL 4)

Corrupted Eladrin Twilight Incanter	Level 4 Controller
Medium fey humanoid	XP 175
HP 72; Bloodied 36	Initiative +5
AC 22, Fortitude 18, Reflex 17, Will 16	Perception +4
Speed 6	Low-light vision
Saving Throws +5 against charm effects	
STANDARD ACTIONS	
<b>m Spear • At Will</b>	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6+5 damage and the target is slowed until the end of the eladrin's next turn	
<b>R Binding Bolt (force) • Encounter</b>	
Attack: Ranged 5 (one creature); +7 vs. Reflex	
Hit: 2d6+5 damage and the target is immobilized until the end of the eladrin's next turn. Miss: The target is slowed until the end of the eladrin's next turn.	
<b>R Teleporting Bolt (force, teleportation) • At Will</b>	
Attack: Ranged 5 (one creature grabbed by the overgrowth); +7 vs. Reflex	
Hit: 2d6+5 force damage and the eladrin teleports the target up to 3 squares. Miss: the eladrin can teleport the target 1 square	
<b>C Dazzling Bolt (radiant) • Recharge 5-6</b>	
Attack: Close blast 3 (enemies in blast); +7 vs. Will	
Hit: 1d8+5 radiant damage and the target is blinded until the end of the eladrin's next turn	
MOVE ACTIONS	
<b>Fey Step (teleportation) • Encounter</b>	
Effect: the eladrin teleports up to 5 squares.	
Skills	
Str 10 (+3)	Dex 14 (+5) Wis 10 (+3)
Con 8 (+2)	Int 18 (+7) Cha 14 (+5)
Alignment unaligned Languages Common, Elven	
Equipment Robes, Staff	

**Note:** Based on the Eladrin Twilight Incanter in *Monster Essentials*.

Scion of Zuggtomy Infector	Level 4 Artillery
Medium natural humanoid (plant),	XP 175
HP 47; Bloodied 23	Initiative +6
AC 16, Fortitude 15, Reflex 14, Will 12	Perception +9
Speed 6 swim 6;	Blindsight 10
STANDARD ACTIONS	
<b>m Claw • At Will</b>	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 2d6+5 damage	
<b>r Shock Orb • At Will</b>	
Attack: Ranged 10 (one creature); +9 vs. AC	
Hit: 2d6+5 lightning damage	
Secondary Attack	
Attack: Ranged 5 (one creature); +8 vs. Reflex	
Hit: 1d8+5 damage and the target is pushed 5 squares	
<b>A Caustic Cloud • Recharge 4-6</b>	
Attack: Area Burst 1 within 10 (creatures in burst); +8 vs. Reflex	
Hit: 1d8+5 acid damage and the target takes ongoing 5 acid damage and is blinded (save ends both).	
Malleability	
The scion can compress its body enough to squeeze through a 1-inch-wide crack. Cracks and other openings that are more than 1 inch wide do not slow the scion at all.	
Skills Stealth +11	
Str 17 (+6)	Dex 17 (+6) Wis 13 (+4)
Con 16 (+5)	Int 10 (+2) Cha 9 (+2)
Alignment Evil Languages Common, Abyssal	

**Note:** Based on the Vine Horror Spellfiend in *Monster Manual 1*.

Scion of Zuggtomy Overgrowth	Level 4 Soldier
Medium natural humanoid (plant),	XP 175
HP 57; Bloodied 28	Initiative +4
AC 20, Fortitude 17, Reflex 13, Will 15	Perception +4
Speed 5 (forest walk);	Blindsight 10
STANDARD ACTIONS	
<b>m Striking Vine • At Will</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6+5 damage	
<b>M Impaling Thorn (Healing) • Recharges when the scion doesn't have a creature grabbed</b>	
Attack: Melee 1 (one creature); +11 vs. Fortitude	
Hit: 2d6+5 and the scion grabs the target. Sustain Standard: The scion sustains the grab, the target takes 2d8+6 damage and the scion regains 5 hit points	
MINOR ACTIONS	
<b>Pulling Vines • At Will</b>	
The scion shifts one square, pulling any creature grabbed by it into a square adjacent to it.	
Skills	
Str 18 (+5)	Dex 11 (+2) Wis 15 (+4)
Con 18 (+5)	Int 3 (+2) Cha 7 (+0)
Alignment unaligned Languages	

**Note:** Based on the Bloodthorn Vine in *Monster Manual 2*.



Black Pudding		Level 4 Elite Lurker	
Medium natural beast (blind, ooze),		XP 350	
HP 94; Bloodied 47		Initiative +9	
AC 20, Fortitude 19, Reflex 19, Will 14		Perception +2	
Speed 4, climb 4;		Blind, blindsight 10	
Immune blinded, gaze effects; Resist 5 acid; Vulnerable 5 fire, 5 radiant		Action Points 1	
Saving Throws +2;			
TRAITS			
Ooze			
While squeezing, the pudding moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing..			
STANDARD ACTIONS			
m Slam (acid) • At Will			
Attack: Melee 1 (one creature); +7 vs. Reflex			
Hit: 2d6+5 acid damage. and ongoing 5 acid damage (save ends)			
M Engulf (acid) • At Will			
Attack: Melee 1 (one creature); +7 vs. Reflex			
Hit: 1d8+5 acid damage and the pudding grabs the target (escape DC 18). Until the grab ends, the target takes ongoing 10 acid damage. Attacks that hit the slime deal half damage to the slime and half damage to a single creature grabbed by the slime			
TRIGGERED ACTIONS			
Split • At Will			
Trigger: An enemy hits the pudding with an attack.			
Effect (No Action): A black pudding spawn appears in the unoccupied square closest to the pudding.			
Str 13 (+4)	Dex 12 (+4)	Wis 8 (+2)	
Con 17 (+6)	Int -1 (+-3)	Cha -1 (+-3)	
Alignment unaligned		Languages -	

**Note:** Based on the Green Slime in *Monster Essentials*, converted to an Elite with the *split* power added.

Black Pudding Spawn	Level 5 Minion Brute
Medium natural beast (blind, ooze)	XP 50
HP 1; a missed attack never damages a minion	Initiative +5
AC 17, Fortitude 19, Reflex 17, Will 15	Perception +4
Speed 4, climb 3;	Blind, tremorsense 10
Immune blinded, gaze effects; Resist 15 acid;	
TRAITS	
Ooze	
While squeezing, the pudding moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing..	
STANDARD ACTIONS	
m Slam (acid) • At Will	
Attack: Melee 1 (one creature); +9 vs. Fortitude	
Hit: 7 acid damage and the pudding shifts up to its speed.	
Str 13 (+4)	Dex 12 (+4) Wis 8 (+2)
Con 17 (+6)	Int -1 (-3) Cha -1 (-3)

**Note:** Based on the Black Pudding Swarm in *Monster Vault*.

## ENCOUNTER 4: THE ABYSSAL PORTAL (ADVENTURE LEVEL 6)

<b>Corrupted Eladrin Twilight Incanter</b>	<b>Level 5 Controller</b>
<b>Medium fey humanoid</b>	<b>XP 200</b>
<b>HP 80; Bloodied 40</b>	<b>Initiative +5</b>
<b>AC 23, Fortitude 19, Reflex 18, Will 17</b>	<b>Perception +5</b>
<b>Speed 6</b>	<b>Low-light vision</b>
<b>Saving Throws +5 against charm effects</b>	
<b>STANDARD ACTIONS</b>	
<b>m Spear • At Will</b>	
<b>Attack:</b> Melee 1 (one creature); +10 vs. AC	
<b>Hit:</b> 2d6+6 damage and the target is slowed until the end of the eladrin's next turn	
<b>R Binding Bolt (force) • Encounter</b>	
<b>Attack:</b> Ranged 5 (one creature); +8 vs. Reflex	
<b>Hit:</b> 2d8+6 damage and the target is immobilized until the end of the eladrin's next turn. <b>Miss:</b> The target is slowed until the end of the eladrin's next turn.	
<b>R Teleporting Bolt (force, teleportation) • At Will</b>	
<b>Attack:</b> Ranged 5 (one creature grabbed by the overgrowth); +8 vs. Reflex	
<b>Hit:</b> 2d6+6 force damage and the eladrin teleports the target up to 3 squares. <b>Miss:</b> the eladrin can teleport the target 1 square	
<b>C Dazzling Bolt (radiant) • Recharge 5-6</b>	
<b>Attack:</b> Close blast 3 (enemies in blast); +8 vs. Will	
<b>Hit:</b> 1d8+6 radiant damage and the target is blinded until the end of the eladrin's next turn	
<b>MOVE ACTIONS</b>	
<b>Fey Step (teleportation) • Encounter</b>	
<b>Effect:</b> the eladrin teleports up to 5 squares.	
<b>Skills</b>	
<b>Str 10 (+3)</b>	<b>Dex 14 (+5) Wis 10 (+3)</b>
<b>Con 8 (+2)</b>	<b>Int 18 (+7) Cha 14 (+5)</b>
<b>Alignment</b> unaligned <b>Languages</b> Common, Elven	
<b>Equipment</b> Robes, Staff	

**Note:** Based on the Eladrin Twilight Incanter in *Monster Vault*.

<b>Scion of Zugtomy Infector</b>	<b>Level 6 Artillery</b>
<b>Medium natural humanoid (plant),</b>	<b>XP 250</b>
<b>HP 59; Bloodied 29</b>	<b>Initiative +7</b>
<b>AC 18, Fortitude 17, Reflex 16, Will 14</b>	<b>Perception +10</b>
<b>Speed 6;</b>	<b>Blindsight 10</b>
<b>STANDARD ACTIONS</b>	
<b>m Claw • At Will</b>	
<b>Attack:</b> Melee 1 (one creature); +9 vs. AC	
<b>Hit:</b> 2d6+7 damage	
<b>r Shock Orb • At Will</b>	
<b>Attack:</b> Ranged 10 (one creature); +11 vs. AC	
<b>Hit:</b> 2d6+7 lightning damage	
<b>Secondary Attack</b>	
<b>Attack:</b> Ranged 5 (one creature); +10 vs. Reflex	
<b>Hit:</b> 1d8+6 damage and the target is pushed 5 squares	
<b>A Caustic Cloud • Recharge 4-6</b>	
<b>Attack:</b> Area Burst 1 within 10 (creatures in burst); +10 vs. Fortitude	
<b>Hit:</b> 1d8+6 acid damage and the target takes ongoing 5 acid damage and is blinded (save ends both)	
<b>Malleability</b>	
The scion can compress its body enough to squeeze through a 1-inch-wide crack. Cracks and other openings that are more than 1 inch wide do not slow the scion at all.	
<b>Skills</b> Stealth +12	
<b>Str 18 (+7)</b>	<b>Dex 18 (+7) Wis 14 (+5)</b>
<b>Con 17 (+6)</b>	<b>Int 11 (+3) Cha 10 (+3)</b>
<b>Alignment</b> Evil <b>Languages</b> Common, Abyssal	

**Note:** Based on the Vine Horror Spellfiend in *Monster Manual 1*.

Scion of Zuggtomy Overgrowth	Level 6 Soldier
Medium elemental magical beast (demon, plant),	XP 250
HP 72; Bloodied 36	Initiative +7
AC 22, Fortitude 18, Reflex 17, Will 16	Perception +4
Speed 6	Darkvision
STANDARD ACTIONS	
<b>m Grasping Tendrils • At Will</b>	
Attack: Melee 2 (one creature); +9 vs. Reflex	
Hit: 2d8+7 damage and the target is grabbed.	
<b>M Pulling Tendrils • At Will</b>	
Attack: Ranged 5 (one creature); +9 vs. Fortitude	
Hit: 2d8+7 and the overgrowth pulls the target 3 squares	
<b>M Fungal Growth • Encounter</b>	
Attack: Melee 2 (one creature grabbed by the overgrowth); +9 vs. Reflex	
Hit: 2d10+6 damage and the target takes ongoing 10 damage and is restrained (save ends both). The target cannot escape the overgrowth's grab until it saves against this effect.	
Miss: The scion of Zuggtomy overgrowth regains the use of this power.	
<b>C Grasping Slime • Encounter</b>	
Attack: Close burst 1 (creatures in burst); +9 vs. Reflex	
Hit: The target takes ongoing 10 damage and is immobilized (save ends both).	
TRIGGERED ACTIONS	
Variable Resistance • 1/Encounter	
Trigger: The infector takes acid, cold, fire, lightning or thunder damage.	
Effect: The infector gains resist 5 to the triggering damage type until the end of the encounter or until it uses variable resistance again.	
Skills	
Str 17 (+7)	Dex 15 (+6) Wis 13 (+5)
Con 24 (+11)	Int 3 (+0) Cha 10 (+4)
Alignment Chaotic Evil Languages Abyssal	
<b>Note:</b> Based on the Scion of Zuggtomy Overgrowth in <i>Demonomicon</i> .	

Black Pudding	Level 6 Elite Brute
Medium natural beast (blind, ooze),	XP 500
HP 188; Bloodied 94	Initiative +4
AC 17, Fortitude 19, Reflex 17, Will 15	Perception +3
Speed 4, climb 3; Senses	Blind, tremorsense 10
Immune blinded, gaze effects; Resist 15 acid;	
Saving Throws +2;	Action Points 1
TRAITS	
<b>Ooze</b>	
While squeezing, the pudding moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing..	
STANDARD ACTIONS	
<b>m Slam (acid) • At Will</b>	
Attack: Melee 1 (one creature); +8 vs. Fortitude	
Hit: 4d6+3 acid damage. before or after the attack the pudding shifts up to its speed.	
<b>C Engulf (acid) • At Will</b>	
Attack: Close Blast 3 (creatures in the blast); +8 vs. Fortitude	
Hit: 4d6+3 acid damage and the pudding grabs the target (escape DC 16)	
<b>M Melt (acid) • At Will</b>	
Attack: Melee 1 (one creature grabbed by the pudding);	
Effect: The target takes 2d6+12 acid damage and loses a healing surge. It takes 10 extra acid damage if it has no healing surges.	
TRIGGERED ACTIONS	
<b>Split • At Will</b>	
Trigger: An enemy hits the pudding with an attack.	
Effect (No Action): A black pudding spawn appears in the unoccupied square closest to the pudding.	
Str 16 (+7)	Dex 15 (+7) Wis 11 (+5)
Con 20 (+9)	Int 2 (+0) Cha 2 (+0)
Alignment unaligned Languages -	

**Note:** Based on the Black Pudding in *Monster Vault*.

Black Pudding Spawn	Level 6 Minion Brute
Medium natural beast (blind, ooze)	XP 63
HP 1; a missed attack never damages a minion	Initiative +5
AC 18, Fortitude 20, Reflex 18, Will 16	Perception +4
Speed 4, climb 3; Blind, tremorsense 10	
Immune blinded, gaze effects; Resist 15 acid;	
TRAITS	
<b>Ooze</b>	
While squeezing, the pudding moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing..	
STANDARD ACTIONS	
<b>m Slam (acid) • At Will</b>	
Attack: Melee 1 (one creature); +10 vs. Fortitude	
Hit: 8 acid damage and the pudding shifts up to its speed..	
Str 14 (+5)	Dex 13 (+5) Wis 9 (+3)
Con 18 (+7)	Int 0 (-2) Cha 0 (-2)
Alignment unaligned Languages -	

**Note:** Based on the Black Pudding Swarm in *Monster Vault*.

## ENCOUNTER 4: THE ABYSSAL PORTAL (ADVENTURE LEVEL 8)

<b>Corrupted Eladrin Twilight Incanter</b>	<b>Level 7 Controller</b>
<b>Medium fey humanoid</b>	<b>XP 300</b>
<b>HP 96; Bloodied 48</b>	<b>Initiative +6</b>
<b>AC 25, Fortitude 21, Reflex 20, Will 19</b>	<b>Perception +6</b>
<b>Speed 6;</b>	<b>Low-light vision</b>
<b>Saving Throws +5 against charm effects</b>	
<b>STANDARD ACTIONS</b>	
<b>m Spear • At Will</b>	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d8+3 damage and the target is slowed until the end of the eladrin's next turn	
<b>R Binding Bolt (force) • Encounter</b>	
Attack: Ranged 5 (one creature); +10 vs. Reflex	
Hit: 2d8+6 damage and the target is immobilized until the end of the eladrin's next turn. Miss: The target is slowed until the end of the eladrin's next turn.	
<b>R Teleporting Bolt (force, teleportation) • At Will</b>	
Attack: Ranged 5 (one creature grabbed by the overgrowth); +10 vs. Reflex	
Hit: 2d10+6 force damage and the eladrin teleports the target up to 3 squares. Miss: the eladrin can teleport the target 1 square	
<b>C Dazzling Bolt (radiant) • Recharge 5-6</b>	
Attack: Close blast 3 (enemies in blast); +10 vs. Will	
Hit: 4d6+2 radiant damage and the target is blinded until the end of the eladrin's next turn	
<b>MOVE ACTIONS</b>	
<b>Fey Step (teleportation) • Encounter</b>	
Effect: the eladrin teleports up to 5 squares.	
<b>Skills</b>	
<b>Str 11 (+4)</b>	<b>Dex 15 (+6)</b>
<b>Con 9 (+3)</b>	<b>Int 19 (+8)</b>
<b>Wis 11 (+4)</b>	<b>Cha 15 (+6)</b>
<b>Alignment</b> unaligned	
<b>Languages</b> Common, Elven	
<b>Equipment</b> Robes, Staff	

**Note:** Based on the Eladrin Twilight Incanter in *Monster Vault*.

<b>Scion of Zuggtomy Infector</b>	<b>Level 7 Artillery</b>
<b>Medium elemental magical beast (demon, plant),</b>	<b>XP 300</b>
<b>HP 74; Bloodied 37</b>	<b>Initiative +6</b>
<b>AC 21, Fortitude 20, Reflex 19, Will 18</b>	<b>Perception +5</b>
<b>Speed 6;</b>	<b>Darkvision</b>
<b>STANDARD ACTIONS</b>	
<b>m Battering Tendrils • At Will</b>	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d6+2 damage and the infector shifts one square	
<b>R Leaping Blast • At Will</b>	
Attack: Ranged 10 (one creature); +12 vs. AC	
Hit: 3d6+4 damage and the target takes a -2 penalty to all defenses (save ends). The infector then makes a secondary attack.	
<b>Secondary Attack</b>	
Attack: Close Burst 2 (centered on the primary target (one creature in burst)); +12 vs. Reflex	
Hit: 1d8+5 damage and the target takes a -2 penalty to all defenses (save ends)	
<b>A Slime Burst • Encounter</b>	
Attack: Area Burst 1 within 10 (creatures in burst); +12 vs. Reflex	
Hit: The target takes ongoing 10 damage and is immobilized (save ends both)	
<b>TRIGGERED ACTIONS</b>	
<b>Horrid Rot (Necrotic)</b>	
Trigger: The infector drops to 0 hit points.	
Attack (Free Action): Close burst 2 (creatures in burst); +10 vs. Fortitude	
Hit: Ongoing 10 necrotic damage (save ends)	
<b>Variable Resistance • 1</b>	
Trigger: The infector takes acid, cold, fire, lightning or thunder damage..	
Effect: The infector gains resist 5 to the triggering damage type until the end of the encounter or until it uses variable resistance again.	
<b>Skills</b>	
<b>Str 17 (+7)</b>	<b>Dex 15 (+6)</b>
<b>Con 24 (+11)</b>	<b>Int 3 (+0)</b>
<b>Wis 13 (+5)</b>	<b>Cha 10 (+4)</b>
<b>Alignment</b> Chaotic Evil	
<b>Languages</b> Abyssal	

**Note:** Based on the Scion of Zuggtomy Infector in *Demonomicon*.

Scion of Zuggtomy Overgrowth	Level 8 Soldier
Medium elemental magical beast (demon, plant),	XP 350
HP 88; Bloodied 44	Initiative +8
AC 24, Fortitude 20, Reflex 19, Will 18	Perception +5
Speed 6	Darkvision
STANDARD ACTIONS	
<b>m Grasping Tendrils • At Will</b>	
Attack: Melee 2 (one creature); +11 vs. Reflex	
Hit: 4d6+2 damage and the target is grabbed	
<b>M Pulling Tendrils • At Will</b>	
Attack: Ranged 5 (one creature); +11 vs. Fortitude	
Hit: 4d6+2 and the overgrowth pulls the target 3 squares	
<b>M Fungal Growth • Encounter</b>	
Attack: Melee 2 (one creature grabbed by the overgrowth); +11 vs. Reflex	
Hit: 2d10+5 damage and the target takes ongoing 10 damage and is restrained (save ends both). The target cannot escape the overgrowth's grab until it saves against this effect. Miss: The scion of Zuggtomy overgrowth regains the use of this power.	
<b>C Grasping Slime • Encounter</b>	
Attack: Close burst 1 (creatures in burst); +11 vs. Reflex	
Hit: The target takes ongoing 10 damage and is immobilized (save ends both).	
TRIGGERED ACTIONS	
Variable Resistance • 2/Encounter	
Trigger: The infector takes acid, cold, fire, lightning or thunder damage.	
Free Action: The infector gains resist 10 to the triggering damage type until the end of the encounter or until it uses variable resistance again.	
Skills	
Str 18 (+8)	Dex 16 (+7)
Con 25 (+12)	Int 4 (+1)
	Wis 14 (+6)
	Cha 11 (+5)
Alignment Chaotic Evil Languages Abyssal	

**Note:** Based on the Scion of Zuggtomy Overgrowth in *Demonomicon*.

Black Pudding	Level 8 Elite Brute
Medium natural beast (blind, ooze),	XP 700
HP 208; Bloodied 104	Initiative +6
AC 19, Fortitude 21, Reflex 19, Will 17	Perception +4
Speed 4, climb 3;	Blind, tremorsense 10
Immune blinded, gaze effects; Resist 15 acid;	
Saving Throws +2;	Action Points 1
TRAITS	
<b>Ooze</b>	
While squeezing, the pudding moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing..	
STANDARD ACTIONS	
<b>m Slam (acid) • At Will</b>	
Attack: Melee 1 (one creature); +10 vs. Fortitude	
Hit: 4d6+5 acid damage. before or after the attack the pudding shifts up to its speed.	
<b>M Engulf (acid) • At Will</b>	
Attack: Close Blast 3 (creatures in the blast); +10 vs. Fortitude	
Hit: 4d6+5 acid damage and the pudding grabs the target (escape DC 16)	
<b>M Melt (acid) • At Will</b>	
Attack: Melee 1 (one creature grabbed by the pudding);	
Hit: The target takes 2d6+14 acid damage and loses a healing surge. It takes 10 extra acid damage if it has no healing surges.	
TRIGGERED ACTIONS	
<b>Split • At Will</b>	
Trigger: An enemy hits the pudding with an attack.	
Effect (No Action): A black pudding spawn appears in the unoccupied square closest to the pudding.	
Str 15 (+6)	Dex 14 (+6)
Con 19 (+8)	Int 1 (+-1)
	Wis 10 (+4)
	Cha 1 (+-1)
Alignment unaligned Languages -	

**Note:** Based on the Black Pudding in *Monster Vault*.

Black Pudding Spawn	Level 8 Minion Brute
Medium natural beast (blind, ooze)	XP 88
HP 1; a missed attack never damages a minion	Initiative +6
AC 20, Fortitude 22, Reflex 20, Will 18	Perception +4
Speed 4, climb 3;	Blind, tremorsense 10
Immune blinded, gaze effects; Resist 15 acid;	
TRAITS	
<b>Ooze</b>	
While squeezing, the pudding moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing..	
STANDARD ACTIONS	
<b>m Slam (acid) • At Will</b>	
Attack: Melee 1 (one creature); +12 vs. Fortitude	
Hit: 10 acid damage and the pudding shifts up to its speed.	
Str 15 (+6)	Dex 14 (+6)
Con 19 (+8)	Int 1 (-1)
	Wis 10 (+4)
	Cha 1 (-1)
Alignment unaligned Languages -	

**Note:** Based on the Black Pudding Swarm in *Monster Vault*.

## ENCOUNTER 4: THE ABYSSAL PORTAL (ADVENTURE LEVEL 10)

Corrupted Eladrin Twilight Incanter	Level 9 Controller
Medium fey humanoid	XP 400
HP 112; Bloodied 56	Initiative +7
AC 27, Fortitude 23, Reflex 22, Will 21	Perception +7
Speed 6	Low-light vision
Saving Throws +5 against charm effects	
STANDARD ACTIONS	
<b>m Spear • At Will</b>	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d8+5 damage and the target is slowed until the end of the eladrin's next turn	
<b>R Binding Bolt (force) • Encounter</b>	
Attack: Ranged 5 (one creature); +12 vs. Reflex	
Hit: 2d8+8 damage and the target is immobilized until the end of the eladrin's next turn. Miss: The target is slowed until the end of the eladrin's next turn.	
<b>R Teleporting Bolt (force, teleportation) • At Will</b>	
Attack: Ranged 5 (one creature grabbed by the overgrowth); +12 vs. Reflex	
Hit: 2d12+8 force damage and the eladrin teleports the target up to 3 squares. Miss: the eladrin can teleport the target 1 square	
<b>C Dazzling Bolt (radiant) • Recharge 5-6</b>	
Attack: Close blast 3 (enemies in blast); +12 vs. Will	
Hit: 4d6+4 radiant damage and the target is blinded until the end of the eladrin's next turn	
MOVE ACTIONS	
<b>Fey Step (teleportation) • Encounter</b>	
Effect: the eladrin teleports up to 5 squares.	
<b>Skills</b>	
Str 12 (+5)	Dex 16 (+7) Wis 12 (+5)
Con 10 (+4)	Int 20 (+9) Cha 16 (+7)
Alignment unaligned Languages Common, Elven	
Equipment Robes, Staff	

**Note:** Based on the Eladrin Twilight Incanter in *Monster Vault*.

Scion of Zuggtomy Infector	Level 9 Artillery
Medium elemental magical beast (demon, plant),	XP 400
HP 86; Bloodied 43	Initiative +7
AC 23, Fortitude 22, Reflex 21, Will 20	Perception +6
Speed 6	Darkvision
STANDARD ACTIONS	
<b>m Battering Tendrils • At Will</b>	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d6+4 damage and the infector shifts one square	
<b>R Leaping Blast • At Will</b>	
Attack: Ranged 10 (one creature); +14 vs. AC	
Hit: 3d6+6 damage and the target takes a -2 penalty to all defenses (save ends). The infector then makes a secondary attack.	
Secondary Attack	
Attack: Close Burst 2 (centered on the primary target (one creature in burst)); +14 vs. Reflex	
Hit: 2d6+1 damage and the target takes a -2 penalty to all defenses (save ends)	
<b>A Slime Burst • Encounter</b>	
Attack: Area Burst 1 within 10 (creatures in burst); +14 vs. Reflex	
Hit: The target takes ongoing 10 damage and is immobilized (save ends both)	
TRIGGERED ACTIONS	
<b>Horrid Rot (Necrotic)</b>	
Trigger: The infector drops to 0 hit points.	
Attack (Free Action): Close burst 2 (creatures in burst); +12 vs. Fortitude	
Hit: Ongoing 10 necrotic damage (save ends)	
<b>Variable Resistance • 2/Encounter</b>	
Trigger: The infector takes acid, cold, fire, lightning or thunder damage.	
Attack (Free Action): The infector gains resist 10 to the triggering damage type until the end of the encounter or until it uses variable resistance again..	
<b>Skills</b>	
Str 18 (+8)	Dex 16 (+7) Wis 14 (+6)
Con 25 (+12)	Int 4 (+1) Cha 11 (+5)
Alignment Chaotic Evil Languages Abyssal	

**Note:** Based on the Scion of Zuggtomy Infector in *Demonomicon*.



Scion of Zuggtomy Overgrowth	Level 9 Soldier
Medium elemental magical beast (demon, plant),	XP 400
HP 96; Bloodied 48	Initiative +9
AC 25, Fortitude 21, Reflex 20, Will 19	Perception +6
Speed 6	Darkvision
STANDARD ACTIONS	
<b>m Grasping Tendrils • At Will</b>	
Attack: Melee 2 (one creature); +12 vs. Reflex	
Hit: 4d6+3 damage and the target is grabbed	
<b>R Pulling Tendrils • At Will</b>	
Attack: Ranged 5 (one creature); +12 vs. Fortitude	
Hit: 4d6+3 and the overgrowth pulls the target 3 squares	
<b>M Fungal Growth • Encounter</b>	
Attack: Melee 2 (one creature grabbed by the overgrowth); +12 vs. Reflex	
Hit: 2d10+6 damage and the target takes ongoing 10 damage and is restrained (save ends both). The target cannot escape the overgrowth's grab until it saves against this effect. Miss: The scion of Zuggtomy overgrowth regains the use of this power.	
<b>C Grasping Slime • Encounter</b>	
Attack: Close burst 1 (creatures in burst); +12 vs. Reflex	
Hit: The target takes ongoing 10 damage and is immobilized (save ends both).	
TRIGGERED ACTIONS	
Variable Resistance • 2/Encounter	
Trigger: The infector takes acid, cold, fire, lightning or thunder damage.	
Free Action: The infector gains resist 10 to the triggering damage type until the end of the encounter or until it uses variable resistance again.	
Skills	
Str 19 (+9)	Dex 17 (+8) Wis 15 (+7)
Con 26 (+13)	Int 5 (+2) Cha 12 (+6)
Alignment Chaotic Evil Languages Abyssal	

**Note:** Based on the Scion of Zuggtomy Overgrowth in *Demonomicon*.

Black Pudding	Level 9 Elite Brute
Medium natural beast (blind, ooze),	XP 800
HP 218; Bloodied 109	Initiative +6
AC 20, Fortitude 22, Reflex 20, Will 18	Perception +4
Speed 4, climb 3;	Blind, tremorsense 10
Immune blinded, gaze effects; Resist 15 acid;	
Saving Throws +2;	Action Points 1
TRAITS	
<b>Ooze</b>	
While squeezing, the pudding moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing..	
STANDARD ACTIONS	
<b>m Slam (acid) • At Will</b>	
Attack: Melee 1 (one creature); +11 vs. Fortitude	
Hit: 4d6+6 acid damage. before or after the attack the pudding shifts up to its speed.	
<b>M Engulf (acid) • At Will</b>	
Attack: Close Blast 3 (creatures in the blast); +11 vs. Fortitude	
Hit: 4d6+6 acid damage and the pudding grabs the target (escape DC 16)	
<b>Melt (acid) • At Will</b>	
Attack: Melee 1 (one creature grabbed by the pudding);	
Hit: The target takes 2d6+15 acid damage and loses a healing surge. It takes 10 extra acid damage if it has no healing surges.	
TRIGGERED ACTIONS	
<b>Split • At Will</b>	
Trigger: An enemy hits the pudding with an attack.	
Effect (No Action): A black pudding spawn appears in the unoccupied square closest to the pudding.	
Str 15 (+6)	Dex 14 (+6) Wis 10 (+4)
Con 19 (+8)	Int 1 (+-1) Cha 1 (+-1)
Alignment unaligned Languages -.	

**Note:** Based on the Black Pudding in *Monster Vault*.

Black Pudding Spawn	Level 9 Minion Brute
Medium natural beast (blind, ooze)	XP 100
HP 1; a missed attack never damages a minion	Initiative +7
AC 21, Fortitude 23, Reflex 21, Will 19	Perception +5
Speed 4, climb 3;	Blind, tremorsense 10
Immune blinded, gaze effects; Resist 15 acid;	
TRAITS	
<b>Ooze</b>	
While squeezing, the pudding moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing..	
STANDARD ACTIONS	
<b>m Slam (acid) • At Will</b>	
Attack: Melee 1 (one creature); +13 vs. Fortitude	
Hit: 10 acid damage and the pudding shifts up to its speed.	
Str 15 (+6)	Dex 14 (+6) Wis 10 (+4)
Con 19 (+8)	Int 1 (-1) Cha 1 (-1)
Alignment unaligned Languages -	

**Note:** Based on the Black Pudding Swarm in *Monster Vault*.

## ENCOUNTER 4: THE ABYSSAL PORTAL MAP

### TILE SETS NEEDED

Sinister Woods x2  
Ruins of the Wild x1  
Arcane Corridors x1





## ENCOUNTER 5: THE HEART OF CORRUPTION

### ENCOUNTER LEVEL 2/4/6/8/10

#### SETUP

This encounter includes the following creatures and traps at all adventure levels:

- 1 root of corruption (T)
- 8 black pudding spawn (S)
- 1 heart of corruption (H)

The passageway eventually opens into a central chamber beneath the core of the ancient tree. It feeds on the dark essence that surrounds the Heart of Corruption, a by-product created by the connection of the abyssal portal in the Citadel of Fungi and the taint of Moander remaining within the tree itself. The beating of the heart continues this connection, providing the essence of Moander the abyssal power it needs to spread its curse.

As the adventurers enter the area, read or paraphrase:

*The long, winding corridor opens into a large underground cavern glowing with a dim, sickly green light. The stone ceiling above is perforated in several places by the roots of the great tree above. These roots swing slowly about the chamber, creating a writhing maze of tendrils throughout the natural cavern.*

*At the center of the cavern a stream of putrid filth encircles a pit filled with a pool of black, greasy sludge. The stream drops into the pool in large, viscous drops that send waves across the glassy sheen of the pool's surface. At the back of the cavern a massive, bulbous growth rises from the pool's depths, pulsing and beating with an unworldly tone that echoes off the walls around you.*

The roots of the corrupted tree burst through most of the chamber's ceiling, including above the central pool of black sludge. The bulbous growth pulses and beats with a regular rhythm that begins to speed up as the PCs approach.

A large tree root bursts through the ceiling across the chamber, flailing its tendrils about the chamber and bearing a vicious mouth ringed with hundreds of teeth.

A DC Hard Perception check reveals the black pudding spawn floating in the stream.

## FEATURES OF THE AREA

**Illumination:** The chamber is dimly illuminated in a faint, florescent green light emanating from the moss and fungi growing on the inside walls.

**Ceiling:** The roots are thickest in this chamber, bursting through the 30-foot high ceiling in a writhing maze of tendrils filling the room. The roots provide concealment to anything more than 4 squares away, and any PC starting their turn within the chamber is slid 1 square randomly by the roots. Also, one section of the ceiling collapses revealing the root of corruption when it first attacks.

PCs can use the roots to swing about the chamber, similar to *swinging vines* (DMG2 p63). This enables characters with melee attacks to reach the heart without touching the sludge pool surface.

Swinging Roots	At Will Terrain
The tree roots from the ceiling above swing lazily across the room, providing a means to swing your way across the room.	
<b>Move Action</b>	
<b>Check:</b> Athletics or Acrobatics (moderate DC) to swing on the roots throughout the chamber, and a second check to change roots during this swing.	
<b>Success:</b> You move 5 squares from your starting square in a straight line. This movement provokes opportunity attacks, and you can let go at any time during this move. If you reach the ending square, you can make an Athletics check to jump at the end of the swing, treating it as a jump with a running start, but you must jump in the same direction as the swing.	
You can spend a move action in the next round to remain swinging on the vine, returning back through the path of the previous swing, but if you suffer damage you must succeed on an Athletics or Acrobatics check (DC = 10 + damage dealt) or lose your grip on the root and fall prone in your current square.	
<b>Failure:</b> If you fail the initial Athletics or Acrobatics check at the start of the swing you do not move. If you fail an Athletics or Acrobatics check while already swinging you lose your grip on the root and fall prone in your current square.	

**Viscous Stream:** The polluted stream surrounding the center of the chamber is filled with all manner of slimes and oozes. The stream erupts at the start of each round, creating 1d4 black pudding spawn that immediately attack.

The stream is heavy and thick, slowly flowing into the sludge pool below. A character that enters or begins their turn in the stream takes Average Level ongoing acid damage (save ends) and is immobilized (escape Moderate DC ends). At the start of each round, the stream (and any creature immobilized) moves 2 squares towards the drop to the sludge pool below.

**Sludge Pool:** The black area in the center of the chamber is a thick sludge pool and counts as difficult terrain. This sludge is the remaining essence of Moander, feeding on any living creature touching its

surface. A PC falling into the pool is immediately subjected to the following attack:

Moander's Touch	
<b>Trigger</b>	
When a creature enters or starts its turn within the sludge pool	
<b>Attack</b>	
Standard Reaction	Melee 1
Target: one creature	
Attack: Average Level +2 vs. Fortitude	
Hit: target takes Average Level damage and Average Level ongoing damage (save ends)	
Miss: the target takes Average Level damage	
Effect: the target is subject to the <i>Taint of Moander</i> . If the target is already affected by the taint, the effect moves one step along the disease's condition track. This is a permanent effect until the subject is cured or improves over time.	

## TACTICS

As the PCs enter the room, the Heart of Corruption quickens its beat, alerting the tree to their presence. The tree is not keen to give up the source of its abyssal power, and uses its largest root section to try and fight the PCs off.

The Root of Corruption bursts through the ceiling across from the PCs, and quickly uses *tendrils* to grab them and drag them towards itself (across the stream if possible). At lower levels the root appears through the ceiling closer to the PCs, to put them within reach of its melee attacks.

The Heart of Corruption is not sentient in a normal sense, but is driven by the remaining impulses of the long dead Moander. It reacts to damage by submerging in the sludge as an immediate reaction, gaining either concealment or total concealment until the start of its next turn.

The Heart does not have attack powers, but instead influences allies with its rhythmic beating by granting its allies extra attacks (see statistics for details).

The black pudding spawn move towards any characters attacking the heart, in preference to other characters, shifting after a successful attack towards these PCs whenever possible.

## SCALING THE ENCOUNTER

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

**Four PCs:** Reduce the number of black pudding spawn to 4 and reduce the Heart of Corruption's hit points by 50.

**Six PCs:** Increase the number of black pudding spawn at the beginning of the encounter to twelve and increase the Heart of Corruption's hit points by 50.

## ENDING THE ENCOUNTER

When the Heart of Corruption is reduced to 0 hit points, the bulbous mass beats once more before falling silent forever. The tree's roots immediately lose their animation, and drop limply from the ceiling, no longer a threat. With the heart dead the tree loses the link to the abyssal portal in the Citadel of Fungi, losing the power fuelling the taint and the tree's awareness. The taint ends, releasing those affected by its terrible curse. The black puddings continue to fight until slain.

The PCs return to the city complex is still somewhat dangerous, but without the malicious intent that seemed to be hunting them on their journey previously. With a little care, the PCs are able to emerge from the forest without further injury.

Proceed to Encounter 6 when ready.

## ENCOUNTER 5: THE HEART OF CORRUPTION (ADVENTURE LEVEL 2)

The Heart of Corruption	Level 2 Warder
Trap	XP 175
<b>Trap:</b> An engorged, bulbous growth rises from the pool's depths, pulsing with an unworldly tone that echoes off the walls around you. Initiative +3	
<b>Trigger</b> The heart begins to quicken its beat as the characters enter the chamber rolling for initiative. Each round the heart pulses, spurring on its allies with a bonus attack on its turn. The heart's rhythmic beating echoes about the chamber, temporarily increasing the taint of Moander's effect on the characters.	
<b>Echoes of Corruption</b> Aura 20 Targets: All characters currently affected by the Taint of Moander within 20 that can hear the heart. Effect: At the start of their turn each enemy in the aura must make a saving throw. Creatures who fail the saving throw are slid 1d4 squares and make a basic attack against their nearest ally as a free action.	
<b>Spur into Action</b> Standard Action Targets: All allies within 20. Effect: The target can make a basic attack as a free action.	
<b>Duck for Cover</b> Immediate Reaction                      Melee Trigger: The heart suffers damage. Effect: The heart partially submerges beneath the black sludge, gaining concealment until the start of its next turn when it rises up once more. While bloodied the heart submerges completely, gaining total concealment instead, but can still be targeted by attacks. Secondary effect: While the heart is partially submerged, characters gain +2 to Endurance checks to resist <i>echoes of corruption</i> . While the heart is fully submerged, they gain a +5 bonus.	
<b>Countermeasures</b> ♦As a minor action a character can use a Nature or Heal check (Moderate DC) to try to block out the sound, gaining a +2 bonus to the Endurance check made to resist the disease. ♦A character can deal damage to the heart with attack powers, zones and conjurations, including those that target Will defence. (AC 14, other defenses 12, hp 150 bloodied 75). ♦As a minor action a character can make a DC Easy Dungeoneering, Arcana or Nature check at range or an Athletics check in melee to make the heart vulnerable 10 to all attacks until the start of the heart's next turn. Increase this by 10 for each additional successful check made in a round.	

Root of Corruption	Level 3 Elite Soldier
Large natural beast (plant)	XP 300
HP 102; Bloodied 51	Initiative +2
AC 21, Fortitude 19, Reflex 13, Will 17	Perception +3
Speed 4	Blindsight 10
Saving Throws +2;	Action Points 1
<b>TRAITS</b>	
<b>Tree Body</b> The roots can retract its ensnaring vines and close its eyes and mouth to resemble a dead looking tree. In a natural environment, a creature must succeed on a DC 23 Perception check to see through the root's disguise.	
<b>STANDARD ACTIONS</b>	
<b>m Ensnaing Vine (Standard) • At Will</b> Attack: Melee 4 (one creature); +10 vs. AC Hit: 1d8+6 damage and the target is grabbed (escape DC 16)	
<b>M Double Attack • At Will</b> Effect: The root uses <i>ensnaing vine</i> twice	
<b>MINOR ACTIONS</b>	
<b>Tendrill • Recharges when no creature is affected by this power</b> Attack: Melee 1 (one creature grabbed by the root); +8 vs. Fortitude Hit: 1d4 damage and the target is restrained and takes ongoing 5 damage (save ends both)	
<b>Pulling Vines • At Will</b> Effect: The root shifts one square, pulling any creature grabbed by it into a square adjacent to it.	
<b>Skills</b> Stealth +7	
Str 17 (+5)	Dex 8 (+1)
Con 17 (+5)	Int 2 (+3)
	Wis 12 (+3)
	Cha 4 (+1)
Alignment evil	Languages Primordial

Black Pudding Spawn	Level 3 Minion Brute
Medium natural beast (blind, ooze)	XP 38
HP 1; a missed attack never damages a minion	Initiative +4
AC 15, Fortitude 17, Reflex 15, Will 13	Perception +3
Speed 4, climb 3;	Blind, tremorsense 10
Immune blinded, gaze effects; Resist 15 acid;	
<b>TRAITS</b>	
<b>Ooze</b> While squeezing, the pudding moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.	
<b>STANDARD ACTIONS</b>	
<b>m Slam (acid) • At Will</b> Attack: Melee 1 (one creature); +7 vs. Fortitude Hit: 5 acid damage, and the pudding shifts up to its speed.	
<b>TRIGGERED ACTIONS</b>	
Str 12 (+3)	Dex 11 (+3)
Con 16 (+5)	Int -2 (-4)
	Wis 7 (+1)
	Cha -2 (-4)
Alignment unaligned	Languages -

**Note:** Based on the Black Pudding Swarm in *Monster Vault*.

## ENCOUNTER 5: THE HEART OF CORRUPTION (ADVENTURE LEVEL 4)

The Heart of Corruption	Level 4 Warder
Trap	XP 175
<b>Trap:</b> An engorged, bulbous growth rises from the pool's depths, pulsing with an unworldly tone that echoes off the walls around you. Initiative +4	
<b>Trigger</b>	
The heart begins to quicken its beat as the characters enter the chamber rolling for initiative. Each round the heart pulses, spurring on its allies with a bonus attack on its turn. The heart's rhythmic beating echoes about the chamber, temporarily increasing the taint of Moander's effect on the characters.	
<b>Echoes of Corruption</b>	
Aura 20	
Targets: All characters currently affected by the Taint of Moander within 20 that can hear the heart.	
Effect: At the start of their turn each enemy in the aura must make a saving throw. Creatures who fail the saving throw are slid 1d4 squares and make a basic attack against their nearest ally as a free action.	
<b>Spur into Action</b>	
Standard Action	
Targets: All allies within 20.	
Effect: The target can make a basic attack as a free action.	
<b>Duck for Cover</b>	
Immediate Reaction	
Trigger: The heart suffers damage.	
Effect: The heart partially submerges beneath the black sludge, gaining concealment until the start of its next turn when it rises up once more. While bloodied the heart submerges completely, gaining total concealment instead, but can still be targeted by attacks.	
Secondary effect: While the heart is partially submerged, characters gain +2 to Endurance checks to resist <i>echoes of corruption</i> . While the heart is fully submerged, they gain a +5 bonus.	
<b>Countermeasures</b>	
♦As a minor action a character can use a Nature or Heal check (Moderate DC) to try to block out the sound, gaining a+2 bonus to the Endurance check made to resist the disease.	
♦A character can deal damage to the heart with attack powers, zones and conjurations, including those that target Will defence. (AC 16, other defenses 14, hp 250 bloodied 125).	
♦As a minor action a character can make a DC Easy Dungeoneering, Arcana or Nature check at range or an Athletics check in melee to make the heart vulnerable 10 to all attacks until the start of the heart's next turn. Increase this by 10 for each additional successful check made in a round.	

Root of Corruption	Level 5 Elite Soldier
Large natural beast (plant)	XP 300
HP 118; Bloodied 58	Initiative +3
AC 23, Fortitude 20, Reflex 14, Will 18	Perception +4
Speed 4	Blindsight 10
Saving Throws +2;	Action Points 1
<b>TRAITS</b>	
<b>Tree Body</b>	
The roots can retract its ensnaring vines and close its eyes and mouth to resemble a dead looking tree. In a natural environment, a creature must succeed on a DC 23 Perception check to see through the root's disguise.	
<b>STANDARD ACTIONS</b>	
<b>m Ensnaring Vine (Standard) • At Will</b>	
Attack: Melee 4 (one creature); +12 vs. AC	
Hit: 2d6+6 damage and the target is grabbed ( <i>escape</i> DC 15). Until the grab ends the target is weakened.	
<b>M Double Attack • At Will</b>	
Effect: The root uses <i>ensnaring vine</i> twice	
<b>MINOR ACTIONS</b>	
<b>Tendrils • Recharges when no creature is affected by this power</b>	
Attack: Melee 1 (one creature grabbed by the root); +10 vs. Fortitude	
Hit: 1d6 damage and the target is restrained and takes ongoing 5 damage (save ends both)	
<b>Pulling Vines • At Will</b>	
Effect: The root shifts one square, pulling any creature grabbed by it into a square adjacent to it.	
<b>Skills</b> Stealth +8	
Str 18 (+6)	Dex 9 (+2)
Con 18 (+6)	Int 2 (+-3)
	Wis 13 (+4)
	Cha 4 (-1)
Alignment evil	Languages Primordial

Black Pudding Spawn	Level 5 Minion Brute
Medium natural beast (blind, ooze)	XP 50
HP 1; a missed attack never damages a minion	Initiative +5
AC 17, Fortitude 19, Reflex 17, Will 15	Perception +4
Speed 4, climb 3;	Blind, tremorsense 10
Immune blinded, gaze effects; Resist 15 acid;	
<b>TRAITS</b>	
<b>Ooze</b>	
While squeezing, the pudding moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing..	
<b>STANDARD ACTIONS</b>	
<b>m Slam (acid) • At Will</b>	
Attack: Melee 1 (one creature); +9 vs. Fortitude	
Hit: 7 acid damage, and the pudding shifts up to its speed.	
<b>TRIGGERED ACTIONS</b>	
Str 13 (+4)	Dex 12 (+4)
Con 17 (+6)	Int -1 (-3)
	Wis 8 (+2)
	Cha -1 (-3)
Alignment unaligned	Languages -

**Note:** Based on the Black Pudding Swarm in *Monster Vault*.

## ENCOUNTER 5: THE HEART OF CORRUPTION (ADVENTURE LEVEL 6)

The Heart of Corruption	Level 5 Warder
Trap	XP 250
<b>Trap:</b> An engorged, bulbous growth rises from the pool's depths, pulsing with an unworldly tone that echoes off the walls around you. Initiative +5	
<b>Trigger</b>	
The heart begins to quicken its beat as the characters enter the chamber rolling for initiative. Each round the heart pulses, spurring on its allies with a bonus attack on its turn. The heart's rhythmic beating echoes about the chamber, temporarily increasing the taint of Moander's affect on the characters.	
<b>Echoes of Corruption</b>	
Aura 20	
Targets: All characters currently affected by the Taint of Moander within 20 that can hear the heart.	
<b>Effect: Echoes of Corruption</b>	
Aura 20	
Targets: All characters currently affected by the Taint of Moander within 20 that can hear the heart.	
Effect: At the start of their turn each enemy in the aura must make a saving throw. Creatures who fail the saving throw are slid 1d4 squares and make a basic attack against their nearest ally as a free action.	
<b>Spur into Action</b>	
Standard Action	
Targets: All allies within 20.	
Effect: The target can make a basic attack as a free action.	
<b>Duck for Cover</b>	
Immediate Reaction	
Trigger: The heart suffers damage.	
Effect: The heart partially submerges beneath the black sludge, gaining concealment until the start of its next turn when it rises up once more. While bloodied the heart submerges completely, gaining total concealment instead, but can still be targeted by attacks.	
Secondary effect: While the heart is partially submerged, characters gain +2 to Endurance checks to resist <i>echoes of corruption</i> . While the heart is fully submerged, they gain a +5 bonus.	
<b>Countermeasures</b>	
♦As a minor action a character can use a Nature or Heal check (Moderate DC) to try to block out the sound, gaining a+2 bonus to the Endurance check made to resist the disease.	
♦A character can deal damage to the heart with attack powers, zones and conjurations, including those that target Will defence. (AC 17, other defenses 15, hp 300, bloodied 150).	
♦As a minor action a character can make a DC Easy Dungeoneering, Arcana or Nature check at range or an Athletics check in melee to make the heart vulnerable 10 to all attacks until the start of the heart's next turn. Increase this by 10 for each additional successful check made in a round.	

Root of Corruption	Level 7 Elite Soldier
Large natural beast (plant)	XP 300
HP 144; Bloodied 72	Initiative +4
AC 24, Fortitude 21, Reflex 15, Will 19	Perception +5
Speed 4	Blindsight 10
Saving Throws +2;	Action Points 1
<b>TRAITS</b>	
<b>Tree Body</b>	
The roots can retract its ensnaring vines and close its eyes and mouth to resemble a dead looking tree. In a natural environment, a creature must succeed on a DC 23 Perception check to see through the root's disguise.	
<b>STANDARD ACTIONS</b>	
<b>m Ensnaring Vine (Standard) • At Will</b>	
Attack: Melee 4 (one creature); +13 vs. AC	
Hit: 1d10+5 damage and the target is grabbed ( <i>escape</i> DC17). Until the grab ends the target is weakened	
<b>M Double Attack • At Will</b>	
Effect: The root uses <i>ensnaring vine</i> twice	
<b>MINOR ACTIONS</b>	
<b>Tendril • Recharges when no creature is affected by this power</b>	
Attack: Melee 1 (one creature grabbed by the root); +10 vs. Fortitude	
Hit: 2d4-1 and the target is restrained and takes ongoing 5 damage (save ends both)	
<b>Pulling Vines • At Will</b>	
Effect: The root shifts one square, pulling any creature grabbed by it into a square adjacent to it.	
<b>Skills</b> Stealth +8	
Str 18 (+6)	Dex 9 (+2)
Con 18 (+6)	Int 2 (+-3)
	Wis 13 (+4)
	Cha 4 (-1)
Alignment evil	Languages Primordial

**Note:** Based on the Cave Roper in *Monster Vault*.

Black Pudding Spawn	Level 6 Minion Brute
Medium natural beast (blind, ooze)	XP 63
HP 1; a missed attack never damages a minion	Initiative +5
AC 18, Fortitude 20, Reflex 18, Will 16	Perception +4
Speed 4, climb 3; Blind, tremorsense 10	
Immune blinded, gaze effects; Resist 15 acid;	
<b>TRAITS</b>	
<b>Ooze</b>	
While squeezing, the pudding moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.	
<b>STANDARD ACTIONS</b>	
<b>m Slam (acid) • At Will</b>	
Attack: Melee 1 (one creature); +10 vs. Fortitude	
Hit: 8 acid damage and the pudding shifts up to its speed.	
<b>TRIGGERED ACTIONS</b>	
Str 14 (+5)	Dex 13 (+5)
Con 18 (+7)	Int 0 (-2)
	Wis 9 (+3)
	Cha 0 (-2)
Alignment unaligned	Languages -

**Note:** Based on the Black Pudding Swarm in *Monster Vault*.



## ENCOUNTER 5: THE HEART OF CORRUPTION (ADVENTURE LEVEL 8)

The Heart of Corruption	Level 7 Warder
Trap	XP 350
<b>Trap:</b> An engorged, bulbous growth rises from the pool's depths, pulsing with an unworldly tone that echoes off the walls around you. Initiative +5	
<b>Trigger</b>	
The heart begins to quicken its beat as the characters enter the chamber rolling for initiative. Each round the heart pulses, spurring on its allies with a bonus attack on its turn. The heart's rhythmic beating echoes about the chamber, temporarily increasing the taint of Moander's effect on the characters.	
<b>Echoes of Corruption</b>	
Aura 20	
Targets: All characters currently affected by the Taint of Moander within 20 that can hear the heart.	
<b>Effect: Echoes of Corruption</b>	
Aura 20	
Targets: All characters currently affected by the Taint of Moander within 20 that can hear the heart.	
Effect: At the start of their turn each enemy in the aura must make a saving throw. Creatures who fail the saving throw are slid 1d4 squares and make a basic attack against their nearest ally as a free action.	
<b>Spur into Action</b>	
Standard Action	
Targets: All allies within 20.	
Effect: The target can make a basic attack as a free action.	
<b>Duck for Cover</b>	
Immediate Reaction	
Trigger: The heart suffers damage.	
Effect: The heart partially submerges beneath the black sludge, gaining concealment until the start of its next turn when it rises up once more. While bloodied the heart submerges completely, gaining total concealment instead, but can still be targeted by attacks.	
Secondary effect: While the heart is partially submerged, characters gain +2 to Endurance checks to resist <i>echoes of corruption</i> . While the heart is fully submerged, they gain a +5 bonus.	
<b>Countermeasures</b>	
♦As a minor action a character can use a Nature or Heal check (Moderate DC) to try to block out the sound, gaining a +2 bonus to the Endurance check made to resist the disease.	
♦A character can deal damage to the heart with attack powers, zones and conjurations, including those that target Will defence. (AC 19, other defenses 17, hp 400, bloodied 200).	
♦As a minor action a character can make a DC Easy Dungeoneering, Arcana or Nature check at range or an Athletics check in melee to make the heart vulnerable 10 to all attacks until the start of the heart's next turn. Increase this by 10 for each additional successful check made in a round	

Root of Corruption	Level 8 Elite Controller
Large elemental plant ((earth)),	XP 700
HP 188; Bloodied 94	Initiative +5
AC 22, Fortitude 22, Reflex 17, Will 19	Perception +7
Speed 2, burrow 8;	Dark vision
Saving Throws +2;	Action Points 1
<b>TRAITS</b>	
<b>Tentacle Release • Aura</b>	
Before a creature makes an attack at the root, it can choose to target one of the root's tendrils. The tendrils use the same defenses as the root. If the attack hits, it does not deal damage or otherwise affect the root, but one of the root's grabs end (of the attackers choice).	
<b>Tree Body</b>	
The roots can retract its tendrils and close its eyes and mouth to resemble a dead looking tree. In a natural environment, a creature must succeed on a DC 24 Perception check to see through the root's disguise.	
<b>STANDARD ACTIONS</b>	
<b>m Tendril</b> (Requirement: The root must have fewer than two creatures grabbed.) • <b>At Will</b>	
Attack: Melee 10 (one creature); +11 vs. Reflex	
Hit: 2d8+5 damage and the root grabs the target ( <i>escape</i> DC 19). Until the grab ends, the target is weakened.	
<b>M Double Attack • At Will</b>	
Effect: The root uses tendril twice	
<b>M Bite • At Will</b>	
Attack: Melee 1 (one creature grabbed by the root); +13 vs. AC	
Hit: 4d12+8 Miss: half damage	
<b>MINOR ACTIONS</b>	
<b>Reel • At Will 1/round</b>	
Attack: Melee 10 (each creature grabbed by the root); +13 vs. Fortitude	
Hit: The root pulls the target up to 5 squares.	
<b>Skills</b> Stealth +10.	
<b>Str</b> 17 (+8)	<b>Dex</b> 10 (+5)
<b>Con</b> 20 (+10)	<b>Int</b> 9 (+4)
	<b>Wis</b> 14 (+7)
	<b>Cha</b> 7 (+3)
<b>Alignment</b> evil	
<b>Languages</b> Primordial	
Based on the Cave Roper published in Monster Vault p248	

Black Pudding Spawn	Level 8 Minion Brute
Medium natural beast (blind, ooze)	XP 88
HP 1; a missed attack never damages a minion	Initiative +6
AC 20, Fortitude 22, Reflex 20, Will 18	Perception +4
Speed 4, climb 3;	Blind, tremorsense 10
<b>Immune</b> blinded, gaze effects; <b>Resist</b> 15 acid;	
<b>TRAITS</b>	
<b>Ooze</b>	
While squeezing, the pudding moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing..	
<b>STANDARD ACTIONS</b>	
<b>m Slam</b> (acid) • <b>At Will</b>	
Attack: Melee 1 (one creature); +12 vs. Fortitude	
Hit: 10 acid damage, and the pudding shifts up to its speed.	
<b>TRIGGERED ACTIONS</b>	
<b>Str</b> 15 (+6)	<b>Dex</b> 14 (+6)
<b>Con</b> 19 (+8)	<b>Int</b> 1 (-1)
	<b>Wis</b> 10 (+4)
	<b>Cha</b> 1 (-1)
<b>Alignment</b> unaligned	
<b>Languages</b> -	

## ENCOUNTER 5: THE HEART OF CORRUPTION (ADVENTURE LEVEL 10)

The Heart of Corruption	Level 9 Warder
Trap	XP 500
<b>Trap:</b> An engorged, bulbous growth rises from the pool's depths, pulsing with an unworldly tone that echoes off the walls around you. Initiative +6	
<b>Trigger</b>	
The heart begins to quicken its beat as the characters enter the chamber rolling for initiative. Each round the heart pulses, spurring on its allies with a bonus attack on its turn. The heart's rhythmic beating echoes about the chamber, temporarily increasing the taint of Moander's effect on the characters.	
<b>Echoes of Corruption</b>	
Aura 20	
Targets: All characters currently affected by the Taint of Moander within 20 that can hear the heart.	
<b>Effect: Echoes of Corruption</b>	
Aura 20	
Targets: All characters currently affected by the Taint of Moander within 20 that can hear the heart.	
Effect: At the start of their turn each enemy in the aura must make a saving throw. Creatures who fail the saving throw are slid 1d4 squares and make a basic attack against their nearest ally as a free action.	
<b>Spur into Action</b>	
Standard Action	
Targets: All allies within 20.	
Effect: The target can make a basic attack as a free action.	
<b>Duck for Cover</b>	
Immediate Reaction	
Trigger: The heart suffers damage.	
Effect: The heart partially submerges beneath the black sludge, gaining concealment until the start of its next turn when it rises up once more. While bloodied the heart submerges completely, gaining total concealment instead, but can still be targeted by attacks.	
Secondary effect: While the heart is partially submerged, characters gain +2 to Endurance checks to resist <i>echoes of corruption</i> . While the heart is fully submerged, they gain a +5 bonus.	
<b>Countermeasures</b>	
♦As a minor action a character can use a Nature or Heal check (Moderate DC) to try to block out the sound, gaining a +2 bonus to the Endurance check made to resist the disease.	
♦A character can deal damage to the heart with attack powers, zones and conjurations, including those that target Will defence. (AC 21, other defenses 19, hp 450, bloodied 225).	
♦As a minor action a character can make a DC Easy Dungeoneering, Arcana or Nature check at range or an Athletics check in melee to make the heart vulnerable 10 to all attacks until the start of the heart's next turn. Increase this by 10 for each additional successful check made in a round.	

Root of Corruption	Level 10 Elite Controller
Large elemental plant (earth)	XP 1000
HP 220; Bloodied 110	Initiative +6
AC 24, Fortitude 24, Reflex 19, Will 21	Perception +8
Speed 2, burrow 8;	Dark vision
Saving Throws +2;	Action Points 1
<b>TRAITS</b>	
<b>Tentacle Release • Aura</b>	
Before a creature makes an attack at the root, it can choose to target one of the root's tendrils. The tendrils use the same defenses as the root. If the attack hits, it does not deal damage or otherwise affect the root, but one of the root's grabs end (of the attackers choice).	
<b>Tree Body</b>	
The roots can retract its tendrils and close its eyes and mouth to resemble a dead looking tree. In a natural environment, a creature must succeed on a DC 26 Perception check to see through the root's disguise.	
<b>STANDARD ACTIONS</b>	
<b>m Tendril</b> (Requirement: The root must have fewer than two creatures grabbed.) • <b>At Will</b>	
Attack: Melee 10 (one creature); +13 vs. Reflex	
Hit: 2d8+7 damage and the root grabs the target (escape DC 21). Until the grab ends, the target is weakened.	
<b>M Double Attack • At Will</b>	
Effect: The root uses <i>tendril</i> twice	
<b>M Bite • At Will</b>	
Attack: Melee 1 (one creature grabbed by the root); +15 vs. AC	
Hit: 4d12+10 Miss: half damage	
<b>MINOR ACTIONS</b>	
<b>Reel • At Will (1/round)</b>	
Attack: Melee 10 (each creature grabbed by the root); +15 vs. Fortitude	
Hit: The root pulls the target up to 5 squares.	
<b>Skills</b> Stealth +11.	
<b>Str</b> 18 (+9)	<b>Dex</b> 11 (+6)
<b>Con</b> 21 (+11)	<b>Int</b> 10 (+5)
	<b>Wis</b> 15 (+8)
	<b>Cha</b> 8 (+4)
<b>Alignment</b> evil	
<b>Languages</b> Primordial	
Based on the Cave Roper published in Monster Vault p248	
<b>Note:</b> Based on the Cave Roper in <i>Monster Vault</i> .	

Black Pudding Spawn	Level 9 Minion Brute
Medium natural beast (blind, ooze)	XP 100
HP 1; a missed attack never damages a minion	Initiative +7
AC 21, Fortitude 23, Reflex 21, Will 19	Perception +5
Speed 4, climb 3;	Blind, tremorsense 10
<b>Immune</b> blinded, gaze effects; <b>Resist</b> 15 acid;	
<b>TRAITS</b>	
<b>Ooze</b>	
While squeezing, the pudding moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing..	
<b>STANDARD ACTIONS</b>	
<b>m Slam</b> (acid) • <b>At Will</b>	
Attack: Melee 1 (one creature); +13 vs. Fortitude	
Hit: 10 acid damage, and the pudding shifts up to its speed.	
<b>TRIGGERED ACTIONS</b>	
<b>Str</b> 15 (+6)	<b>Dex</b> 14 (+6)
<b>Con</b> 19 (+8)	<b>Int</b> 1 (-1)
	<b>Wis</b> 10 (+4)
	<b>Cha</b> 1 (-1)
<b>Alignment</b> unaligned	
<b>Languages</b> -	



## ENCOUNTER 5: THE HEART OF CORRUPTION MAP

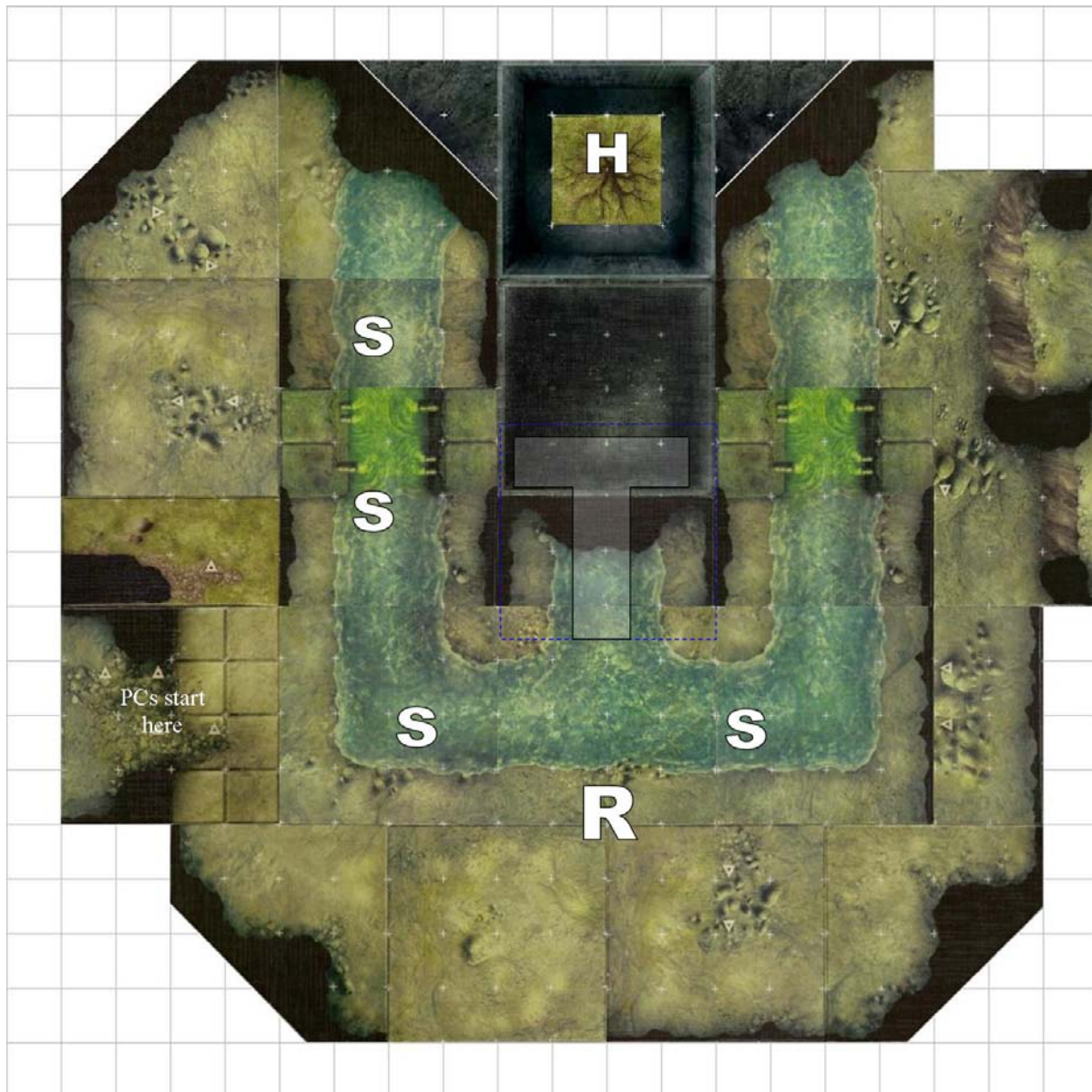
### TILE SETS NEEDED

Caves of Carnage x2

Sinister Wood x2

Dungeon Tile Master Set x2

Arcane Corridors x2



## ENCOUNTER 6: RETURN TO MYTH DRANNOR

### SETUP

**Ilsevele Miritar**, Coronal of Myth Drannor.  
Tellanor Audark, eladrin noble.

With the destruction of the corrupted heart, the dark consciousness driving the tree and powering the taint ends. It is unclear if the corruption of the forest will reverse completely after the death of the heart or if further efforts are needed to remove the fungal growths that have taken over the forest.

Once word spreads of their deeds, they find themselves once more in the presence of the Coronal who thanks them for a job well done. Even after successful completion of the mission, the Coronal still seems concerned - only when the Citadel of Fungi has been investigated will she know if the threat of the corruption has been dealt with for good.

If the PCs destroyed Heart of Corruption, the affected areas of Cormanthor recover quickly, helped fey wardens and druids. The PCs earn the story award **SPEC41 Gratitude of Myth Drannor** in addition to the promised gold. Tellanor is grateful for their work.

PCs who took the rune-covered tablets from the tower in Encounter 4 receive the Story Award **SPEC42 Stone Tablets**.

Regardless of success, characters infected with the Taint of Moander quickly realize the strain of the disease is extremely resistant. Similarly, characters with **SPEC15 Taint of Moander** also find themselves unable to properly purge the disease. For the moment, the magic rituals of the eladrin remove the actual disease, but the taint is still present, albeit dormant. The character earns story award **SPEC43 Tainted**. Note that characters can spend **SPEC42 Stone Tablets** to remove this affliction. Also note that a character only becomes permanently tainted if he or she failed one of the Endurance checks and/or saving throws to contract the disease during the adventure. Those who were exposed to the disease, but who did not actually contract it because they succeeded on their Endurance checks or saving throws to resist infection, do not get the Story Award.

### TREASURE

The PCs are given a bonus of 55 / 75 / 160 / 400 / 650 gold pieces each if they bring back the information of what was corrupting the forest. This, combined with their initial payment of 40 / 80 / 120 / 160 / 200 gp

each in Encounter 1, makes up the total Base Gold for each PC from the adventure.

If the PCs successfully destroyed the Heart of Corruption, they are offered a selection of magic items. Each PC may choose an Uncommon neck slot item of their level +2 or lower which bears the seal of Myth Drannor. Selecting this neck slot item counts as a found item and as the character's Treasure selection for this adventure.

Those characters who have accumulated enough recognition to earn PCs title Sha'Quessir (*elf-friend*) or Knight of Myth Drannor (see SPEC41 Gratitude of Myth Drannor) may instead choose any Uncommon magic item (regardless of slot) of the character's level + 2 or lower, instead of being limited to a neck slot item.

## REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, gold, access to Treasures, and possibly Story Awards. All totals listed here are per PC.

### EXPERIENCE POINTS

All PCs earn at least the Minimum XP for playing the adventure. In addition, the Major and Minor Objectives are worth the listed XP awards if successfully completed (as determined by the DM, following the guidelines specified in the adventure). The PCs may be given partial awards if the DM determines that they completed part, but not all, of a given objective.

Any character that died during the adventure receives 20% less XP than the rest of the party, unless there was a TPK, in which case the entire party presumably failed to achieve at least some of the listed objectives. Even with the 20% penalty, a character may not fall below the Minimum XP for the adventure.

#### ADVENTURE LEVEL 2

Minimum Possible XP: 355 XP per PC

Saved Gaelan's life: +25 XP

Took the stone tablets from the tower: +25 XP

Defeated the Heart of Corruption: +125 XP

**Maximum Possible XP: 530 XP per PC**

**Base Gold per PC: 95 gp**

(Encounter 1: 40 gp, Encounter 5: 55 gp)

#### ADVENTURE LEVEL 4

Minimum Possible XP: 505 XP per PC

Saved Gaelan's life: +35 XP

Took the stone tablets from the tower: +35 XP

Defeated the Heart of Corruption: +175 XP

**Maximum Possible XP: 750 XP per PC**

**Base Gold per PC: 155 gp**

(Encounter 1: 80 gp, Encounter 5: 75 gp)

#### ADVENTURE LEVEL 6

Minimum Possible XP: 710 XP per PC

Saved Gaelan's life: +50 XP

Took the stone tablets from the tower: +50 XP

Defeated the Heart of Corruption: +250 XP

**Maximum Possible XP: 1060 XP per PC**

Gold per PC

280 gp

(Encounter 1: 120 gp, Encounter 5: 160 gp)

#### ADVENTURE LEVEL 8

Minimum Possible XP: 960 XP per PC

Saved Gaelan's life: +70 XP

Took the stone tablets from the tower: +70 XP

Defeated the Heart of Corruption: +350 XP

**Maximum Possible XP: 1500 XP per PC**

**Base Gold per PC: 560 gp**

(Encounter 1: 160 gp, Encounter 5: 400 gp)

#### ADVENTURE LEVEL 10

Minimum Possible XP: 1425 XP per PC

Saved Gaelan's life: +100 XP

Took the stone tablets from the tower: +100 XP

Defeated the Heart of Corruption: +500 XP

**Maximum Possible XP: 2125 XP per PC**

Base Gold per PC: 850 gp

(Encounter 1: 200 gp, Encounter 5: 650 gp)

### TREASURE

All potential NPC payments or rewards, any treasure that the PCs could have looted during the adventure, and other monetary awards are listed above as the "Base Gold per PC." At the conclusion of the adventure, each character receives the listed amount of gold, less any amounts that they did not find or earn, and may additionally select one Treasure from the following list.

A Treasure 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; multiple

players may choose the same Treasure. Some of the listed Treasures may not be available if the PCs did not complete the objective specified in the adventure to unlock that Treasure.

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold. If a player selects a Treasure that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character to spend more gold than he or she earns during an adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

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 Treasure, 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.

Certain Treasures have a minimum adventure level listed. That Treasure is not available if the group played below the minimum adventure level. However, those who played at a higher adventure level can always choose from the lower-level options.

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

#### THE FOLLOWING TREASURES ARE AVAILABLE:

**Treasure A:** Any Uncommon neck slot item of the character's level + 2 or less from a player resource. Requires adventure success; Found in Encounter 6

**Treasure B (Special):** Any Uncommon magic item (any slot) of the character's level + 2 or less from a player resource.

**Requires special elven recognition to be earned; see SPEC41 for details.** Found in Encounter 6

**Treasure C:** *earthroot staff +1* (AL 2 or 4; level 3) or *earthroot staff +2* (AL 6 or 8; level 8); *Heroes of the Forgotten Kingdoms*  
Varies based on AL; Found in Encounter 4

**Treasure D:** *exsiccating weapon +1* (AL 2 or, 4; level 4) or *exsiccating weapon +2* (AL 6, 8 or 10; level 9); *Dark Sun Campaign Setting*  
Varies based on AL; Found in Encounter 2

**Treasure E:** *mithral armor +1* (AL 2 or 4; level 4) or *mithral armor +2* (AL 6, 8 or 10; level 9); *Adventurer's Vault*

Varies based on AL; Found in Encounter 3

**Treasure F:** *lucky charm +1* (AL 2, or 4; level 4) or *lucky charm +2* (AL 6, 8 or 10; level 9); *Adventurer's Vault 2*

Varies based on AL; Found in Encounter 3

**Treasure G:** *gauntlets of blinding strikes* (level 11)  
ONLY available at AL 10; Found in Encounter 4

**Treasure H:** ritual scroll of Cure Disease  
ONLY available at AL 8, 10; Found in Encounter 4

**Treasure X (Choose an Item):** The character finds a Common or Uncommon permanent magic item of the player's choice. The item must come from a player resource (as defined in the *LFR Campaign Guide*).

The player may choose a Common magic item of the character's level + 2 or less, or an Uncommon magic item of the character's level or less. The character must have an available found-item slot, and only permanent magic items may be chosen with this option (no consumables, ammunition, etc.)

**Treasure Y (Consumable plus Gold):** The character finds a consumable item plus additional gold. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found-item slots.

AL 2: *potion of clarity* (level 5) plus 15 gp

AL 4: *potion of clarity* (level 5) plus 45 gp

AL 6: *potion of clarity* (level 5) plus 140 gp

AL 8: *potion of clarity* (level 10) plus 175 gp

AL 10: *potion of clarity* (level 10) plus 360 gp

**Treasure Z (More Gold):** The character finds or is given coin, gems, jewelry, art objects, ritual components, or other non-magical valuables (in addition to his or her Base Gold).

AL 2: 65 gp

AL 4: 95 gp

AL 6: 190 gp

AL 8: 375 gp

AL 10: 560 gp

## STORY AWARDS

Award these if the PC completes the condition for the award specified in the adventure. Pass out certificates to the players for their Story Awards, striking through any awards not received.

### **SPEC41 Gratitude of Myth Drannor**

You defeated the Heart of Corruption and helped rid Cormanthor of its foul taint. In recognition for your service and bravery, you earn a special recognition from the eladrin.

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

This Story Award grants you access to purchase *potion of clarity* (with an item level equal to your character level or less) at the beginning or end of any adventure. You pay full market price. This does not change the total number of Uncommon items, including consumables, that you are allowed to possess.

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Discovered near an inactive abyssal portal inside a long-ruined tower, these rune-covered stone tablets almost vibrate with power in close proximity to a portal.

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### **SPEC43 Taint of Moander**

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The remaining essence of a powerful entity, the taint resists magical attempts to purge it completely from your body, leaving you vulnerable to disease. You suffer a -2 penalty to saving throws to prevent becoming infected with a disease, a -2 penalty to Endurance checks made against disease progression, and when you contract any disease, you start at one stage worse than normal. This Story Award cannot be removed by normal rituals that cure diseases or afflictions. Certain Story Awards (such as SPEC42) may offer ways to remove the taint. Alternatively, if you possess a divine boon or you receive a divine boon in the future, you may use the power of that divine boon to destroy the taint. Doing so voids both the boon and this Story Award, with no other ill effects.

Until it is removed, even if you die and are returned from the dead, the Taint of Moander comes back to inhabit your new body. You are not contagious and cannot spread the Taint of Moander to others. This Story Award expires when you reach 21<sup>st</sup> level if you have not found any other way to remove it before then.

If you already have SPEC15 Taint of Moander, the penalty to saving throws and Endurance checks increases to -5.

## NEW RULES

All magic items have a rarity of Uncommon unless otherwise specified.

### Earthroot Staff +1/+2

Level 3/8

Price: 680/3400 gp

Staff

Item Slot: Off-hand

Enhancement: Attack rolls and damage rolls

Critical: The target is restrained until the end of your next turn

Property: Any target you immobilize, petrify, slow or restrain with an attack power using this implement takes a -2 penalty to the first saving throw it makes against that condition.

Reference: *Adventurer's Vault*; *Player Essentials: Heroes of the Fallen Lands*

### Exsiccating Weapon +1/+2

Level 4/9

Price: 840/4200 gp

Weapon: Any

Enhancement: +1/+2 attack rolls and damage rolls

Critical: +1d6/+2d6 fire and necrotic damage

Power (Daily\* Fire, Necrotic): Free Action.

Trigger: You hit an enemy with this weapon.

Effect: That enemy takes extra fire and necrotic damage equal to twice the weapon's enhancement bonus. It is also dazed until the end of your next turn.

Reference: *Dark Sun Campaign Setting*.

### Gauntlets of Blinding Strikes

Level 11

Price: 9000 gp

Item Slot: Hands

Power (Daily): Standard Action.

Make two melee basic attacks, each with a -2 penalty to the attack roll.

Reference: *Adventurer's Vault*.

### Lucky Charm +1/+2

Level 4/9

Price: 840/4200 gp

Item Slot: Neck

Enhancement: +1/+2 Fortitude, Reflex and Will

Power (Daily): No Action.

Trigger: You miss with an attack or fail a skill check, ability check or saving throw.

Effect: Roll a d6 and add the result to attack roll, skill check, ability check or saving throw.

Reference: *Adventurer's Vault 2*.

### Mithral Armor +1/+2

Level 4/9

Price: 840/4200 gp

Armor: Chain, Scale, Plate

Enhancement: +1/+2 AC

Power (Daily): Immediate Reaction. Use this power when a melee or ranged attack hits you. Take half damage.

Reference: *Adventurer's Vault*.

### Potion of Clarity

Level 5/10

Price: 50 / 200 gp

Potion

Power (Consumable): Minor Action. When you drink this potion, you must spend a daily magic item use. Once, before the end of the encounter, when you make an attack roll with an encounter or a daily attack power of 5th level or lower, you can reroll the attack roll but must use the second result.


Level 10: 10th level or lower daily attack power.

Reference: *Adventurer's Vault* plus errata.

## APPENDIX 1: THE TAIN OF MOANDER

The Taint of Moander is all that remains of the once powerful god of death and decay that perished long ago. With the god itself removed as a threat to Faerun forever, the taint is all that remains active within the last vestiges of the god's dead body contained in the Citadel of Fungi. Only one other source of this taint has been discovered since the god's demise, within an ancient tree in Cormanthor.

In 1479DR this tree was somehow able to connect with the Citadel of Fungi when the mythal was lowered for a time. The tree siphoned some of this power, which included essence of the Abyss, due to an unknown portal to the plane located deep within the citadel itself. This abyssal power has infused the taint, increasing its strength and enabling the tree to spread the taint's influence throughout the forest surrounding Myth Drannor.

The Taint of Moander		Average Level +3 Disease
<i>The Taint of Moander first attacks the body before beginning to affect the mind, clouding the victim's judgment and affecting their speed of thought.</i>		
<b>Attack:</b> Targeted character's Level + 3 vs. Fortitude		
<b>Endurance:</b> Improve: Hard DC; Maintain: Moderate DC; Worsen: DC lower than moderate		
The target is cured		<b>Final State:</b> The target is corrupted by the taint (affected creatures must succeed at a saving throw to act normally each round; on a failed save, the PC is considered dominated for that round.)

### Heal [Moderate DC] (special)

Normally a disease cannot be treated through the use of a Heal check except during an extended rest. In this adventure, by using arcane, divine, or natural power a PC trained in Heal can attempt an energy transfusion from a healthy PC to aid a diseased PC in fighting off the Taint of Moander.

A healthy (non-diseased) PC spends 2 healing surges to enable the check. If the character making the Heal check (who is not necessarily the one spending the healing surges) succeeds against a Moderate DC, the diseased PC improves one stage. If the check succeeds against a Hard DC, the diseased PC improves 2 stages. Even if the PC fails the Moderate DC check, the 2 healing surges are still lost.

**Note:** This process takes 5 minutes per Heal check. Only one PC can contribute healing surges to enable the Heal check, and only one PC can use the Aid Another action to assist the character making the Heal check. The PC receiving the treatment cannot make the Heal check, nor aid in the process..



## APPENDIX 2: DCs BY LEVEL BAND

For determining certain skill check DCs, this adventure uses a modified version of the “Difficulty Class and Damage by Level” table found in the *Dungeon Master’s Guide*. This version of the table is based on the core rules.

During skill challenges and other portions of this adventure that are identical save for the check DCs, the adventure uses the terms “easy,” “moderate,” and “hard” instead of listing long strings of numbers. Simply substitute the values from this table wherever you see those words listed as check DCs.

Adventure Level	Easy DC	Moderate DC	Hard DC
Level 2	9	13	20
Level 4	10	14	21
Level 6	11	15	23
Level 8	12	16	24
Level 10	13	18	26

## APPENDIX 3: EVENT SUMMARY

The results of this adventure, especially when combined with ADCP3-1, will have an impact on the future development of the campaign. Please fill in the following questionnaire.

If you are at a convention, we recommend that each DM fill out the form on paper and deliver the filled in form to the organizers, who can then answer the survey online at <https://www.surveymonkey.com/s/LFRSPEC0301>

If you run this adventure at home, or at a public event where the event organizer is not going to enter the survey data, please visit to com <https://www.surveymonkey.com/s/LFRSPEC0301> to complete the questionnaire.

The survey period closes on 01 April 2011. The adventure remains playable after that date, but Event Summary results will be tabulated at the end of the survey period and that will be the official result for the campaign as a whole.

If played at a convention, what is the name and location of the convention:

DM's Name:

Question 1: Did the PCs take the portal tablets?

Yes

No

Question 2: Did the PCs defeat the Heart of Corruption?

Yes

No

Question 3: Did any PCs earn the title Sha'Quessir or Knight of Myth Drannor?

Yes

No

Question 4: How do the players rate this adventure on a scale from 1-5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?

1

2

3

4

5

Question 5: How does the DM rate this adventure on a scale from 1-5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?

1

2

3

4

5

## PLAYER HANDOUT 1

You received the following note, delivered by an eladrin courier to you personally during your travels. It is written in a clear hand in your native tongue.

*Hail and well met Sha'Quessir.*

*In the past, you have come to the aid of Myth Drannor in her times of need. We have need of your skill and valor once more. Our noble city faces a grave threat and we require all loyal citizens to do their part. We request that you present yourself to our court a tenday hence.*

*The Kingdom of Myth Drannor has long rewarded loyalty with generosity and this will be no exception. We thank you for your courage and service.*

*Ilsevele Miritar  
Coronal of Myth Drannor.*

## PLAYER HANDOUT 2

The eladrin adventurers who most recently entered the forest are five youths of the Iliathor family, who formed an adventuring company two years ago and have recently returned to Myth Drannor.

It is well known that the Iliathor youths get themselves into trouble frequently; in fact, they have been saved by another group of adventurers within the last few years (during the adventure SPEC1-3, H3). It appears they received approval to investigate the forest, however, their family worries the relatively inexperienced group may have taken on a task beyond them once more.

**Gaelen Iliathor:** Gaelen is the young leader of the group. He is headstrong and rash, but also an improving tactician and gifted swordsman.

**Beryn and Jeryk Iliathor:** Beryn and Jeryk are twin brothers who are gifted archers and woodsmen. Eladrin twins are very rare and so valued highly by their kin and somewhat spoiled because of it.

**Calestin Iliathor:** Calestin is a wild soul who has spent much of his time in the forests surrounding Myth Drannor. He knows much about the woodland and has a kinship with the animals that dwell there. He is also a competent bladesman.

**Maceval Iliathor:** Maceval is a spell caster with an extensive knowledge of the arcane. He is a somewhat arrogant youth who believes his powers offer greater protection than they do. He is also a skilled ritual caster, but prone to acting before thinking completely about a situation, an unusual trait for an eladrin.

# DUNGEONS & DRAGONS

## LIVING FORGOTTEN REALMS

(character name)

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Discovered near an inactive abyssal portal inside a long-ruined tower, these rune-covered stone tablets almost vibrate with power in close proximity to a portal. The tablets have piqued the interest of Orien, an eladrin sage specializing in portal magic, who has asked to study them.

In order to curry favor, Orien makes his stock of magical potions available to you. This Story Award grants access to purchase a *potion of resistance* (lightning) and/or a *potion of resistance* (cold) (with an item level equal to your character level or less) at the beginning or end of any adventure. You pay full market price. This does not change the total number of Uncommon items, including consumables, that you are allowed to possess.

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(This number was given to the organizer when the event was scheduled)

Adventure Title: \_\_\_\_\_ Session Number: \_\_\_\_\_  
(For administrative use only)

Date of Play:   /   /    
Month Day Year

Start Time:   :    
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

A legal table has no less than four players, and no more than six players.

Player Name	WIN/DCI Number
1	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
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# DUNGEONS & DRAGONS®

## SESSION TRACKING

### DUNGEON MASTER

DM Name: \_\_\_\_\_

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### DUNGEON MASTER

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