

SPEC3-2

ROOTS OF CORRUPTION: DARK SEEDS

A DUNGEONS & DRAGONS® *LIVING FORGOTTEN
REALMS* ADVENTURE

BY PIETER SLEIJPEN, RENOUT VAN RIJN, AND
KRISHNA SIMONSE

REVIEWED BY DAN ANDERSON AND BRIAN GIBBONS

PLAYTESTED BY LORI ANDERSON, DAVID BERGE, BOBO BOOM, TIM CHENG, LARRY
DELUCAS, JOHN DU BOIS, JULIO ESPERAS, BRUCE HIGA, MARK KNOBBE, FORREST
MCDONALD, KEN MICHEK, EVA ORTA, MARK SCHIAVO, LEE SHARP, MICHELLE SHARP,
TJALLING SPAANS, JEFF STOP, MICKEY TAN, FRED UPTON, RYDIA VIELEHR, YOURIK DE
VOOGD, CHRIS WOLF AND DAVID WILLIAMSON

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 the event was quickly forgotten. Now, an awfully familiar fungus has returned. You and your companions must enter the Citadel of Fungi, a place so toxic nobody has approached it in living memory, to eliminate the source of this corruption before it is too late. A *Living Forgotten Realms* special adventure set in Myth Drannor for characters of the Paragon tier (levels 11-20). This adventure is loosely connected with *SPEC3-1 Roots of Corruption: Infestation*, and draws on events first chronicled during *SPEC1-3 Ghost of the Past: Hive of Corruption*.

Version 1.1 (23 February 2011)

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Game System License (GSL), please visit www.wizards.com/d20.

This is an official D&D® play document. To find out more about official D&D play and to learn more on how you can schedule and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.wizards.com/dnd, and click on "Events."

DUNGEONS & DRAGONS, D&D, RPGA, Wizards Play Network, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast LLC in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.

© 2010 Wizards of the Coast LLC

For rules questions specific to this document, visit www.wizards.com/customerservice.

Permission is granted to photocopy this document for personal use.

THE WIZARDS PLAY NETWORK

If you want to organize public *Living Forgotten Realms* games at a retail game store, you need to be associated with a Wizards Play Network (WPN) store. If you want to organize public LFR games outside of a store, you should be associated with a Wizards Play Network store, but you can be an independent organizer too. To learn more about the Wizards Play Network, visit <http://www.wizards.com/wpn>

If you want to organize LFR games at home, you don't need to be associated with the Wizards Play Network. You don't need to report your event to anyone, and neither the DM nor the players need to have DCI/RPGA membership numbers. Just find the adventure you want to play, download it, and have fun!

Be sure to keep up with the LFR Community at our campaign website: <http://community.wizards.com/lfr>

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 Paragon tier of play (levels 11-20).

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.

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.

GLORY TIER

When player characters reach Paragon tier, the difference between “typical” parties and “heavily optimized” parties can become rather wide. There is no way to predict in advance whether your table will be one of those super-groups that cuts through normal encounters like a hot knife through warm butter. To help you challenge these parties, this adventure includes an optional “Glory Tier.”

The Glory Tier offers suggestions and monster upgrades you can use to make the combat encounters more difficult. You can use none, some, or all of them, as you see fit. The PCs earn no additional XP for facing these options, and you may only use the Glory Tier with the players' consent. If the PCs have the power to win every fight in two or three combat rounds and that's the kind of game the players enjoy, then please, let them enjoy it. But if they specifically tell you that they are looking for a tough challenge, the Glory Tier might help you give them the beat-down they crave.

Again, to be very clear: The baseline encounters in this adventure are already more difficult than those in a standard LFR adventure. The Glory Tier makes things even harder. Do not use these options to TPK a party of less-experienced players or less-optimized characters. That is no fun for anyone. If you have a table of new players who are using pre-generated 11th-level characters and who have never played Paragon tier before, do NOT use the Glory Tier. Even the baseline encounters might need to be toned down in this case.

The best way to find out what level of challenge to use is to ask the players. Have they played together many times before, or did they just meet for the first time five minutes ago during mustering? Do they have a good mix of class roles in the party, or are they unbalanced in some fashion (lacking a leader, have three leaders, mostly defenders with low damage

output, mostly strikers with high damage output)? How experienced are they with Paragon tier? Do they generally find LFR adventures to be too easy, too hard, or about right? What level of difficulty do they want in the combat encounters (“take it easy on us,” “bring it on,” or somewhere in between)?

As always, we trust you to use good judgment and give the players a fun, but fair, level of challenge.

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. The mythal was suppressed to repair minor disruptions in the magical energies of the mythal. Since the mythal keeps many ancient and dangerous portals in the city closed, the eladrin rightfully expected trouble and hired several groups of adventurers to deal with the ensuing chaos. The adventurers dealt with hordes of vermin, demons and insane undead, and order was restored quickly once the mythal was reactivated (these events are dealt with in *SPEC1-3 Ghosts of the Past*). The city appeared to have survived unscathed, but appearances can be deceiving.

Near Myth Drannor lies the Citadel of Fungi, a region with close connections to the Feywild, and the resting place of the rotting corpse of Moander, an ancient creature of rot and corruption who died here a long time ago. The mixing energies created a boon for fungi and other things of rot and decay - a power node available for any spellcaster who could survive the toxic environment. When the mythal was lowered, a portal in the area opened. The portal connected with Shedaklah, the layer in the Abyss fought over by the demon lords Juiblex, Lord of Oozes, and Zugtmoy, Lady of Decay and Queen of Rot.

The struggle between the two demon lords is going badly for Zugtmoy, and the unexpected portal proved to be an irresistible lure for the demon lord. Not only is the region a source of rot and decay, it also offered the Queen an opportunity to recruit new servants in her struggle for dominance. So she (or one of her more powerful lieutenants at lower levels) and a host of her servants stepped through, hoping for a quick conquest of the power source to use it as a bridgehead to resurrect the Cult of Moander, or start one of her own.

Her hopes were dashed when she realized that a place like the Citadel of Fungi is never up for grabs. The powerful fomorian sorcerer Forlorn with his many slaves had settled in the Feywild version of the Citadel, ruling both the Feywild and the normal world locations with an iron hand. Forlorn spied on nearby Myth Drannor, but he cared little about the ancient conflict

between his people and the eladrin. His interest and time were spent on magical research, using the power node to fuel his many experiments and enjoying the solitude provided by the toxic fungi. He was careful to make sure that his presence remained undetected by nearby Myth Drannor, not wanting any conflict with the eladrin.

A struggle broke out between Zuggtmoy and Forlorn. At first, Zuggtmoy managed to overrun most of Forlorn's defenses. Since most of his forces were located in the Feywild, he survived the first onslaught. With the backup of the nearby fomorian domain and his own significant powers and intimate knowledge of the power node, Forlorn quickly recovered and gained the upper hand.

Desperate to win, Zuggtmoy opened a rift to the Abyssal layer. The unstable rift, dangerous to traverse for most creatures, is a source of energy for Zuggtmoy and her servants. This influx of Abyssal energy proved to be enough to bring the fight to a stalemate, but neither side is strong enough to permanently defeat the other. Now both groups are licking their wounds, preparing for the next battle and ready to grasp any opportunity to defeat the opposition.

The opening of the rift to an Abyssal layer of decay and rot strengthened the already prevalent corrupting energies in the area. The Citadel of Fungi started to grow, and more significantly, deadly diseases (mostly fungi-related) spread into the forests surrounding the Citadel. Neither side is happy about this side effect, since it is bound to draw the attention of nearby Myth Drannor, attention both sides can do without. Still, Zuggtmoy will not close the rift, knowing that doing so dooms her forces.

The eladrin have noted the spread of the disease. They quickly traced it back to the Citadel of Fungi. Realizing something must have changed recently that triggered the region after a century of inactivity, they decided to hire a group of powerful adventurers to explore the Citadel and stop whatever is causing the fungi and disease to spread.

DM'S INTRODUCTION

At its core the adventure is a simple dungeon crawl in which the PCs need to defeat the demon cultists and close the Abyssal rift. Astute PCs might use the conflict between Zuggtmoy's and Forlorn's forces to their advantage.

Both sides, while utterly evil, have no interest in a conflict with nearby Myth Drannor. As a neutral faction, the PCs are the opportunity both sides have been waiting for to destroy the other side. They are more than

willing to ally with the PCs, potentially offering much for such an alliance (and willing to keep up their end of the bargain). More importantly, Zuggtmoy closes the rift when Forlorn is defeated (or the rift is closed with Zuggtmoy's defeat), achieving what the eladrin hired the PCs to do.

The adventure starts with a briefing in Myth Drannor. High Mages protect the PCs against the most toxic effects of the Citadel of Fungi through a magic ritual. The protection lasts only for 2 hours. Once protected, the PCs must find their way into the Citadel, which is not easy due to the thick cover of fungi.

In the first room the PCs learn of the conflict between both forces, and that a magical influx of energy (likely a rift to another plane) is causing the increased power of the rot. With the closure of that rift, the region will revert to its original inactivity. If the PCs go downstairs they meet the dark fey, if they go upstairs they meet the forces of Zuggtmoy.

Either Zuggtmoy's forces or the dark fey at first offer nothing more than information, and the promise to close the rift. The PCs can offer them a non-aggression pact with Myth Drannor, or even an alliance. Their choices will impact the battle interactive adventure ADCP3-1.

If the PCs form an alliance with the dark fey, they are handed a map with the route to the Abyssal rift plus the knowledge that three 'keys' are needed to get to the rift. Each lieutenant of Zuggtmoy has a key (a black wooden rod covered with baleful green runes). The dark fey already have one rod. The fey give access to the Feywild version of the Citadel, so the PCs can explore without alerting the demon forces, and choose which fight they want (there are four lieutenants with a key, one of whom guards the door leading into the room with the rift). The same information is provided through paper reports if the PCs decide to shoot first, and ask questions later.

If the PCs form an alliance with Zuggtmoy they need to gather similar keys, but this time to get into the Feywild where Forlorn is hiding. Forlorn blocked easy passage to the Feywild as protection against Zuggtmoy. His lieutenants have keys, and three are needed. The forces of Zuggtmoy recently acquired one key. They offer to assault the fey as a distraction, providing an opening for the PCs to enter the Warrens undetected. If the PCs decide to fight the cultists, they find an imprisoned drow who provides the information and offers an alliance as well.

It is not necessary for the PCs to ally with either side. In which case, they will need to fight the demons to close the rift. The protecting ritual does not last long

enough for them to deal with both the fomorian and the demons.

Before you start the adventure, check whether any players played *SPEC1-3 Ghosts of the Past: Hive of Corruption*. The story award **SPEC15 Taint of Moander** has an impact as described in various encounters. Also check whether there are any Sha'Quessir or Knights of Myth Drannor (the character earned three story awards with Myth Drannor or Evereska) amongst the PCs. This has an impact in Encounter 1.

Note that throughout the adventure it is important to keep an eye on in game time. The PCs have only 2 hours before the magical protection stops, resulting in the death of the characters. It is easiest to note down each 5 minutes, counting a fight as 5 minutes, and unless otherwise noted each encounter as well. Keep a close eye on the number of short rests the PCs take.

SAVING TIME

If you are running this adventure under time constraints, use the following tips to complete this adventure within 4 hours.

Introduction and **Encounter 1** should take 15 minutes.

Encounter 2 should take 25 minutes. Easy/Medium/Hard DCs are common knowledge, so display these numbers for players' reference.

Encounter 3 / Encounter 4: If the PCs want to rush out and fight, remind them that the other group will probably pay them for the combat. Strongly encourage them to talk to one group. Either way, this encounter should be done in 15 minutes.

Encounter 5 / Encounter 6 Skill Challenge should take 10 minutes.

Encounter 5B/6A/6B/6C should take 35 minutes. Run this encounter as a "grab-and-go," and encourage PCs to get the key and get out as quickly as possible. Make sure the players realize this is an option through NPC behavior. For example the fey guide in the Feywild can draw a magic circle on the doors of the rooms, preventing demons from passing it in the real world for 10 minutes.

Encounter 5A/6D are full combats. This combat should take no more than 60 minutes. Have the enemies flee or surrender if necessary.

Encounter 5C/6E are climactic combats. If running 5C, pre-roll the random attacks that happen at the beginning of the PC's turns. This combat should take 70 minutes.

The **Conclusion** and rewards should take 10 minutes.

TOTAL TIME: 4 hours.

REVISION HISTORY

Version 1.0 (10 February 2011): First public release following DDXP premiere.

Version 1.1 (23 February 2011): Minor update to clarify that any character with six or more favor/recognition Story Awards of the appropriate type can choose the higher-level ring as his or her Treasure, even if the character does not accept the title (and responsibilities) of Knight-Commander.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

You arrived in Myth Drannor less than a day ago in response to a call for aid from the Coronal herself, but have had little time to take in the majesty of the Cormanthor forest. Two soldiers hurriedly guide you through the city towards the central halls. Something is clearly amiss; signs of destructive combat are evident at some locations and the soldiers appear tense, jumping at shadows. On the way to the palace, you are joined by other renowned heroes, each guided by two soldiers.

Allow the PCs to introduce themselves to one another.

The soldiers are there for the protection of the PCs. During the last few weeks, random planar rifts have opened all over Cormanthor, some even temporarily piercing the mythal, spewing forth demons and other dangerous creatures before collapsing again. The characters are not here to deal with the portals (PCs can deal with that problem in *EPIC3-1*). The PCs are here to deal with another problem, equally pressing, and details are provided at the briefing.

ENCOUNTER 1: BRIEFING

SETUP

Important NPCs:

Ilsevele Miritar, female eladrin coronal of Myth Drannor.

Albanon Dawnfire, male eladrin High Mage.

Mindartis Skyhawk, male eladrin paladin of Corellon and bodyguard of the coronal.

The PCs are ushered into a meeting room for a briefing by the coronal of Myth Drannor herself. Drinks and food are served. The coronal and her people are tired and in a hurry. It is clear they can use any help they can get, treating all PCs with respect unless the character is exceptionally rude.

You are clearly expected, as you are ushered into a beautifully decorated meeting room where three regal eladrin are awaiting your arrival. One is a female eladrin wearing a suit of golden weavemail and a thin coronet above her brow, the Coronal. She turns to acknowledge your presence and bids you to take a seat. The others are a plain looking elder eladrin wearing robes inscribed with arcane runes, and a sturdy warrior in plate armor with the symbol of Corellon emblazoned on the breastplate. All three eladrin look tired.

Once the PCs are seated, the Coronal thanks the PCs for being here and introduces everybody at the table, once again personally thanking PCs for specific services for the eladrin that they performed in the past. Servants provide drink and food, then quickly leave. High Mage Albanon starts the briefing.

- More than a year ago a fungi-related disease infected the woodlands near Myth Drannor. It took some time to note its spread since it is slow acting. Once discovered, it was dismissed as natural, although its lethality to the local plant-life was cause for concern.
- Its supernatural nature became apparent a few weeks ago when it infected the local wildlife and proved to be highly resistant to curative rituals. An investigation was started.
- The disease looks similar to the mold infecting the vermin that invaded parts of the city two years ago. The mold was tainted by energies from Moander, a powerful evil entity of rot and corruption that died more than a century ago near the city. The vermin were destroyed, the

hive collapsed, and the problem appeared to be quelled.

- Unlike the mold, this disease is lethal for plants, slowly rotting them away. Wildlife dies as well, sometimes animating as undead. This new version is also contagious.
- Like the earlier disease it originates from the Citadel of the Fungi. The Citadel is a tower, near the city (about 10 miles to the north), standing in the middle of an area overgrown by fungi of all kinds. The area around the Citadel is extremely toxic to wildlife, except vermin like insects, centipedes and the like. Other creatures drop dead within seconds. (Note that all humanoids regardless of race and class are equally affected.)
- The area of fungi is growing, spreading further out into Myth Drannor's lands.
- The citadel is believed to contain a power node where a thin barrier with the Feywild and the energies of the dead Moander created an immense boost to fungal growth. It has existed for at least a century, and never before grew or caused problems.
- The area was ignored, since there were more pressing problems, and removing Moander's taint would be very costly (if even possible).
- Another group of adventurers will deal with disease itself, but the PCs are asked to go to the Citadel of the Fungi and put an end to whatever is causing the diseases to spread and the fungi area to increase in size.
- The eladrin have no idea what the PCs might come across in the Citadel. Plant-like creatures such as myconids (sentient fungi), fungus related dryads, oozes, slimes and the like are to be expected.
- They suspect there is a large underground area. The Citadel is completely overgrown with a thick layer of fungi. Finding an entrance will not be easy, especially not directly around the tower. The local energies block any scrying rituals.
- If the PCs meet any friendly sapient creatures in the area, they can negotiate with them in the name of Myth Drannor. Myth Drannor prefers a peaceful solution; since they are having problems enough as it is and are not looking for a war.
- If the PCs can get aid, that would be even better. However, stopping the growth of the fungi and spread of diseases is the primary objective and non-negotiable.
- The coronal and council have final say over any agreement, but as long as the terms are reasonable, it is only a formality.

- The eladrin offer 800 / 1350 / 2750 / 5500 / 8250 gp each and access to their Vaults as a reward for the aid. Half now, half when successful, and a bonus if the characters actually solve the problem.
- The High Mages designed a ritual that protects against the direct toxic effects of the fungi. It protects the PCs for 2 hours, so the PCs have limited time to explore the Citadel. They should not waste time searching the area for the rumored treasures.
- The ritual does not protect against any indirect effects, so care should be taken. They suspect the area is less lethal inside and under the Citadel than in the surrounding area.

ENDING THE ENCOUNTER

Once the PCs are briefed and accept the mission, they have one day to prepare. They can buy any common magic items and rituals they have access to, or perform any rituals. Early the next morning the PCs are brought to an observation post near the Citadel where Albanon performs the ritual, then they are directed to the Citadel. Proceed with Encounter 2.

GLORY TIER

If you run the adventure glory tier, as an option, you *can* let the ritual protect for only 1 hour. Since the two skill challenges plus the negotiations in Encounter 3/4 together take about 30 minutes, this leaves very little time in between fights for a short rest (at the most 1 short rest) and no time for rituals. Be careful though before you use this option. It gives the players very little margin for error, and failing leads to automatic death. Consider it carefully before you use it.

TREASURE

The PCs who accept the mission gain 400 / 675 / 1375 / 2750 / 4125 gp each as an advance payment for their service. In addition, Knights of Myth Drannor and Sha'Quessir gain the *gift of rain* as a blessing from the mythal for the duration of the adventure, unexpectedly bestowed while Albanon performs the protective ritual.

ENCOUNTER 2: THE CITADEL OF FUNGI

SKILL CHALLENGE LEVEL 12/14/16/18/20, COMPLEXITY 3 (2100/3000/4200/6000/8400 XP)

SETUP

The Citadel of Fungi is about 10 miles to the north of Myth Drannor. The woodlands surrounding the place are dark, twisted and overgrown. Eladrin and normal wildlife avoid the region. Travel is not easy, but the PCs get within sight of the Citadel in about ten minutes without trouble.

At first the signs are subtle: a bright red fungus here, a patch of sun-yellow mold there. After just another hundred yards it is clear that all is not right. Before you is an alien landscape of rotting trees dwarfed by a wide array of fungi, mildew, and molds varying from the dullest brown to the brightest orange, and sizes no bigger than the tip of a needle to small trees. The sky above is blue, and the sun is shining brightly, but a haze of spores fills the air. There is an eerie silence, with a lack of leaves rustling in the wind, singing birds, or rodents scurrying.

In the distance is a twisted tower covered in yellow-green mold. There are no doors or windows, no obvious entrance into the tower, or the supposed Citadel around it.

The area surrounding the Citadel of Fungi is extremely toxic, and without the ritual protecting the PCs, they die in minutes. The ritual offers only limited temporary protection. Finding the way and surviving the environment is no easy feat.

Note that all natural and fey inhabitants of the Citadel of Fungi appear plant-like, or are clearly infected with some kind of fungi. The inhabitants have adapted (naturally or through magic) to the environment and are unaffected. They have no special resistances against diseases and poisons beyond what the creature naturally has.

SKILL CHALLENGE: A VIRULENT ENVIRONMENT

Goal: Surviving the lethal environment while finding the way through as fast as possible.

Complexity: 3 (special)

Primary Skills: Endurance, Insight

Other Skills: Athletics, Dungeoneering, Heal, Perception

Victory: The characters lose few resources, and enter the Citadel relatively unscathed.

Defeat: The lethal environment leaves its permanent mark on the characters.

This skill challenge is not about achieving a specific number of successes before getting three failures. Each success means less of a drain on resources either directly (e.g. no loss of healing surges) or indirectly (e.g. no loss of time). There is no need to note down the number of successes or failures scored. Each check has an immediate effect on the PCs. Check each scene for details.

The skill challenge takes place as long as the PCs remain within the Citadel and its surrounding area. Some of the scenes are set in between other encounters. See Appendix 3 for a flow diagram. Details are provided in the scenes below.

Use your judgment when the PCs use skills and/or rituals creatively. Remember that scrying rituals do not work, but other rituals work normally (and take time).

Note: Characters with story award **SPEC15 Taint of Moander** are particularly sensitive to the effects of the environment. They suffer a -2 penalty to any skill or attribute check while in the Citadel.

Endurance Easy DC (see individual scenes for when to make the checks)

Each character must make an Endurance check. On a success, nothing happens. Poison resistance does not help. On a failure, the character contracts a disease based on whether the PCs are playing the Glory Tier:

- **Normal Adventure Levels:** Hell Fever (level = adventure level + 4; stage 2)

Stage 0: Cured <> Stage 1: The target takes a -1 penalty to attacks and checks <> Stage 2: The penalty is -2 <> Stage 3: The target is weakened <> Stage 4: The target is dazed.

- **Glory Tier:** Slimy Doom (level = adventure level + 4; stage 2)

Stage 0: Cured <> Stage 1: The target regains one of its lost healing surges <> Stage 2: The target loses two healing surges until cured. <> Stage 3: Each time the target becomes bloodied, it takes ongoing 10 necrotic damage (save ends). If this damage reduces the target to 0 hit points or less, the target dies horribly <> Stage 4: At

the moment of the failed Endurance check and each time the target takes damage, the character takes ongoing 30 necrotic damage (save ends). If this damage reduces the character to 0 hit points, it dies horribly.

If the PCs fail additional times, the disease worsens one step along the track. Unlike under normal circumstances, rolling high enough on the Endurance check does not help in recovering from the disease while within the Citadel.

Note: The skill challenge assumes that a character makes an Endurance check about once per 5 minutes outside and about once per 10 minutes inside. Use the specific points mentioned in the adventure unless the PCs take significantly more or less time (e.g. perform a ritual) than expected. If the PCs do take more time, make an extra Endurance roughly every 10 minutes.

Heal Moderate DC (special)

Normally a disease cannot be treated through the use of the Heal check except over an extended rest. By using resident power a PC can attempt transfusion from a healthy PC to aid a diseased PC. The healthy PC spends 2 healing surges. If the healing PC (not necessarily the one spending the healing surges) succeeds at a Moderate DC, the diseased PC improves one stage. At a Hard DC, the diseased PC improves 2 stages. If the PC fails the Moderate DC check, the 2 healing surges are still lost.

Note: This process takes 5 minutes. Only one PC can aid another. The PC receiving the treatment cannot make the Heal check, nor aid in the process.

SCENE 1: PRELIMINARY INVESTIGATIONS

A large selection of fungi grows in broad daylight. The lack of any clear source of food makes it obvious that these growths are unnatural.

The Citadel of Fungi is the result of thin barriers with the Feywild and the remnants of Moander (a long dead entity of corruption and rot who died nearby). The corrupting energies from the Abyss act as a potent fertilizer for fungi, a hotbed for disease, and have turned the environment extremely lethal for most vertebrates. The scene takes only a few seconds.

Arcana Hard DC (trained only; no successes)

The character notes the mixing energies from the Feywild, an unknown second source of energy, and the Abyss. The source of the Abyssal corruption is unclear, but it strengthens the dangerous mix of other energies.

The barrier with the Feywild is thin all over the area. Something is blocking planar travel and there is no risk of accidentally crossing over.

Dungeoneering or Nature Moderate DC (no successes)

The fungi in the area are natural, although the mix of species and the environment are not. The fungi also are unnaturally vibrant. More than half of the species are poisonous.

Heal Moderate DC (no successes)

Creatures in the area are more susceptible to diseases, and if infected, diseases progress much faster, taking minutes instead of days.

Perception Hard DC (no successes)

From this distance there are no obvious entrances into the Citadel. It is completely covered in a blanket of mold. The character spots a few places where it appears easy to penetrate the barrier. The characters gain a +2 bonus on the Insight check in Scene 2 and a +5 bonus on Dungeoneering or Perception checks in Scene 3.

SCENE 2: APPROACH

Walking through a virtual forest of fungi is difficult. The ground is thick with soft black rotting material, crawling insects, and molds. You need to climb over or crawl under fungi the size of trees, which sometimes explode with a puff, spreading a thick cloud of spores in the area. You lose sight of the tower, and something is making you feel queasy. It becomes harder and harder to remember why you are here and where you are going.

The ritual of the High Mages protects the PCs against direct toxic effects, but not against the confusing hallucinatory effects, nor against the ever-prevalent diseases. It takes 5 minutes to cross the few hundred yards and get in the vicinity of the tower. The toxins befuddle the mind, and the PCs need to succeed at a group Insight check or get lost. They can make a new check every five minutes.

Dungeoneering or Heal Moderate DC (1 maximum per PC)

The PCs prepare themselves for the onslaught to come. A success provides the PC a +2 bonus on the Endurance and Insight checks during this scene.

Endurance Easy DC (1 check per PC; 1 minimum plus 1 per failed Insight check)

See start of skill challenge for details.

Insight Easy DC (group check; 1 check per 5 minutes until success)

Traveling through the area requires mental fortitude and focus. If the group succeeds, they manage to keep each other on track. Otherwise they get lost, spending more time in the dangerous area. After 5 minutes they can make another group check.

SCENE 3: HIDDEN ENTRANCES

In front of you is the wall of a building completely covered in a thick layer of gray-green mold. There is no obvious entrance.

Simply hacking a way through the fungi does not work. The PCs must first find the door opening, and then they can start digging. To determine total time, add the time for the digging and searching together, rounded down.

Locating the Entrance:

Dungeoneering or Perception Moderate DC

Each round of attempting to locate the entrance takes one minute. Multiple PCs may each make a check independently in the same minute, and there are no penalties for failure.

After they locate the entrance, they can start digging.

Digging Through the Mold:

Athletics Moderate DC

Each round of attempting to dig through the mold takes one minute. Multiple PCs may each make a check independently in the same minute, and there are no penalties for failure.

After a total number of successes equal to the number of PCs, they break through and can open the door.

Shaking off the Aftereffects:

Endurance Easy DC (special)

Add up the total time spent in this scene, and then divide by 5 and round down to determine how many checks each PC must make (e.g., no check for 1-5 minutes, 1 check for 6-10 minutes, etc.).

SCENE 4: REALITY IN FLUX

Before you is a large hallway, the crumbling building barely visible through a layer of humus and fungi. Two sets of stairways curve down. An opening on the other side leads to a courtyard closer to the tower.

Around the room there are remnants of a battle. The area is littered with corpses at various stages of

decay, broken weapons, and pieces of armor. Energy ripples randomly throughout the room, making a loud thundering noise.

Once inside the PCs only need to make an Endurance check against disease every 10 minutes.

The corpses are many dog-sized spiders and ants, fungi-like dryads, myconids, and spriggans. There are also the occasional cyclops, drow, eladrin and demon remains. Most of the corpses have been rotting for days, if not weeks, although it is impossible to determine their exact age due to the nature of the area. It is clear that at least two factions have fought with one another at multiple times in this room. The tracks show no clear winner, with creatures coming and going both towards the courtyard and the stairs.

Characters looking down the stairs note a light down below. The stairs are cloaked with thick spider webs, although the steps themselves are clear. Movement can be heard below.

A roof of fungi and vines covers the courtyard, and several large openings can be spotted at the other side. Movement can be seen in the area behind the openings.

The creatures in the other chambers ignore noises and movements from this room since they are used to the ripples of noisy energy.

See Encounter 3 for details on the room below the stairs. See Encounter 4 for details on the room on the other side of the courtyard.

Acrobatics or Endurance Moderate DC

Characters staying longer in the room than a few minutes must make an Acrobatics (to avoid the energy ripples) or Endurance (to ignore the pain) check. A failed check results in the loss of 1 healing surge.

Arcana Moderate DC (trained only)

The PC detects the presence of powerful magical energies nearby, likely from the tower, though it is unclear whether it is from below or up in the tower. It is probably the result of some kind of planar rift. The rift appears to be unstable, but it seems to greatly empower the already corrupting energies in the area.

If the PC succeeds at a Hard DC the character recognizes it as Abyssal energy.

One of the corpses is not quite dead. The PCs notice a green-skinned eladrin with brown vine-like hair. A PC can make a Heal check to wake up the eladrin long enough to give some valuable information, before the eladrin dies. Up to 3 PCs can assist the Heal check.

Heal Easy DC

The eladrin opens its eyes, staring blankly at you, and speaks. "The Queen of Rot be praised! You have come! Hurry to the courtyard. Alara will welcome your service to the Lady of Decay."

If the PC succeeds at a Moderate DC, the eladrin continues,

"Do not go down the stairs! The dark fey servants of the fomorian sorcerer are there. If you give them a chance to speak, they will surely try to deceive you and turn you against us. If you must go down, destroy them before they can infect your minds with their filthy lies."

If the PC succeeds at a Hard DC, the eladrin lives long enough to finish.

"Both sides are eager to form an alliance with an outside force to defeat the other. Please, I beg you, choose to help the Queen of Rot - speak with Alara in the courtyard, or go down the stairs and destroy the dark fey."

After speaking, the eladrin collapses and dies. If the PCs want to use a ritual to learn more, remind them that they need to make Acrobatics or Endurance checks every 5 minutes to avoid the energy, Endurance checks every 10 minutes to avoid the disease, and the time is deducted from the 2 hours available from the protective ritual.

If the PCs made at least the easy Heal DC, they can also make a Religion and Arcana check.

Religion DC 15

The Queen of Rot and Lady of Decay sound like titles of a powerful demon. It is likely the eladrin was a demon worshiper, and the other corpses in the area support this theory.

If the PC succeeds at a DC 20 check, the PC remembers that these are the titles of the demon lord Zuggtmoy. Disease ridden undead, fungi, plants, and demons serve her. It is likely Zuggtmoy is interested in wresting the power of this place away from the dark fey below. The PC also knows that Zuggtmoy is currently involved in a struggle with Juiblex, the demon lord of oozes and slimes. The struggle is not going well for Zuggtmoy, and her interest in this place is likely to increase her power against Juiblex. It is highly unlikely she is interested in any kind of conflict with Myth Drannor.

Of course, she still is a demon, and like all demons, likely breaks her word as soon as it is beneficial for her and perhaps even sooner.

Arcana DC 15

Fomorians are malformed evil fey giants who want to rule all of the Feywild. They use slaves, and are responsible for the existence of spriggans and many other twisted bloodthirsty fey. They are the ancestral enemies of the eladrin, and it is doubtful this fomorian has anything good planned with a power source this close to Myth Drannor. Unlike demons though, fomorians (like most fey) honor their word once given, although they do have a tendency to twist it if allowed to.

The PCs likely choose one of these courses of action.

- Go downstairs to parley with or attack the dark fey. Proceed to Encounter 3.
- Enter the courtyard to parley with or attack Alara. Proceed to Encounter 4.

SCENE 5: SURVIVING THE CITADEL

While inside the Citadel the PCs need to make an Endurance check at the end of Encounter 5A and 5B, and one additional time if they failed Encounter 5. Or, the PCs need to make a check at the end of Encounter 6A, 6B or 6C, and Encounter 6D.

SCENE 6: LEAVING

Leaving the Citadel requires the same procedure as entering. Unless the PC has a chance of dying, do not bother making the skill checks. The eladrin remove any affliction for free.

ENDING THE ENCOUNTER

Proceed with Encounter 3 if the PCs go down the stairs. Proceed with Encounter 4 if the PCs enter the courtyard. If the characters are foolish enough to trigger both Encounter 3 and 4 at the same time use your judgment to adjust as necessary. Similarly, you need to make adjustments if the PCs first go to one and then the other. If the PCs play through both encounters though, especially if they choose to fight in either, finishing the adventure on time in a time sensitive environment is going to pose a challenge. Try to avoid this from happening.

TREASURE

The PCs do not find any treasure in this encounter.

ENCOUNTER 3: DARK FEY

ENCOUNTER LEVEL 11/13/15/17/19
(3000/4000/6000/8000/12000 XP)

SETUP

This encounter includes the following creatures at adventure level 12:

- 1 Cerillian, drow amorphite (level 11) (A)
- 2 cyclops hewers (level 11) (C)
- 10 infected cave spiders (level 11) (S)

This encounter includes the following creatures at adventure level 14:

- 1 Cerillian, drow amorphite (A)
- 2 cyclops hewers (level 13) (C)
- 10 infected cave spiders (level 13) (S)

This encounter includes the following creatures at adventure level 16:

- 1 Cerillian, drow amorphite (level 15) (A)
- 2 cyclops hewers (level 15) (C)
- 10 infected cave spiders (level 15) (S)

This encounter includes the following creatures at adventure level 18:

- 1 Cerillian, drow amorphite (level 17) (A)
- 2 cyclops hewers (level 17) (C)
- 10 infected cave spiders (level 17) (S)

This encounter includes the following creatures at adventure level 20:

- 1 Cerillian, drow amorphite (level 19) (A)
- 2 cyclops hewers (level 19) (C)
- 10 infected cave spiders (level 19) (S)

The characters choose to go down the stairs in Encounter 2 Scene 4. It takes them into a large hall inhabited by a large group of medium sized cave spiders infected by the mold, which brings them under control of Forlorn and his servants. Here the spiders and their caretakers form the first line of defense against invaders. Cerillian, the drow amorphite, leads the guards. Since the PCs are clearly not cultists of Zuggtmoy, he is eager to talk with them and to form an alliance in an attempt to impress his master.

As the adventurers enter the end of the staircase, read:

The crumbling stone staircase with web-covered walls ends at a large blue glowing circle. Beyond the circle you

see a large hall, its crumbling floors and walls mostly covered with fungi, mildew, and webbing. Glowing fungi and crystals provide ample light. In the middle of the hall stands a 5-foot high stone platform with several marble statues barely visible. Under the stairs you note a large opening partially hidden by webbing leading further into the complex.

The two cyclops hewers and the drow amorphite stand in plain view. The cyclopes are typical for their kind, wearing chain mail and armed with light shields and battleaxes. The drow wears purple robes and is armed with a scourge. The infected cave spiders are all hiding among the webbing.

PCs examining a spider easily note the patches of black mold and they smell a distinct rotting odor. If the characters succeed at a DC 15 Religion check they detect a taint. If they got a result of 25 or higher it reminds them of diseases once found in victims of a now long dead god called Moander. Moander died ages ago in an epic battle to the north of Myth Drannor. Characters who played SPEC1-3 *Ghosts of the Past - Hive of Corruption* recognize the infection as the same one affecting the ants in that adventure.

As soon as Cerillian notes the PCs, he hails them, ordering the cyclopes and spiders to stand down for the moment. He does not want to fight, but he will defend himself if necessary. If there are any PCs affected by the circles, he gives a clear warning about their effect and why they are here (to stop demons in the service of Zuggtmoy).

Note: The encounter is not intended to take more than 15 minutes. If the PCs do start a fight, keep it simple and straightforward and end it quickly, especially if you run the adventure in a time sensitive environment.

FEATURES OF THE AREA

Illumination: Along the walls and the floors grow several glowing fungi and crystals, providing bright illumination.

Ceiling: The ceiling is 30 feet (6 squares) high.

Magic Circles: These circles are Magic Circles focused on elemental creatures designed to keep the demons of Zuggtmoy out. Elemental creatures whose level is [adventure level +1] or lower cannot pass through the circles. Elemental creatures whose level is [adventure level +2] or higher can pass through the circles by willingly taking [adventure level +2] force damage, which destroys the circle. Creatures unaffected by the circle can use a standard action to destroy the circle.

Platform: The platform is 5 feet high. Stepping on it requires 2 squares of movement. The statues are mundane statues worn beyond recognition.

Rubble and Webbing: Most of the room is covered with webbing and fungi. The rubble and actual webbing on the map are areas of particular sticky web. The areas are difficult terrain. Creatures that are affected by the terrain that enter or start their turn in an area of webbing are attacked by an encounter level +3 vs. Reflex. If the PC is hit, the character is immobilized until escaped (moderate DC or teleport).

Stairs: The stone stairs are overgrown with fungi and crumbling through age. Going up is considered difficult terrain. Going down is normal terrain. Creatures running or charging on the stairs (up or down) need to make a Moderate DC Acrobatics check or fall prone. The stairs are closed by thick layers of webbing from the room that block line of sight and effect.

Trees: The trees on the map are large fungi. They are blocking terrain and provide cover. They can be climbed with a DC 15 Athletics check.

TACTICS

The cyclopes try to block the enemy from entering the room, but leave enough space for at least some of the spiders to fight. The amorphite shoots at whomever is at the front, and the spiders swarm whomever the amorphite has attacked. Half start by using *tethering web*, the rest focus on immobilized opponents. All enemies are well aware that both stairs lead up to the same room, and if the PCs are standing in only one stairway, the spiders circle around to attack the PCs from the other direction.

SCALING THE ENCOUNTER

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

Four PCs: Remove five infected cave spiders.

Six PCs: Add one drow amorphite.

ENDING THE ENCOUNTER

Cerillian has the rank to negotiate with the PCs and make far reaching agreements, although he prefers to offer as little as possible.

He is a straightforward negotiator, preferring honesty to lies. He and his master, the fomorian wizard Forlorn, might dislike the self-righteous sanctimonious eladrin of Myth Drannor, but they have no interest in a conflict, well aware that they cannot win if it came to a clash. All they are interested in is researching the local

power node, how it affects the surrounding area and how to master it. They do not seek the power for any conflict with the surface world, caring little for the sunlight. All they seek is magical lore. He speaks the truth, but astute PCs realize that things might very well change in the future, especially characters who are aware of the nature of the taint. Moander was well-known for its ability to corrupt.

At first, Cerillian offers little more than information, hoping that it is enough to direct the characters to the upper levels and the demons that live there. PCs might get much more from the deal, in the form of payment, as well as by making lasting agreements with the dark fey in name of Myth Drannor. Cerillian tells the PCs the following:

- Almost two years ago the demon lord Zuggtmoy and her servants invaded the Citadel. His master was forced to block off easy access to the Feywild as a measure of protection, but soon after recovered. Now both sides are at a standoff, neither side strong enough to permanently defeat the other.
- Cerillian has the information on Zuggtmoy as described in Encounter 2, Scene 4. Of course, he twists it to his needs, making Zuggtmoy look more dangerous to Myth Drannor than she likely is.
- There is a planar rift to the Abyss at the top of the tower. If the PCs close that rift, it should end the problems the eladrin are having with the Citadel. If not, he is certain that once closed, his master can restore control and put an end to the effects himself.
- The rift is watched over by a powerful demon, but he does not know the details.
- The staircase leading up is magically blocked. To open the door, the characters need three keys, distinct black rods. Each of the demon lord's lieutenants in the Citadel owns one key.
- There are four lieutenants in the service of Zuggtmoy. One of the lieutenants, a big lobster-like demon, guards the stairs, and so the PCs will have to face him. The other three live at the lower levels of the tower at the entry points of the tower. There is Saresh, some kind of flying undead demonic wizard with its vroock servants living in the Cathedral of Moander. In some kind of maze of flesh dissolving fungi lives Rahugh, an intelligent ooze, with its servants. In a partially flooded dining room lairs the otyugh Lashgul, one especially cunning and cruel for its kind.
- There were five, but a short time ago, Cerillian assassinated one, stealing the rod in the process.

He is glad to give the PCs the rod to aid them in their quest.

- It is impossible to enter the Feywild despite its closeness to the real world. Forlorn has performed a ritual blocking access. However, Forlorn can lift it temporarily for the PCs, allowing access to the demon quarters and avoiding the many lesser cultists, demons, and undead crawling in the halls above.
- If pressed, he offers 200/350/650/1325/2050 gold pieces each and a *demonlayer weapon* +3 (at adventure level 12 and 14) or a *demonlayer weapon* +4 (at adventure level 16, 18 and 20).
- PCs who succeed at an easy Insight check (passive or active) realize they can get more for Myth Drannor out of the deal.
- Regardless of the check's result, if pressed, he can make a pact of non-aggression with Myth Drannor. At first for 101 years, but he can extend it to as long as his Master rules.
- PCs who succeed at a moderate Insight check (passive or active) realize there is still more to be earned.
- Regardless of the check's result, If pressed, he offers a pact of mutual protection. For the aid Myth Drannor offers in the fight against Zugtmoy and her forces, Forlorn and his servants will come to the aid of Myth Drannor in a conflict of their choosing, unless against Forlorn's own home realm.

If the PCs fought with Cerillian and his servants, they find a scout report in Elven, a large silver key (one of the portal keys), and a black rod covered in sickly green runes amongst his possessions (one of the keys needed to enter the top room of the tower and face Zugtmoy). See Player's Handout 2 for the report, explaining what is going on and the purpose of the black rod.

If still alive, Cerillian eagerly tells what is going on, hoping to convince the PCs to keep him alive, or at least leave his master Forlorn alone. The cyclopes know about the struggle between their master and the forces of Zugtmoy. They are simple soldiers with little knowledge on the details, and unlike Cerillian, they cannot make any arrangements with the PCs. They can be convinced to bring the PCs to the General if the PCs convince them of their good intentions.

If the PCs make an alliance with the dark fey, proceed with Encounter 6. If the PCs do not accept the help of the fey, but still decide to attack the demon cultists proceed with Encounter 6 and modify as described. If the PCs press on to fight the dark fey, proceed with Encounter 5.

EXPERIENCE POINTS

The experience points at the start of the section are for reference purposes only. The encounter does not count as a milestone unless the PCs actually fight here, which should be avoided when running the adventure in a time-sensitive environment.

TREASURE

If the PCs make a deal with Cerillian, he gets them a *demonlayer weapon* +3 (at adventure level 12 and 14) or a *demonlayer weapon* +4 (at adventure level 16, 18 and 20). Otherwise the PCs do not gain any treasure in this encounter.

ENCOUNTER 3: DARK FEY STATISTICS (ADVENTURE LEVEL 12)

Drow Amorphite (level 11)	Level 11 Artillery (Leader)
Medium fey humanoid (drow, plant)	XP 600
HP 82; Bloodied 41	Initiative +7
AC 25, Fortitude 21, Reflex 23, Will 23	Perception +12
Speed 6	Darkvision
TRAITS	
Ghaunadaur's Judgment	
Whenever the drow hits an enemy with an attack, any plants within sight of the drow gain a +2 bonus to attack rolls against that enemy until the end of the drow's next turn.	
STANDARD ACTIONS	
m Scourge (weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 2d6 + 3 damage, and the target is immobilized (save ends).	
R Acid Arrow (acid) • At-Will	
Attack: Ranged 10 (one creature); +16 vs. Reflex	
Hit: 2d6 + 2 acid damage, and ongoing 10 acid damage (save ends).	
R Slimy Doom (acid) • Encounter	
Attack: Ranged 20 (one creature); +16 vs. Will	
Hit: 2d10 +3 acid damage, and the target is weakened and takes ongoing 10 acid damage (save ends both).	
Miss: Half damage, and ongoing 5 acid damage (save ends).	
C Acid Blast (acid) • Encounter	
Attack: Close blast 5 (enemies in blast); +14 vs. Fortitude	
Hit: 3d6 + 9 acid damage.	
Miss: Half damage.	
MINOR ACTIONS	
Cloud of Darkness (zone) • Encounter	
Effect: Close burst 1. The burst creates a zone that lasts until the end of the drow's next turn. The cloud blocks line of sight for all creatures except the drow. Any creature other than the drow is blinded while entirely within the cloud.	
Skills Arcana +13, Dungeoneering +12	
Str 10 (+5)	Dex 15 (+7)
Con 10 (+5)	Int 16 (+8)
	Wis 14 (+7)
	Cha 11 (+5)
Alignment evil	
Languages Common, Elven	
Equipment robes, scourge.	

Note: Reflavored drow arachnomancer (affecting plants instead of spiders, and using acid attacks instead of necrotic attacks).

Cyclops Hewer (level 11)	Level 11 Soldier
Large fey humanoid (plant)	XP 600
HP 118; Bloodied 59	Initiative +10
AC 27, Fortitude 26, Reflex 22, Will 24	Perception +14
Speed 8	
TRAITS	
Truesight	
The cyclops can see invisible creatures and objects.	
STANDARD ACTIONS	
m Battleaxe (weapon) • At-Will	
Attack: Melee 2 (one creature); +16 vs. AC	
Hit: 2d12 + 6 damage.	
TRIGGERED ACTIONS	
Evil Eye • At-Will	
Trigger: An enemy the cyclops can see misses one of the cyclop's allies with a melee attack.	
Effect (Immediate Reaction): The cyclops uses <i>battleaxe</i> against the triggering enemy. In addition, until the end of the encounter or until the cyclops uses this power again, whenever the triggering enemy moves more than 2 squares away from the cyclops, the cyclops can shift 1 square closer to the target as an immediate reaction.	
Str 25 (+12)	Dex 16 (+8)
Con 22 (+11)	Int 10 (+5)
	Wis 19 (+9)
	Cha 12 (+6)
Alignment unaligned	
Languages Elven	
Equipment chainmail, light shield, battleaxe.	

Infected Cave Spiders (level 11)	Level 11 Minion Skirmisher
Medium natural beast (spider, plant)	XP 150
HP 1; a missed attack never damages a minion.	Initiative +14
AC 25, Fortitude 23, Reflex 24, Will 21	Perception +10
Speed 6, climb 6 (spider climb)	Darkvision, tremorsense 5
TRAITS	
Web Walk	
The spider ignores difficult terrain composed of webs.	
STANDARD	
m Bite (poison) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 10 damage, plus 5 poison damage if the target is immobilized, restrained, stunned, or unconscious.	
MINOR ACTIONS	
R Tethering Web • At-Will	
Attack: Ranged 10 (one creature); +14 vs. Reflex	
Hit: The target is immobilized until the end of its next turn.	
Skills Athletics +16, Stealth +17	
Str 22 (+11)	Dex 24 (+12)
Con 19 (+9)	Int 1 (+0)
	Wis 20 (+10)
	Cha 8 (+4)
Alignment unaligned	
Languages -	

ENCOUNTER 3: DARK FEY STATISTICS (ADVENTURE LEVEL 14)

Drow Amorphite	Level 13 Artillery (Leader)	
Medium fey humanoid (drow, plant)	XP 800	
HP 94; Bloodied 47	Initiative +8	
AC 27, Fortitude 23, Reflex 25, Will 25	Perception +13	
Speed 6	Darkvision	
TRAITS		
Ghaunadaur's Judgment		
Whenever the drow hits an enemy with an attack, any plants within sight of the drow gain a +2 bonus to attack rolls against that enemy until the end of the drow's next turn.		
STANDARD ACTIONS		
m Scourge (weapon) • At-Will		
Attack: Melee 1 (one creature); +18 vs. AC		
Hit: 2d6 + 5 damage, and the target is immobilized (save ends).		
R Acid Arrow (acid) • At-Will		
Attack: Ranged 10 (one creature); +18 vs. Reflex		
Hit: 2d6 + 4 acid damage, and ongoing 10 acid damage (save ends).		
R Slimy Doom (acid) • Encounter		
Attack: Ranged 20 (one creature); +18 vs. Will		
Hit: 2d10 +5 acid damage, and the target is weakened and takes ongoing 10 acid damage (save ends both).		
Miss: Half damage, and ongoing 5 acid damage (save ends).		
C Acid Blast (acid) • Encounter		
Attack: Close blast 5 (enemies in blast); +16 vs. Fortitude		
Hit: 3d6 + 10 acid damage.		
Miss: Half damage.		
MINOR ACTIONS		
Cloud of Darkness (zone) • Encounter		
Effect: Close burst 1. The burst creates a zone that lasts until the end of the drow's next turn. The cloud blocks line of sight for all creatures except the drow. Any creature other than the drow is blinded while entirely within the cloud.		
Skills Arcana +14, Dungeoneering +13		
Str 10 (+6)	Dex 15 (+8)	Wis 14 (+8)
Con 10 (+6)	Int 16 (+9)	Cha 11 (+6)
Alignment evil		
Languages Common, Elven		
Equipment robes, scourge.		

Note: Reflavored drow arachnomancer (affecting plants instead of spiders, and using acid attacks instead of necrotic attacks).

Cyclops Hewer (level 13)	Level 13 Soldier	
Large fey humanoid (plant)	XP 800	
HP 134; Bloodied 67	Initiative +11	
AC 29, Fortitude 28, Reflex 24, Will 26	Perception +15	
Speed 8		
TRAITS		
Truesight		
The cyclops can see invisible creatures and objects.		
STANDARD ACTIONS		
m Battleaxe (weapon) • At-Will		
Attack: Melee 2 (one creature); +18 vs. AC		
Hit: 2d12 + 8 damage.		
TRIGGERED ACTIONS		
Evil Eye • At-Will		
Trigger: An enemy the cyclops can see misses one of the cyclops's allies with a melee attack.		
Effect (Immediate Reaction): The cyclops uses <i>battleaxe</i> against the triggering enemy. In addition, until the end of the encounter or until the cyclops uses this power again, whenever the triggering enemy moves more than 2 squares away from the cyclops, the cyclops can shift 1 square closer to the target as an immediate reaction.		
Str 25 (+13)	Dex 16 (+9)	Wis 19 (+10)
Con 22 (+12)	Int 10 (+6)	Cha 12 (+7)
Alignment unaligned		
Languages Elven		
Equipment chainmail, light shield, battleaxe.		

Infected Cave Spiders (level 13)	Level 13 Minion Skirmisher	
Medium natural beast (spider, plant)	XP 200	
HP 1; a missed attack never damages a minion.	Initiative +15	
AC 27, Fortitude 25, Reflex 26, Will 23	Perception +11	
Speed 6, climb 6 (spider climb)	Darkvision, tremorsense 5	
TRAITS		
Web Walk		
The spider ignores difficult terrain composed of webs.		
STANDARD		
m Bite (poison) • At-Will		
Attack: Melee 1 (one creature); +18 vs. AC		
Hit: 11 damage, plus 5 poison damage if the target is immobilized, restrained, stunned, or unconscious.		
MINOR ACTIONS		
R Tethering Web • At-Will		
Attack: Ranged 10 (one creature); +16 vs. Reflex		
Hit: The target is immobilized until the end of its next turn.		
Skills Athletics +17, Stealth +18		
Str 22 (+12)	Dex 24 (+13)	Wis 20 (+11)
Con 19 (+10)	Int 1 (+1)	Cha 8 (+5)
Alignment unaligned		
Languages -		

ENCOUNTER 3: DARK FEY STATISTICS (ADVENTURE LEVEL 16)

Drow Amorphite (level 15)	Level 15 Artillery (Leader)
Medium fey humanoid (drow, plant)	XP 1,200
HP 106; Bloodied 53	Initiative +9
AC 29, Fortitude 25, Reflex 27, Will 27	Perception +14
Speed 6	Darkvision
TRAITS	
Ghaunadaur's Judgment	
Whenever the drow hits an enemy with an attack, any plants within sight of the drow gain a +2 bonus to attack rolls against that enemy until the end of the drow's next turn.	
STANDARD ACTIONS	
m Scourge (weapon) • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 2d6 + 7 damage, and the target is immobilized (save ends).	
R Acid Arrow (acid) • At-Will	
Attack: Ranged 10 (one creature); +20 vs. Reflex	
Hit: 2d6 + 6 acid damage, and ongoing 10 acid damage (save ends).	
R Slimy Doom (acid) • Encounter	
Attack: Ranged 20 (one creature); +20 vs. Will	
Hit: 2d10 + 7 acid damage, and the target is weakened and takes ongoing 10 acid damage (save ends both).	
Miss: Half damage, and ongoing 5 acid damage (save ends).	
C Acid Blast (acid) • Encounter	
Attack: Close blast 5 (enemies in blast); +18 vs. Fortitude	
Hit: 3d6 + 11 acid damage.	
Miss: Half damage.	
MINOR ACTIONS	
Cloud of Darkness (zone) • Encounter	
Effect: Close burst 1. The burst creates a zone that lasts until the end of the drow's next turn. The cloud blocks line of sight for all creatures except the drow. Any creature other than the drow is blinded while entirely within the cloud.	
Skills Arcana +15, Dungeoneering +14	
Str 10 (+7)	Dex 15 (+9)
Con 10 (+7)	Int 16 (+10)
	Wis 14 (+9)
	Cha 11 (+7)
Alignment evil	
Languages Common, Elven	
Equipment robes, scourge.	

Note: Reflavored drow arachnomancer (affecting plants instead of spiders, and using acid attacks instead of necrotic attacks).

Cyclops Hewer (level 15)	Level 15 Soldier
Large fey humanoid (plant)	XP 1,200
HP 150; Bloodied 75	Initiative +12
AC 31, Fortitude 30, Reflex 26, Will 28	Perception +16
Speed 8	
TRAITS	
Truesight	
The cyclops can see invisible creatures and objects.	
STANDARD ACTIONS	
m Battleaxe (weapon) • At-Will	
Attack: Melee 2 (one creature); +20 vs. AC	
Hit: 2d12 + 10 damage.	
TRIGGERED ACTIONS	
Evil Eye • At-Will	
Trigger: An enemy the cyclops can see misses one of the cyclops's allies with a melee attack.	
Effect (Immediate Reaction): The cyclops uses <i>battleaxe</i> against the triggering enemy. In addition, until the end of the encounter or until the cyclops uses this power again, whenever the triggering enemy moves more than 2 squares away from the cyclops, the cyclops can shift 1 square closer to the target as an immediate reaction.	
Str 25 (+14)	Dex 16 (+10)
Con 22 (+13)	Int 10 (+7)
	Wis 19 (+11)
	Cha 12 (+8)
Alignment unaligned	
Languages Elven	
Equipment chainmail, light shield, battleaxe.	

Infected Cave Spiders (level 15)	Level 15 Minion Skirmisher
Medium natural beast (spider, plant)	XP 300
HP 1; a missed attack never damages a minion.	Initiative +16
AC 29, Fortitude 27, Reflex 28, Will 25	Perception +12
Speed 6, climb 6 (spider climb)	Darkvision, tremorsense 5
TRAITS	
Web Walk	
The spider ignores difficult terrain composed of webs.	
STANDARD	
m Bite (poison) • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 12 damage, plus 5 poison damage if the target is immobilized, restrained, stunned, or unconscious.	
MINOR ACTIONS	
R Tethering Web • At-Will	
Attack: Ranged 10 (one creature); +18 vs. Reflex	
Hit: The target is immobilized until the end of its next turn.	
Skills Athletics +18, Stealth +19	
Str 22 (+13)	Dex 24 (+14)
Con 19 (+11)	Int 1 (+2)
	Wis 20 (+12)
	Cha 8 (+6)
Alignment unaligned	
Languages -	

ENCOUNTER 3: DARK FEY STATISTICS (ADVENTURE LEVEL 18)

Drow Amorphite (level 17)	Level 17 Artillery (Leader)
Medium fey humanoid (drow, plant)	XP 1,600
HP 118; Bloodied 59	Initiative +10
AC 31, Fortitude 27, Reflex 29, Will 29	Perception +15
Speed 6	Darkvision
TRAITS	
Ghaunadaur's Judgment	
Whenever the drow hits an enemy with an attack, any plants within sight of the drow gain a +2 bonus to attack rolls against that enemy until the end of the drow's next turn.	
STANDARD ACTIONS	
m Scourge (weapon) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 2d6 + 9 damage, and the target is immobilized (save ends).	
R Acid Arrow (acid) • At-Will	
Attack: Ranged 10 (one creature); +22 vs. Reflex	
Hit: 2d6 + 8 acid damage, and ongoing 10 acid damage (save ends).	
R Slimy Doom (acid) • Encounter	
Attack: Ranged 20 (one creature); +22 vs. Will	
Hit: 2d10 + 9 acid damage, and the target is weakened and takes ongoing 10 acid damage (save ends both).	
Miss: Half damage, and ongoing 5 acid damage (save ends).	
C Acid Blast (acid) • Encounter	
Attack: Close blast 5 (enemies in blast); +20 vs. Fortitude	
Hit: 3d6 + 12 acid damage.	
Miss: Half damage.	
MINOR ACTIONS	
Cloud of Darkness (zone) • Encounter	
Effect: Close burst 1. The burst creates a zone that lasts until the end of the drow's next turn. The cloud blocks line of sight for all creatures except the drow. Any creature other than the drow is blinded while entirely within the cloud.	
Skills Arcana +16, Dungeoneering +15	
Str 10 (+8)	Dex 15 (+10) Wis 14 (+10)
Con 10 (+8)	Int 16 (+11) Cha 11 (+8)
Alignment evil	Languages Common, Elven
Equipment robes, scourge.	

Note: Reflavored drow arachnomancer (affecting plants instead of spiders, and using acid attacks instead of necrotic attacks).

Cyclops Hewer (level 17)	Level 17 Soldier
Large fey humanoid (plant)	XP 1,600
HP 166; Bloodied 83	Initiative +13
AC 33, Fortitude 32, Reflex 28, Will 30	Perception +17
Speed 8	
TRAITS	
Truesight	
The cyclops can see invisible creatures and objects.	
STANDARD ACTIONS	
m Battleaxe (weapon) • At-Will	
Attack: Melee 2 (one creature); +22 vs. AC	
Hit: 2d12 + 12 damage.	
TRIGGERED ACTIONS	
Evil Eye • At-Will	
Trigger: An enemy the cyclops can see misses one of the cyclops's allies with a melee attack.	
Effect (Immediate Reaction): The cyclops uses <i>battleaxe</i> against the triggering enemy. In addition, until the end of the encounter or until the cyclops uses this power again, whenever the triggering enemy moves more than 2 squares away from the cyclops, the cyclops can shift 1 square closer to the target as an immediate reaction.	
Str 25 (+15)	Dex 16 (+11) Wis 19 (+12)
Con 22 (+14)	Int 10 (+8) Cha 12 (+9)
Alignment unaligned	Languages Elven
Equipment chainmail, light shield, battleaxe.	

Infected Cave Spiders (level 17)	Level 17 Minion Skirmisher
Medium natural beast (spider, plant)	XP 300
HP 1; a missed attack never damages a minion.	Initiative +17
AC 31, Fortitude 29, Reflex 30, Will 27	Perception +13
Speed 6, climb 6 (spider climb)	Darkvision, tremorsense 5
TRAITS	
Web Walk	
The spider ignores difficult terrain composed of webs.	
STANDARD	
m Bite (poison) • At-Will	
Attack: Melee 1 (one creature); +22 vs. AC	
Hit: 13 damage, plus 7 poison damage if the target is immobilized, restrained, stunned, or unconscious.	
MINOR ACTIONS	
R Tethering Web • At-Will	
Attack: Ranged 10 (one creature); +20 vs. Reflex	
Hit: The target is restrained until the end of its next turn.	
Skills Athletics +19, Stealth +20	
Str 22 (+14)	Dex 24 (+15) Wis 20 (+13)
Con 19 (+12)	Int 1 (+3) Cha 8 (+7)
Alignment unaligned	Languages -

ENCOUNTER 3: DARK FEY STATISTICS (ADVENTURE LEVEL 20)

Drow Amorphite (level 19)		Level 19 Artillery (Leader)	
Medium fey humanoid (drow, plant)		XP 2,400	
HP 130; Bloodied 65		Initiative +11	
AC 33, Fortitude 29, Reflex 31, Will 31		Perception +16	
Speed 6		Darkvision	
TRAITS			
Ghaunadaur's Judgment			
Whenever the drow hits an enemy with an attack, any plants within sight of the drow gain a +2 bonus to attack rolls against that enemy until the end of the drow's next turn.			
STANDARD ACTIONS			
m Scourge (weapon) • At-Will			
Attack: Melee 1 (one creature); +24 vs. AC			
Hit: 2d6 + 11 damage, and the target is restrained (save ends).			
R Acid Arrow (acid) • At-Will			
Attack: Ranged 10 (one creature); +24 vs. Reflex			
Hit: 2d6 + 10 acid damage, and ongoing 15 acid damage (save ends).			
R Slimy Doom (acid) • Encounter			
Attack: Ranged 20 (one creature); +24 vs. Will			
Hit: 2d10 + 11 acid damage, and the target is weakened and takes ongoing 15 acid damage (save ends both).			
Miss: Half damage, and ongoing 10 acid damage (save ends).			
C Acid Blast (acid) • Encounter			
Attack: Close blast 5 (enemies in blast); +22 vs. Fortitude			
Hit: 3d6 + 13 acid damage.			
Miss: Half damage.			
MINOR ACTIONS			
Cloud of Darkness (zone) • Encounter			
Effect: Close burst 1. The burst creates a zone that lasts until the end of the drow's next turn. The cloud blocks line of sight for all creatures except the drow. Any creature other than the drow is blinded while entirely within the cloud.			
Skills Arcana +17, Dungeoneering +16			
Str 10 (+9)	Dex 15 (+11)	Wis 14 (+11)	
Con 10 (+9)	Int 16 (+12)	Cha 11 (+9)	
Alignment evil		Languages Common, Elven	
Equipment robes, scourge.			

Note: Reflavored drow arachnomancer (affecting plants instead of spiders, and using acid attacks instead of necrotic attacks).

Cyclops Hewer (level 19)		Level 19 Soldier	
Large fey humanoid (plant)		XP 2,400	
HP 182; Bloodied 91		Initiative +14	
AC 35, Fortitude 34, Reflex 30, Will 32		Perception +18	
Speed 8			
TRAITS			
Truesight			
The cyclops can see invisible creatures and objects.			
STANDARD ACTIONS			
m Battleaxe (weapon) • At-Will			
Attack: Melee 2 (one creature); +24 vs. AC			
Hit: 2d12 + 14 damage.			
TRIGGERED ACTIONS			
Evil Eye • At-Will			
Trigger: An enemy the cyclops can see misses one of the cyclop's allies with a melee attack.			
Effect (Immediate Reaction): The cyclops uses <i>battleaxe</i> against the triggering enemy. In addition, until the end of the encounter or until the cyclops uses this power again, whenever the triggering enemy moves more than 2 squares away from the cyclops, the cyclops can shift 1 square closer to the target as an immediate reaction.			
Str 25 (+16)	Dex 16 (+12)	Wis 19 (+13)	
Con 22 (+15)	Int 10 (+9)	Cha 12 (+10)	
Alignment unaligned		Languages Elven	
Equipment chainmail, light shield, battleaxe.			

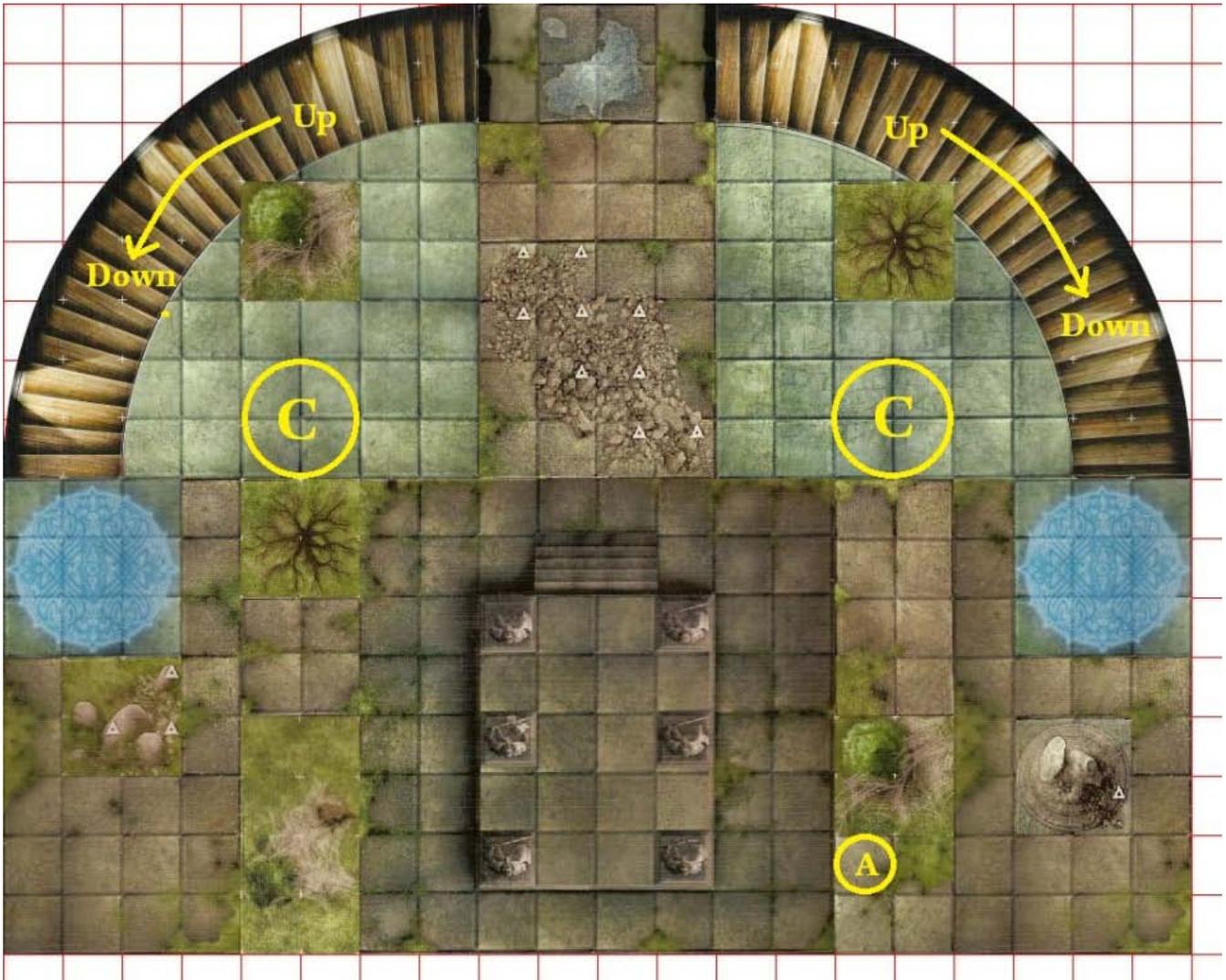
Infected Cave Spiders (level 19)		Level 19 Minion Skirmisher	
Medium natural beast (spider, plant)		XP 600	
HP 1; a missed attack never damages a minion.		Initiative +18	
AC 33, Fortitude 31, Reflex 32, Will 29		Perception +14	
Speed 6, climb 6 (spider climb)		Darkvision, tremorsense 5	
TRAITS			
Web Walk			
The spider ignores difficult terrain composed of webs.			
STANDARD			
m Bite (poison) • At-Will			
Attack: Melee 1 (one creature); +24 vs. AC			
Hit: 14 damage, plus 7 poison damage if the target is immobilized, restrained, stunned, or unconscious.			
MINOR ACTIONS			
R Tethering Web • At-Will			
Attack: Ranged 10 (one creature); +22 vs. Reflex			
Hit: The target is restrained until the end of its next turn.			
Skills Athletics +20, Stealth +21			
Str 22 (+15)	Dex 24 (+16)	Wis 20 (+14)	
Con 19 (+13)	Int 1 (+4)	Cha 8 (+8)	
Alignment unaligned		Languages -	

ENCOUNTER 3: DARK FEY MAP

TILE SETS NEEDED

DU4: Arcane Towers x2

DU5: Sinister Woods x2



Place the infected cave spiders (S) spread out over the map, mostly among the webbed trees and rubble.

The PCs start on either staircase up to the circle below. The encounter is not triggered until at least 1 PC takes a look into the room from the bottom of the staircase.

ENCOUNTER 4: BEWITCHING CULTISTS

ENCOUNTER LEVEL 11/13/15/17/19
(3000/4000/6000/8000/12000 XP)

SETUP

This encounter includes the following creatures at adventure level 12:

- 1 Alara, *coure of mischief* (level 11) (R)
- 2 *eladrin venomblade* (level 11) (E)
- 10 *bough dryad* (level 11) (D)

This encounter includes the following creatures at adventure level 14:

- 1 Alara, *coure of mischief* (level 13) (R)
- 2 *eladrin venomblade* (E)
- 10 *bough dryad* (level 13) (D)

This encounter includes the following creatures at adventure level 16:

- 1 Alara, *coure of mischief* (level 15) (R)
- 2 *eladrin venomblade* (level 15) (E)
- 10 *bough dryad* (D)

This encounter includes the following creatures at adventure level 18:

- 1 Alara, *coure of mischief* (R)
- 2 *eladrin venomblade* (level 17) (E)
- 10 *bough dryad* (level 17) (D)

This encounter includes the following creatures at adventure level 20:

- 1 Alara, *coure of mischief* (level 19) (R)
- 2 *eladrin venomblade* (level 19) (E)
- 10 *bough dryad* (level 19) (D)

The characters choose to go to the courtyard in Encounter 2 Scene 4. It takes them into some sort of courtyard at the foot of the tower. A group of corrupt eladrin and bough dryads (living in fungi instead of trees) guards the place against intrusions by the dark fey below. Since the PCs are clearly not followers of Forlorn, Alara, the cultist in charge of the group, is eager to talk with them and to form an alliance in an attempt to impress her mistress.

As the adventurers enter the area, read:

You enter a courtyard, overgrown with fungi and odd looking brown vines. The roof consists of fungi and

vines, blocking most of the view and creating a rather odd patchwork of rays of light through the air and on the floor. Through the holes you note the fungi-covered twisted tower looming above you.

At the feet of the tower, an archway and a large hole in the wall lead into an equally overgrown room. Within, you see a large stone platform and a worn statue of an ogre. A campfire burns on the platform, and a couple of green-skinned eladrin, each armed with two blades rise, ready for violence, but showing no immediate aggression.

The eladrin look like normal eladrin, except that they have green skin and brown vine-like hair. PCs who succeed at a DC Moderate Perception check note a vine growing behind their ears. If they succeed at a DC Moderate Insight check, they note a blankness in their expressions, suggesting some kind of magical influence.

Note: The encounter is not intended to take more than 15 minutes. If the PCs do start a fight, keep it simple and straight forward and end it quickly, especially if you run the adventure in a time-sensitive environment.

FEATURES OF THE AREA

Illumination: Enough sunlight filters through the fungi roof of the court to provide bright illumination in the courtyard. The guard room itself is dimly light.

Ceiling: The ceiling of vines in the courtyard is 30 feet (6 squares) high. The ceiling in the guard room is 15 feet (3 squares) high.

Platform: The stone platform is 5 feet high, requiring 2 squares of movement to enter. The statues are worn beyond recognition.

Puddle: The puddle is slick and slightly acidic. It is difficult and hindering terrain. A creature entering or starting its turn in the puddle takes 10 ongoing acid damage (save ends).

Rubble: The building is old and crumbling with parts of the ceiling and walls having come down. The rubble is difficult terrain.

Statue: The broken statue is 10 feet high, and is of a life-like ogre protecting his face against something on the floor. It is blocking terrain, and perfectly mundane.

Trees and Fungi Patches: The trees and patches of green on the stones are fungi of various sizes. The trees are blocking terrain, providing cover. The fungi patches are harmless.

TACTICS

At the start of the fight Alara turns *invisible* unless she can hit at least half of the PCs with *winds of luck's mischief*.

Once invisible she moves into a good position to strike with *spark of strife* (preferring either a target with an apparent good basic melee attack or an opponent using ranged attacks that is then forced into melee) or *winds of luck's mischief*. If things go against her, she turns *invisible* and she flees into the tower.

The venomblades block the entrances in the courtyard, focusing on the same target, using *fey step* to get out of a difficult position. The dryads step forward from their various fungi homes at the start of their first turn, focusing on solitary opponents. The venomblades and dryads fight to the death, due to the magical-induced loyalty to Zugtmoy.

SCALING THE ENCOUNTER

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

Four PCs: Remove one eladrin venomblade.

Six PCs: Add one courer of mischief.

ENDING THE ENCOUNTER

Alara is a charming eladrin female with a black sense of humor, often at the expense of others. She has a tendency to be selfish and insensitive, but does manage to hide it relatively well. She has the authority to negotiate in name of Zugtmoy, and deals made by Alara are honored by Zugtmoy (as far as demons feel obliged to keep a deal). Luckily for the PCs, Zugtmoy has little interest in destroying Myth Drannor or even corrupting it. She wants to conquer the Citadel of the Fungi for the power, which she can use in her struggle with the demon lord Juiblex in the Abyss. Any potential local recruits are only a side benefit.

At first, Alara offers little more than information, hoping that it is enough to direct the characters to the lower levels and the dark fey that live there. The PCs can get much more from the deal, in the form of payment as well as by making lasting agreements with Zugtmoy in name of Myth Drannor.

Alara recognizes the PCs by reputation, and while she would love to trick them into helping her, she decides to take a more honest approach. She tells the PCs the following:

- She serves a powerful woman, who leads a war against the demon lord Juiblex, an evil thing that wants to destroy all fleshy and woody creatures of the world.
- The war is going badly, and when she learned of the Citadel of Fungi, she realized it is the perfect weapon in the war.
- When she and her followers entered the Citadel, they found it under control of a dark-hearted

fomorian sorcerer who was attempting to control the power source for use in their eternal war with the eladrin.

- As expected, a battle ensued and things did not go well for her. So she was forced to open a rift to her home world to counter the fomorian's magic. The result was a standoff, with her and her servants in control of the Citadel, and the fomorian and his slaves in control of the vaults and warrens below.
- The rift is likely the cause for the increase in activity, and she apologizes profoundly. If the PCs destroy Forlorn, Alara will close the rift. If the PCs do not destroy Forlorn, she cannot close it, because Forlorn will destroy them.
- She is willing pay them to help in her struggle, offering 200/350/650/1325/2050 gold pieces each and a *feyslaughter weapon* for their aid.
- If the PCs refuse, or seem to be unwilling, she mentions that she has information that is of vital importance to Myth Drannor that she is willing to trade for the PCs' aid. (She is speaking the truth, she knows of demon cultists of rival Demon Lords infiltrating the city.)
- PCs that make a moderate DC Insight check (passive or active) realize the cultists are desperate to offer more. Regardless of the check, if pressed she can make a pact of non-aggression with Myth Drannor for as long as her Mistress rules the Citadel.
- PCs who make a hard Insight check (passive or active) realize they could get even more for Myth Drannor out of the deal. Regardless of the check, if pressed for more she offers a pact of mutual protection. For the aid Myth Drannor offers in the fight against Forlorn and his forces, the Lady of Decay and her servants will come to the aid of Myth Drannor in a conflict of their choosing.
- If asked about the vines growing from her fellow eladrin, she shrugs. She does not know what it does, but every fey living here is part plant anyway. It is the only way to survive. (She is honestly unaware of the dominating effect of the vines, but if confronted, she does not care much. All is fair in war, and they were the enemies of the Lady.)

Characters who succeed at a passive DC 25/26/27/28/29 Insight check they realize she is withholding information (as would those who managed to rescue the survivor in Encounter 2). If directly asked, she tells the powerful woman is the demon lord Zugtmoy, providing all the lore given in Encounter 2, Scene 4. Besides greed, she tries to highlight the evil of

the fomorian, and the disinterested Zuggtmoy would have for Myth Drannor, to get the PCs to help.

If the PCs accept, she provides the following additional information:

- Forlorn can be found in the Feywild version of the tower. He used a powerful ritual to block access to the Feywild. He gave his three lieutenants a silver key. With **three** together the barrier can be breached and the Feywild entered.
- Forlorn's lieutenants with most of his slaves live in warrens below the Citadel. There is a General, a huge brute of a fomorian who leads the soldiers. The second lieutenant is a beautiful female eladrin spellcaster whose magic beguiles the senses, apparently Forlorn's apprentice. The third is a female drow scout who Alara recently captured.
- Alara has one silver key already that she gives to the PCs. She also gives them two ritual scrolls with the ritual Fey Passage, including the necessary material components.
- She offers to assault the main entrance, so that PCs can sneak into the Warrens below undetected, giving them a better opportunity to acquire the keys.

If the PCs defeated Alara and her servants, they find a female drow tied and gagged in a small room under the stone platform. Her name is Isha, and she is a scout in the service of Forlorn. She was caught by the cultist during her last mission, and is grateful for any aid the PCs provide. She quickly tells the PCs what is going on according the same lines as Cerillian (see Encounter 2). Like Cerillian she can negotiate and make alliances in name of Forlorn. Unlike Cerillian, she is charming and a smooth talker. In the same area the PCs also find a silver key (one of the keys that allows access to the Feywild and Forlorn) that belonged to Isha. There is also a black rod with sickly green runes, the key to the topmost room with the rift and Zuggtmoy.

If Alara is caught alive, she provides the above information as well in attempt to convince the PCs to fight the dark fey instead of her master's servants. She is a bit of coward, and if possible tries to escape at the first opportunity. She is willing to take the PCs to one of the other lieutenants, hoping the lieutenant kills the PCs. She serves Zuggtmoy willingly. The venomblades and dryads are infected by a strain of mold that has turned them into loyal servants of Zuggtmoy. They do not speak with the PCs, and if they reveal any secret, the disease kills them quickly. The supernatural disease has progressed too far to be removed and they are beyond help. Alara knows, and mentions, this.

If the PCs make an alliance with the cultists, proceed with Encounter 5. If the PCs do not accept the help of the cultists, but still decide to attack the fey proceed with Encounter 5 and modify as described. If the PCs press on to fight the demons, proceed with Encounter 6, adjusted as necessary for lack of aid from the dark fey.

EXPERIENCE POINTS

The experience points at the start of the section are for reference purposes only. The encounter does not count as a milestone unless the PCs actually fight here, which should be avoided when running the adventure in a time-sensitive environment.

TREASURE

If the PCs make a deal with Alara, she gets them a *feyslaughter weapon* +3 (at adventure level 12 and 14) or a *feyslaughter weapon* +4 (at adventure level 16, 18 and 20). Otherwise the PCs do not gain any treasure in this encounter.

ENCOUNTER 4: BEWITCHING CULTISTS STATISTICS (ADVENTURE LEVEL 12)

Course of Mischief and Strife (level 11)		Level 11 Lurker
Medium fey humanoid (plant)		XP 600
HP 93; Bloodied 46		Initiative +16
AC 25, Fortitude 22, Reflex 24, Will 22		Perception +8
Speed 6, teleport 6		Low-light vision
Resist 20 radiant; Vulnerable necrotic (a course of mischief and strife that takes necrotic damage is slowed until the end of its next turn)		
Saving Throws +5 against charm effects		
STANDARD ACTIONS		
m Rapier (weapon) • At-Will		
Attack: Melee 1 (one creature); +16 vs. AC		
Hit: 3d6 + 9 damage.		
R Spark of Strife (charm, psychic) • At-Will		
Requirement: The course needs to be invisible.		
Attack: Ranged 10 (one creature); +14 vs. Will		
Hit: 2d10 + 5 psychic damage, and the target is dazed until the end of its next turn. At the start of the target's next turn, it charges its nearest ally or makes a basic attack against its nearest ally as a free action. If the target's attack hits, the course of mischief and strife uses spark of strife against the attacked creature as a free action.		
C Winds of Luck's Mischief • Encounter		
Attack: Close burst 3 (enemies within burst); +14 vs. Will		
Hit: The target misses with an attack that has an odd number on the attack roll (save ends).		
Invisibility (illusion) • At-Will		
Effect: The course of mischief and strife becomes invisible until it misses with an attack or takes damage.		
Skills Bluff +15, Insight +13, Stealth +17		
Str 14 (+7)	Dex 24 (+12)	Wis 16 (+8)
Con 21 (+10)	Int 12 (+6)	Cha 21 (+10)
Alignment evil		Languages Common, Elven
Equipment leather armor, rapier.		
Note: Damage modified for <i>Monster Vault</i> values.		

Bough Dryads (level 11)		Level 11 Minion
Medium fey humanoid (plant)		XP 150
HP 1; a missed attack never damages a minion.		Initiative +14
AC 25, Fortitude 23, Reflex 23, Will 22		Perception +15
Speed 8 (forest walk)		
STANDARD		
m Claw • At-Will		
Attack: Melee 1 (one creature); +16 vs. AC		
Hit: 9 damage, or 11 damage if no other enemy is adjacent to the dryad.		
TRIGGERED ACTIONS		
Boon of Life		
Trigger: The dryad drops to 0 hit points.		
Effect (No Action): Close burst 5 (one ally in burst). The target gains 5 temporary hit points.		
Str 21 (+10)	Dex 24 (+12)	Wis 21 (+10)
Con 24 (+12)	Int 11 (+5)	Cha 17 (+8)
Alignment evil		Languages Elven

Eladrin Venomblade (level 11)		Level 11 Skirmisher
Medium fey humanoid (plant)		XP 600
HP 108; Bloodied 54		Initiative +12
AC 25, Fortitude 21, Reflex 23, Will 20		Perception +12
Speed 6		Low-light vision
Saving Throws +5 against charm effects		
STANDARD ACTIONS		
m Longsword (poison, weapon) • At-Will		
Attack: Melee 1 (one creature); +16 vs. AC		
Hit: 2d8 + 7 damage, and ongoing 5 poison damage (save ends).		
M Short Sword (poison, weapon) • At-Will		
Attack: Melee 1 (one creature); +16 vs. AC		
Hit: 2d6 + 7 damage, and ongoing 5 poison damage (save ends).		
M Blade Mastery • Recharge 5-6		
Effect: The eladrin uses <i>longsword</i> and <i>short sword</i> once.		
MOVE ACTIONS		
Fey Step • Encounter		
Effect: The eladrin teleports 5 squares.		
Skills Acrobatics +15, Stealth +15		
Str 16 (+8)	Dex 21 (+10)	Wis 14 (+7)
Con 12 (+6)	Int 12 (+6)	Cha 12 (+6)
Alignment evil		Languages Elven
Equipment hide armor, short sword, longsword.		
Note: Drow venomblade changed into an eladrin.		

ENCOUNTER 4: BEWITCHING CULTISTS STATISTICS (ADVENTURE LEVEL 14)

Coure of Mischief and Strife (level 13)	Level 13 Lurker
Medium fey humanoid (plant)	XP 800
HP 105; Bloodied 52	Initiative +17
AC 27, Fortitude 24, Reflex 26, Will 24	Perception +9
Speed 6, teleport 6	Low-light vision
Resist 20 radiant; Vulnerable necrotic (a coure of mischief and strife that takes necrotic damage is slowed until the end of its next turn)	
Saving Throws +5 against charm effects	
STANDARD ACTIONS	
m Rapier (weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d6 + 11 damage.	
R Spark of Strife (charm, psychic) • At-Will	
Requirement: The coure needs to be invisible.	
Attack: Ranged 10 (one creature); +16 vs. Will	
Hit: 2d10 + 7 psychic damage, and the target is dazed until the end of its next turn. At the start of the target's next turn, it charges its nearest ally or makes a basic attack against its nearest ally as a free action. If the target's attack hits, the coure of mischief and strife uses spark of strife against the attacked creature as a free action.	
C Winds of Luck's Mischief • Encounter	
Attack: Close burst 3 (enemies within burst); +16 vs. Will	
Hit: The target misses with an attack that has an odd number on the attack roll (save ends).	
Invisibility (illusion) • At-Will	
Effect: The coure of mischief and strife becomes invisible until it misses with an attack or takes damage.	
Skills Bluff +16, Insight +14, Stealth +18	
Str 14 (+8)	Dex 24 (+13)
Con 21 (+11)	Wis 16 (+9)
Int 12 (+7)	Cha 21 (+11)
Alignment evil	Languages Common, Elven
Equipment leather armor, rapier.	
Note: Damage modified for <i>Monster Vault</i> values.	

Bough Dryads (level 13)	Level 13 Minion
Medium fey humanoid (plant)	XP 200
HP 1; a missed attack never damages a minion.	Initiative +15
AC 27, Fortitude 25, Reflex 25, Will 24	Perception +16
Speed 8 (forest walk)	
STANDARD	
m Claw • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 10 damage, or 12 damage if no other enemy is adjacent to the dryad.	
TRIGGERED ACTIONS	
Boon of Life	
Trigger: The dryad drops to 0 hit points.	
Effect (No Action): Close burst 5 (one ally in burst). The target gains 5 temporary hit points.	
Str 21 (+11)	Dex 24 (+13)
Con 24 (+13)	Wis 21 (+11)
Int 11 (+6)	Cha 17 (+9)
Alignment evil	Languages Elven

Eladrin Venomblade	Level 13 Skirmisher
Medium fey humanoid (plant)	XP 800
HP 124; Bloodied 62	Initiative +13
AC 27, Fortitude 23, Reflex 25, Will 22	Perception +13
Speed 6	Low-light vision
Saving Throws +5 against charm effects	
STANDARD ACTIONS	
m Longsword (poison, weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 2d8 + 9 damage, and ongoing 5 poison damage (save ends).	
M Short Sword (poison, weapon) • At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 2d6 + 9 damage, and ongoing 5 poison damage (save ends).	
M Blade Mastery • Recharge 5-6	
Effect: The eladrin uses <i>longsword</i> and <i>short sword</i> once.	
MOVE ACTIONS	
Fey Step • Encounter	
Effect: The eladrin teleports 5 squares.	
Skills Acrobatics +16, Stealth +16	
Str 16 (+9)	Dex 21 (+11)
Con 12 (+7)	Wis 14 (+8)
Int 12 (+7)	Cha 12 (+7)
Alignment evil	Languages Elven
Equipment hide armor, short sword, longsword.	
Note: Drow venomblade changed into an eladrin.	

ENCOUNTER 4: BEWITCHING CULTISTS STATISTICS (ADVENTURE LEVEL 16)

Coure of Mischief and Strife (level 15)	Level 15 Lurker
Medium fey humanoid (plant)	XP 1,200
HP 117; Bloodied 58	Initiative +18
AC 29, Fortitude 26, Reflex 28, Will 26	Perception +10
Speed 6, teleport 6	Low-light vision
Resist 20 radiant; Vulnerable necrotic (a coure of mischief and strife that takes necrotic damage is slowed until the end of its next turn)	
Saving Throws +5 against charm effects	
STANDARD ACTIONS	
m Rapier (weapon) • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 3d6 + 13 damage.	
R Spark of Strife (charm, psychic) • At-Will	
Requirement: The coure needs to be invisible.	
Attack: Ranged 10 (one creature); +18 vs. Will	
Hit: 2d10 + 9 psychic damage, and the target is dazed until the end of its next turn. At the start of the target's next turn, it charges its nearest ally or makes a basic attack against its nearest ally as a free action. If the target's attack hits, the coure of mischief and strife uses spark of strife against the attacked creature as a free action.	
C Winds of Luck's Mischief • Encounter	
Attack: Close burst 3 (enemies within burst); +18 vs. Will	
Hit: The target misses with an attack that has an odd number on the attack roll (save ends).	
Invisibility (illusion) • At-Will	
Effect: The coure of mischief and strife becomes invisible until it misses with an attack or takes damage.	
Skills Bluff +17, Insight +15, Stealth +19	
Str 14 (+9)	Dex 24 (+14) Wis 16 (+10)
Con 21 (+12)	Int 12 (+8) Cha 21 (+12)
Alignment evil	Languages Common, Elven
Equipment leather armor, rapier.	
Note: Damage modified for <i>Monster Vault</i> values.	

Bough Dryads	Level 15 Minion
Medium fey humanoid (plant)	XP 300
HP 1; a missed attack never damages a minion.	Initiative +16
AC 29, Fortitude 27, Reflex 27, Will 26	Perception +17
Speed 8 (forest walk)	
STANDARD	
m Claw • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 11 damage, or 13 damage if no other enemy is adjacent to the dryad.	
TRIGGERED ACTIONS	
Boon of Life	
Trigger: The dryad drops to 0 hit points.	
Effect (No Action): Close burst 5 (one ally in burst). The target gains 5 temporary hit points.	
Str 21 (+12)	Dex 24 (+14) Wis 21 (+12)
Con 24 (+14)	Int 11 (+7) Cha 17 (+10)
Alignment evil	Languages Elven

Eladrin Venomblade (level 15)	Level 15 Skirmisher
Medium fey humanoid (plant)	XP 1,200
HP 140; Bloodied 70	Initiative +14
AC 29, Fortitude 25, Reflex 27, Will 24	Perception +14
Speed 6	Low-light vision
Saving Throws +5 against charm effects	
STANDARD ACTIONS	
m Longsword (poison, weapon) • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 2d8 + 11 damage, and ongoing 5 poison damage (save ends).	
M Short Sword (poison, weapon) • At-Will	
Attack: Melee 1 (one creature); +20 vs. AC	
Hit: 2d6 + 11 damage, and ongoing 5 poison damage (save ends).	
M Blade Mastery • Recharge 5-6	
Effect: The eladrin uses <i>longsword</i> and <i>short sword</i> once.	
MOVE ACTIONS	
Fey Step • Encounter	
Effect: The eladrin teleports 5 squares.	
Skills Acrobatics +17, Stealth +17	
Str 16 (+10)	Dex 21 (+12) Wis 14 (+9)
Con 12 (+8)	Int 12 (+8) Cha 12 (+8)
Alignment evil	Languages Elven
Equipment hide armor, short sword, longsword.	
Note: Drow venomblade changed into an eladrin.	

ENCOUNTER 4: BEWITCHING CULTISTS STATISTICS (ADVENTURE LEVEL 18)

Course of Mischief and Strife		Level 17 Lurker
Medium fey humanoid (plant)		XP 1,600
HP 129; Bloodied 64		Initiative +19
AC 31, Fortitude 28, Reflex 30, Will 28		Perception +11
Speed 6, teleport 6		Low-light vision
Resist 20 radiant; Vulnerable necrotic (a course of mischief and strife that takes necrotic damage is slowed until the end of its next turn)		
Saving Throws +5 against charm effects		
STANDARD ACTIONS		
m Rapier (weapon) • At-Will		
Attack: Melee 1 (one creature); +22 vs. AC		
Hit: 3d8 + 12 damage.		
R Spark of Strife (charm, psychic) • At-Will		
Requirement: The course needs to be invisible.		
Attack: Ranged 10 (one creature); +20 vs. Will		
Hit: 3d10 + 9 psychic damage, and the target is dazed until the end of its next turn. At the start of the target's next turn, it charges its nearest ally or makes a basic attack against its nearest ally as a free action. If the target's attack hits, the course of mischief and strife uses spark of strife against the attacked creature as a free action.		
C Winds of Luck's Mischief • Encounter		
Attack: Close burst 3 (enemies within burst); +20 vs. Will		
Hit: The target misses with an attack that has an odd number on the attack roll (save ends).		
Invisibility (illusion) • At-Will		
Effect: The course of mischief and strife becomes invisible until it misses with an attack or takes damage.		
Skills Bluff +18, Insight +16, Stealth +20		
Str 14 (+10)	Dex 24 (+15)	Wis 16 (+11)
Con 21 (+13)	Int 12 (+9)	Cha 21 (+13)
Alignment evil		Languages Common, Elven
Equipment leather armor, rapier.		
Note: Damage modified for <i>Monster Vault</i> values.		

Bough Dryads (level 17)		Level 17 Minion
Medium fey humanoid (plant)		XP 400
HP 1; a missed attack never damages a minion.		Initiative +17
AC 31, Fortitude 29, Reflex 29, Will 28		Perception +18
Speed 8 (forest walk)		
STANDARD		
m Claw • At-Will		
Attack: Melee 1 (one creature); +22 vs. AC		
Hit: 12 damage, or 14 damage if no other enemy is adjacent to the dryad.		
TRIGGERED ACTIONS		
Boon of Life		
Trigger: The dryad drops to 0 hit points.		
Effect (No Action): Close burst 5 (one ally in burst). The target gains 5 temporary hit points.		
Str 21 (+13)	Dex 24 (+15)	Wis 21 (+13)
Con 24 (+15)	Int 11 (+8)	Cha 17 (+11)
Alignment evil		Languages Elven

Eladrin Venomblade (level 17)		Level 17 Skirmisher
Medium fey humanoid (plant)		XP 1,600
HP 156; Bloodied 78		Initiative +15
AC 31, Fortitude 27, Reflex 29, Will 26		Perception +15
Speed 6		Low-light vision
Saving Throws +5 against charm effects		
STANDARD ACTIONS		
m Longsword (poison, weapon) • At-Will		
Attack: Melee 1 (one creature); +22 vs. AC		
Hit: 3d8 + 9 damage, and ongoing 10 poison damage (save ends).		
M Short Sword (poison, weapon) • At-Will		
Attack: Melee 1 (one creature); +22 vs. AC		
Hit: 3d6 + 9 damage, and ongoing 10 poison damage (save ends).		
M Blade Mastery • Recharge 5-6		
Effect: The eladrin uses <i>longsword</i> and <i>short sword</i> once.		
MOVE ACTIONS		
Fey Step • Encounter		
Effect: The eladrin teleports 5 squares.		
Skills Acrobatics +18, Stealth +18		
Str 16 (+11)	Dex 21 (+13)	Wis 14 (+10)
Con 12 (+9)	Int 12 (+9)	Cha 12 (+9)
Alignment evil		Languages Elven
Equipment hide armor, short sword, longsword.		
Note: Drow venomblade changed into an eladrin.		

ENCOUNTER 4: BEWITCHING CULTISTS STATISTICS (ADVENTURE LEVEL 20)

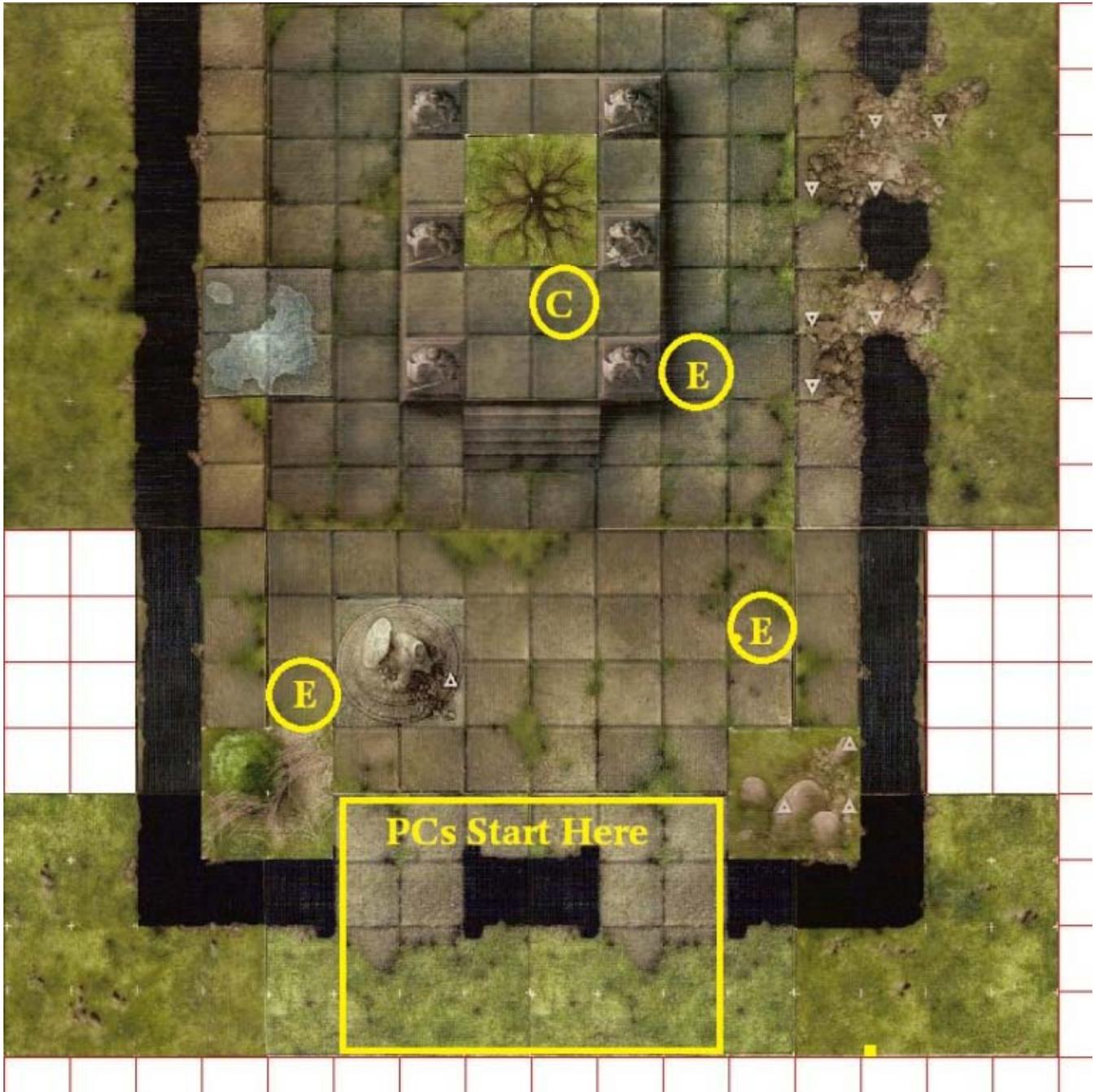
Coure of Mischief and Strife (level 19)	Level 19 Lurker
Medium fey humanoid (plant)	XP 2,400
HP 141; Bloodied 70	Initiative +20
AC 33, Fortitude 30, Reflex 32, Will 30	Perception +12
Speed 6, teleport 6	Low-light vision
Resist 20 radiant; Vulnerable necrotic (a coure of mischief and strife that takes necrotic damage is slowed until the end of its next turn)	
Saving Throws +5 against charm effects	
STANDARD ACTIONS	
m Rapier (weapon) • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 3d8 + 14 damage.	
R Spark of Strife (charm, psychic) • At-Will	
Requirement: The coure needs to be invisible.	
Attack: Ranged 10 (one creature); +22 vs. Will	
Hit: 3d10 + 11 psychic damage, and the target is dazed until the end of its next turn. At the start of the target's next turn, it charges its nearest ally or makes a basic attack against its nearest ally as a free action. If the target's attack hits, the coure of mischief and strife uses spark of strife against the attacked creature as a free action.	
C Winds of Luck's Mischief • Encounter	
Attack: Close burst 3 (enemies within burst); +22 vs. Will	
Hit: The target misses with an attack that has an odd number on the attack roll (save ends).	
Invisibility (illusion) • At-Will	
Effect: The coure of mischief and strife becomes invisible until it misses with an attack or takes damage.	
Skills Bluff +19, Insight +17, Stealth +21	
Str 14 (+11)	Dex 24 (+16)
Con 21 (+14)	Wis 16 (+12)
Int 12 (+10)	Cha 21 (+14)
Alignment evil	Languages Common, Elven
Equipment leather armor, rapier.	
Note: Damage modified for <i>Monster Vault</i> values.	

Bough Dryads (level 19)	Level 19 Minion
Medium fey humanoid (plant)	XP 600
HP 1; a missed attack never damages a minion.	Initiative +18
AC 33, Fortitude 31, Reflex 31, Will 30	Perception +19
Speed 8 (forest walk)	
STANDARD	
m Claw • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 13 damage, or 15 damage if no other enemy is adjacent to the dryad.	
TRIGGERED ACTIONS	
Boon of Life	
Trigger: The dryad drops to 0 hit points.	
Effect (No Action): Close burst 5 (one ally in burst). The target gains 10 temporary hit points.	
Str 21 (+14)	Dex 24 (+16)
Con 24 (+16)	Wis 21 (+14)
Int 11 (+9)	Cha 17 (+12)
Alignment evil	Languages Elven

Eladrin Venomblade (level 19)	Level 19 Skirmisher
Medium fey humanoid (plant)	XP 2,400
HP 172; Bloodied 86	Initiative +16
AC 33, Fortitude 29, Reflex 32, Will 28	Perception +16
Speed 6	Low-light vision
Saving Throws +5 against charm effects	
STANDARD ACTIONS	
m Longsword (poison, weapon) • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 3d8 + 11 damage, and ongoing 10 poison damage (save ends).	
M Short Sword (poison, weapon) • At-Will	
Attack: Melee 1 (one creature); +24 vs. AC	
Hit: 3d6 + 11 damage, and ongoing 10 poison damage (save ends).	
M Blade Mastery • Recharge 5-6	
Effect: The eladrin uses <i>longsword</i> and <i>short sword</i> once.	
MOVE ACTIONS	
Fey Step • Encounter	
Effect: The eladrin teleports 5 squares.	
Skills Acrobatics +19, Stealth +19	
Str 16 (+12)	Dex 21 (+14)
Con 12 (+10)	Wis 14 (+11)
Int 12 (+10)	Cha 12 (+11)
Alignment evil	Languages Elven
Equipment hide armor, short sword, longsword.	
Note: Drow venomblade changed into an eladrin.	

ENCOUNTER 4: BEWITCHING CULTISTS MAP

TILE SETS NEEDED
DU5: Sinister Woods x2



The bough dryads step from the walls and trees at the start of the combat. Place them near the entrance.

ENCOUNTER 5: FEY WARRENS

SKILL CHALLENGE LEVEL 12/14/16/18/20,
COMPLEXITY 1
(700/1000/1400/2000/2800 XP)

SETUP

Before the PCs can face Forlorn, the characters first need to acquire three silver keys. The first they acquired either through combat with Cerillian (Encounter 3) or as a gift from the cultists (Encounter 4). The other two need to be taken from Forlorn's lieutenants in the caverns below the Citadel of Fungi.

Most of the inhabitants of the Warrens pose little direct threat to the PCs, but en-masse they might be able to overpower the characters, and they certainly can warn the lieutenants about the intruders. Preventing a generic alarm from being triggered greatly aids the PCs in their endeavor.

Before you is a grid of large stone walled corridors and vaults interspersed with a virtual maze of smaller winding earthen corridors all equally overgrown with small fungi and vine-like roots. Dog-sized ants can be seen everywhere. The ants ignore you, each busy with some unknown task.

A quick search of the area shows tracks of small sized humanoids in the winding corridors (belonging to spriggans), while large sized humanoids regularly use the bigger hallways (belonging to cyclopes). The giant ants are infected with the same black mold as in SPEC1-3 (H1) and consist mostly of worker ants. They ignore the PCs completely, even if attacked. The reaction of the spriggans and cyclopes depend on the actions of the PCs, although the PCs can also decide to remain hidden.

Speeding Things Along: Increase the friction between the dark fey (including Forlorn) and Lady Bethiele, and make sure the PCs learn of it. Lady Bethiele in Encounter 5B surrenders more quickly, and it should be clear she does not care all that much about Forlorn so stealing the key and leaving quickly is a option.

SKILL CHALLENGE: UNDETECTED

Goal: Finding General Quarrian and Lady Bethiele the Cruel without triggering an alarm.

Complexity: 1 (Special)

Primary Skills: Bluff, Diplomacy, Intimidate, Perception, Stealth, Thievery

Victory: The PCs locate the lieutenants and Forlorn speedily without triggering an alarm.

Defeat: The PCs locate the lieutenants, but an alarm is triggered and doing so costs them precious time.

The PCs can either hide and observe the inhabitants silently, or interact with them, using lies or threats to explain their presence.

SCENE 1: AVOIDING DETECTION

The PCs cannot move on until they gain a success in this scene.

Primary Skills:

Bluff or Intimidate Easy DC (group check; 1 success)
The PCs disguise themselves as people belonging in the Warrens, being ignored by the inhabitants as a result. Failure leads to questioning by a patrol.

Stealth Easy DC (group check; 1 success)

The characters use stealth to remain undetected, sending out scouts to avoid patrols and inhabited areas. Failure results in a meeting with some of the inhabitants.

Secondary Skills:

Dungeoneering Moderate DC (1 attempt per group check)

Using knowledge of caverns and dungeons, the PC guides the rest of the group via the most efficient path, granting a +2 bonus to each PC's next Stealth check. A failure on this check does not count as a failure for this skill challenge, but each PC gains a -1 penalty to their next Stealth check.

Insight Moderate DC (1 attempt per group check)

Using understanding of those around them, the PC helps the group blend into crowds or deter questions, granting a +2 bonus to each PC's next Bluff/Intimidate check. A failure on this check does not count as a failure for this skill challenge, but each PC gains a -1 penalty to their next Bluff/Intimidate check.

SCENE 2: GATHERING INFORMATION

Failure on one of these checks causes the group to attract attention, requiring the group to return to the Avoiding Detection scene.

Bluff, Diplomacy or Intimidate Moderate DC (1 success; no maximum)

Through guile, friendship or threats, a PC acquires the necessary information, and perhaps even a guide.

Perception Moderate DC (1 success; 1 maximum)

Through careful observation or eavesdropping, a PC manages to learn the necessary information.

Thievery Moderate DC (1 success; 1 maximum)

Through a well-timed pickpocketing or burglary, a PC manages to obtain documents that allow him to piece together the necessary information.

Each success in this phase provides the PCs with one of the following pieces of information:

- The sapient inhabitants are lead by a fomorian brute called the General. His quarters are in the center of the Warrens. He is served by cyclopes and driders. The spriggans fear him, and come to his aid unless somehow prevented from doing so.
- At the northern end of the Warrens near the wells lives the eladrin sorceress Lady Bethiele, the only apprentice of Forlorn. She loves luxury, and serves some kind of god, often demanding sacrifices from the spriggans. Neither the spriggans nor the cyclopes are particularly religious, and they care little about the exact deity. The nature of her bodyguards is unknown, but those who anger her have a tendency to disappear. There is friction between the dark fey and Lady Bethiele, mainly because of Bethiele's dedication to a deity.
- The third lieutenant is Isha, a female drow, she recently died. (This is the lieutenant captured by Alara, and referenced in Encounter 4.) Forlorn, the fomorian sorcerer who leads the dark fey, lives in the Feywild, which can be accessed through a gate at the very bottom of the Warrens. The gate can only be opened by three silver keys being used together, each of which is possessed by one of the lieutenants. The gate is occasionally opened when a trading delegation arrives from the fomorian city or when the lieutenants need to talk with Forlorn. Forlorn is said to be a hideously malformed giant with a multitude of different colored eyes.

The skill challenge ends when the PCs either succeed in gaining all three pieces of the above information or earn three failures.

ENDING THE ENCOUNTER

The PCs can choose whom to attack first. If they attack the General, proceed with Encounter 5A. If they choose Lady Bethiele, proceed with Encounter 5B. Once they have acquired three silver keys, they can attack Forlorn and proceed with Encounter 5C. Note that while all three encounters are Encounter 5, each is a separate encounter for milestone purposes.

Success: The PCs acquire the information in 5 minutes. It takes only a few minutes to get to one of the lieutenants or Forlorn, not counting towards the time spent below. No alarm is triggered.

Failure: The PCs spend 15 minutes attempting to gather information (which means they need to make an extra Endurance check for the Encounter 2 skill challenge). Beyond the information already earned, the PCs are only able to learn the names and locations of the remaining lieutenant(s) and Forlorn. There is no chance to surprise the lieutenants or Forlorn, and it takes an additional 5 minutes for the PCs to locate the gates leading to Forlorn.

TREASURE

The PCs do not find any treasure in this encounter.

ENCOUNTER 5A: THE GENERAL

ENCOUNTER LEVEL 12/14/16/18/20
(3500/5000/7000/10000/14000 XP)

SETUP

This encounter includes the following creatures at adventure level 12:

- 1 General Quarrian (fomorian slavedriver) (level 12) (G)
- 2 infected driders (level 12) (D)
- 5 cyclops guards (level 12) (R)
- + variable number of spriggan minions (level 12)

This encounter includes the following creatures at adventure level 14:

- 1 General Quarrian (fomorian slavedriver) (G)
- 2 infected driders (D)
- 5 cyclops guards (R)
- + variable number of spriggan dunters (level 14)

This encounter includes the following creatures at adventure level 16:

- 1 General Quarrian (fomorian slavedriver) (level 16) (G)
- 2 infected driders (level 16) (D)
- 5 cyclops guards (level 16) (R)
- + variable number of spriggan dunters (level 16)

This encounter includes the following creatures at adventure level 18:

- 1 General Quarrian (fomorian one-eyed raver) (G)
- 2 infected driders (level 18) (D)
- 5 cyclops guards (level 18) (R)
- + variable number of spriggan dunters (level 18)

This encounter includes the following creatures at adventure level 20:

- 1 General Quarrian (fomorian one-eyed raver) (level 20) (G)
- 2 infected driders (level 20) (D)
- 5 cyclops guards (level 20) (R)
- + variable number of spriggan dunters (level 20)

The PCs follow one of the larger corridors down to the living quarters of the General. These quarters are deep within the Warrens to offer maximum protection against a demonic invasion. A small strike force, such as the PCs, has an easy time getting down.

As the adventurers enter the area, read:

The crumbling stone staircases end in a large crypt-like room. The vaulted ceiling is 20 feet high and supported by several large stone pillars. The whole area is covered by large patches of thick webbing through which you note dozens of small openings and a few doors.

If the PCs succeeded at the skill challenge in Encounter 5, they might be able to surprise the General and his drider bodyguards. If they failed, surprising them is impossible, and the driders start the battle hidden amongst the webbing. The cyclopes and the General do not bother to hide.

PCs might be able to approach the General without provoking an attack, but the General does not give the silver key to the PCs voluntarily (even if he thinks they are his best friends). He is also not in a hurry to contact his master Forlorn. He has the same privileges as Cerillian (see Encounter 2) and he is not going to bother his master for mere negotiations.

FEATURES OF THE AREA

Illumination: Various glowing crystals provide bright lighting.

Doors/Portcullis: These solid wooden doors can be opened with a minor action. The door at the bottom of the map is locked and leads to the luxurious living quarters of the General.

Niches: The niches are small winding corridors that lead to the warrens of the enslaved spriggans. The spriggan minions arrive randomly from one of these tiles. Medium sized characters need to squeeze to enter the corridors. Large sized or bigger creatures cannot enter.

Pillars: The pillars are blocking terrain and provide cover.

Webbing (includes the rubble and pool): Most of the room is covered in sturdy spider webs. The area is considered difficult terrain for all except the driders. A creature (except the driders) who enter or starts its turn in a square of webbing is subject to the following attack: encounter level +3 vs. Reflex; restrained (until escapes, DC as per the drider, or teleports). The General is too big to be affected by the webbing, although it is still difficult terrain for him.

Well: The well is 30 feet deep and filled with 5 feet of clear water and razor sharp rocks (due to the rocks, PCs take 4d10 falling damage at AL 12/14, 5d10 at AL 16/18, 6d10 at AL 20). It is mostly covered with webbing, providing Medium sized or bigger creatures a +5 bonus on saving throws to prevent falling into the well. Huge sized creatures do not fit in the well at all.

TACTICS

The cyclopes keep some distance from the battle, spreading out to minimize the effectiveness of area attacks. They use *evil eye* to slide the PCs in the webs. They do not risk pushing the characters into the well, aware of the difficulties of achieving this. The focus on melee fighters first, but since the web restrains they are not above using it on ranged attackers, using it as a target indicator for the driders.

The spriggans attack whoever is within reach. They prefer to focus on a single opponent and to separate characters from the rest of the group. The spriggans try to swarm restrained and prone opponents, but otherwise act the same as the cyclopes. If the general dies, any remaining minions immediately flee.

At adventure level 12 to 16 the General attacks the toughest looking opponent, honoring marks at first, but trying to get within reach of weaker looking characters. Once a good opportunity arrives (or when facing a paladin or swordmage as soon as marked), the General uses *back, you dogs* to free himself and attack others besides the defenders. He prefers to move as little as possible to influence both driders with his *evil eye*, trying to keep combat advantage on as many opponents as possible through *flaying strike*. At these levels the driders try to stay out of melee, moving around to use *spore haze* to their advantage, either using *short sword* or *slashing darkness*. They restrain PCs who are clearly in a bad position, such as defenders out of melee and ranged attackers in melee, but they prefer to deal damage. The General and driders fight to the death.

At adventure level 18 and 20 the General focuses on whoever is in front, trying to get ranged attackers within reach to use *threatening reach* to maximum advantage. Otherwise he prefers to knock opponents prone. The driders stay within 5 squares, to use the General's *evil eye* to their advantage, using *short sword* to shift away on their own turns.

The opponents try to avoid the stairwell, forcing the PCs into the room. If the PCs retreat into the stairs, all monsters except the spriggans retreat out of sight. They are not in a hurry to kill the PCs, and they are not going to face the characters under such favorable circumstances.

Note: At the start of the fight there are no spriggans. Once the fight starts, a group of 3 (or 5 if the PCs failed the skill challenge in Encounter 5) spriggans appear randomly from one of the niche tiles at the start of every round of combat until the General is killed.

SCALING THE ENCOUNTER

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

Four PCs: Remove one infected drider, and one cyclops guard. In addition one less spriggan appears. The spriggans appear at the start of every odd round.

Six PCs: Add one infected drider, and one cyclops guard. In addition one more spriggan appears.

ENDING THE ENCOUNTER

The PCs can choose whom to attack next. If they choose Lady Bethiele, proceed with Encounter 5B. If they have acquired three silver keys, they can attack Forlorn, proceed with Encounter 5C. Remember that the PCs need to make an Endurance check as described in Encounter 2.

If the PCs capture the General alive, he can tell them the same thing as Cerillian in Encounter 3.

TREASURE

The PCs do not find any treasure in this encounter.

ENCOUNTER 5A: THE GENERAL STATISTICS (ADVENTURE LEVEL 12)

General Quarrian (level 12)	Level 12 Elite Brute (leader)
Huge fey humanoid (giant, plant)	XP 1,400
HP 306; Bloodied 153	Initiative +11
AC 25, Fortitude 26, Reflex 23, Will 22	Perception +7
Speed 8	Truesight 6
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Scourge (weapon) • At-Will	
Attack: Melee 3 (one creature); +17 vs. AC	
Hit: 3d12 + 6 damage.	
M Flaying Strike (weapon) • At-Will	
Attack: Melee 3 (one or two creatures); +17 vs. AC	
Hit: 3d12 + 6 damage, and the target grants combat advantage until the start of the General's next turn.	
MINOR ACTIONS	
Evil Eye • At-Will (1/round)	
Effect: One ally within 10 deals 3d6 extra damage with the next attack made before the end of its next turn, but grants combat advantage until the end of the General's next turn.	
TRIGGERED ACTIONS	
C Back, You Dogs • Recharge 6 and when first bloodied	
Trigger: The general is marked.	
Attack (Immediate Reaction): Close burst 3 (enemies in burst); +17 vs. AC	
Hit: 2d12 + 4 damage, the General pushes the target 2 squares, and the General is no longer marked.	
Effect: The General slides each ally in the burst 2 squares.	
Str 25 (+13)	Dex 20 (+11) Wis 12 (+7)
Con 23 (+12)	Int 15 (+8) Cha 16 (+9)
Alignment evil Languages Elven	
Equipment leather armor, scourge.	
Note: Fomorian slavedriver adapted to <i>Monster Vault</i> values.	

Cyclops Guard (level 12)	Level 12 Minion
Large fey humanoid (plant)	XP 175
HP 1; a missed attack never damages a minion.	Initiative +9
AC 24, Fortitude 26, Reflex 23, Will 23	Perception +14
Speed 6	
STANDARD	
m Battleaxe (weapon) • At-Will	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 12 damage.	
MINOR ACTIONS	
R Evil Eye • At-Will (1/round)	
Attack: Ranged 5 (one creature); +15 vs. Will	
Hit: The cyclops slides the target 3 squares and knocks it prone.	
Str 22 (+12)	Dex 16 (+9) Wis 17 (+9)
Con 20 (+11)	Int 11 (+6) Cha 11 (+6)
Alignment unaligned Languages Elven	
Equipment hide armor, heavy shield, battleaxe, portal key.	
Note: Original <i>evil eye</i> attack exchanged for the gremlin prankster <i>slip up</i> power.	

Infected Drider (level 12)	Level 12 Skirmisher
Large fey humanoid (spider, plant), drow	XP 700
HP 118; Bloodied 59	Initiative +11
AC 26, Fortitude 22, Reflex 25, Will 24	Perception +13
Speed 8, climb 8 (spider climb)	Darkvision
TRAITS	
Combat Advantage (poison)	
The drider deals 2d6 extra poison damage against any target granting combat advantage to it.	
Spore Haze	
If the drider ends a move on its turn at least 3 squares from where it started the move, it gains partial concealment until the end of its next turn.	
STANDARD ACTIONS	
m Short Sword (poison, weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d8 + 7 poison damage, and the drider ends any mark on it and can shift 1 square.	
R Slashing Darkness (poison) • At-Will	
Attack: Ranged 5 (one creature); +15 vs. Reflex	
Hit: 3d8 + 5 poison damage.	
R Web • Recharge 4-6	
Attack: Ranged 5 (one creature); +15 vs. Reflex	
Hit: The target is restrained until it escapes (DC 20) or teleports.	
MINOR ACTIONS	
Cloud of Darkness (zone) • Encounter	
Effect: Close burst 1. The burst creates a zone that lasts until the end of the drider's next turn. The cloud blocks line of sight for all creatures except the drider. Any creature other than the drider is blinded while entirely within the cloud.	
R Darkfire • Encounter	
Attack: Ranged 10 (one creature); +15 vs. Reflex	
Hit: The target grants combat advantage and cannot benefit from invisibility or concealment until the end of the drider's next turn.	
Skills Dungeoneering +13, Stealth +14	
Str 13 (+7)	Dex 17 (+9) Wis 14 (+8)
Con 14 (+8)	Int 12 (+7) Cha 17 (+9)
Alignment evil Languages Elven	
Equipment leather armor, short sword.	
Note: Drider shadowspinner's necrotic attacks changed into poison.	

Spriggan Dunter (level 12)	Level 12 Minion
Small fey humanoid (plant)	XP 175
HP 1; a missed attack never damages a minion.	Initiative +13
AC 26, Fortitude 23, Reflex 25, Will 23	Perception +11
Speed 6	Low-light vision
TRAITS	
Underfoot	
The spriggan dunter gains a +4 bonus to all defenses against grabbed, restrained, immobilized, and prone targets.	
STANDARD	
m Hobnail Boots • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 8 damage (crit 13), and a grabbed, restrained, immobilized, or prone target takes 5 ongoing damage (save ends).	
Skills Stealth +18	
Str 20 (+11)	Dex 24 (+13) Wis 21 (+11)
Con 17 (+8)	Int 14 (+8) Cha 18 (+10)
Alignment evil Languages Elven	

ENCOUNTER 5A: THE GENERAL STATISTICS (ADVENTURE LEVEL 14)

General Quarrian		Level 14 Elite Brute (leader)
Huge fey humanoid (giant, plant)		XP 2,000
HP 346; Bloodied 173		Initiative +12
AC 27, Fortitude 28, Reflex 25, Will 24		Perception +8
Speed 8		Truesight 6
Saving Throws +2; Action Points 1		
STANDARD ACTIONS		
m Scourge (weapon) • At-Will		
Attack: Melee 3 (one creature); +19 vs. AC		
Hit: 3d12 + 8 damage.		
M Flying Strike (weapon) • At-Will		
Attack: Melee 3 (one or two creatures); +19 vs. AC		
Hit: 3d12 + 8 damage, and the target grants combat advantage until the start of the General's next turn.		
MINOR ACTIONS		
Evil Eye • At-Will (1/round)		
Effect: One ally within 10 deals 3d6 extra damage with the next attack made before the end of its next turn, but grants combat advantage until the end of the General's next turn.		
TRIGGERED ACTIONS		
C Back, You Dogs • Recharge 6 and when first bloodied		
Trigger: The general is marked.		
Attack (Immediate Reaction): Close burst 3 (enemies in burst); +19 vs. AC		
Hit: 2d12 + 5 damage, the General pushes the target 2 squares, and the General is no longer marked.		
Effect: The General slides each ally in the burst 2 squares.		
Str 25 (+14)	Dex 20 (+12)	Wis 12 (+8)
Con 23 (+13)	Int 15 (+9)	Cha 16 (+10)
Alignment evil		Languages Elven
Equipment leather armor, scourge, portal key.		
Note: Fomorian slavedriver adapted to <i>Monster Vault</i> values.		

Cyclops Guard		Level 14 Minion
Large fey humanoid (plant)		XP 250
HP 1; a missed attack never damages a minion.		Initiative +10
AC 26, Fortitude 28, Reflex 25, Will 25		Perception +15
Speed 6		
STANDARD		
m Battleaxe (weapon) • At-Will		
Attack: Melee 2 (one creature); +19 vs. AC		
Hit: 14 damage.		
MINOR ACTIONS		
R Evil Eye • At-Will (1/round)		
Attack: Ranged 5 (one creature); +17 vs. Will		
Hit: The cyclops slides the target 3 squares and knocks it prone.		
Str 22 (+13)	Dex 16 (+10)	Wis 17 (+10)
Con 20 (+12)	Int 11 (+7)	Cha 11 (+7)
Alignment unaligned		Languages Elven
Equipment hide armor, heavy shield, battleaxe.		
Note: Original <i>evil eye</i> attack exchanged for the gremlin prankster <i>slip up</i> power.		

Infected Drider		Level 14 Skirmisher
Large fey humanoid (spider, plant), drow		XP 1,000
HP 134; Bloodied 67		Initiative +12
AC 28, Fortitude 24, Reflex 27, Will 26		Perception +14
Speed 8, climb 8 (spider climb)		Darkvision
TRAITS		
Combat Advantage (poison)		
The drider deals 2d6 extra poison damage against any target granting combat advantage to it.		
Spore Haze		
If the drider ends a move on its turn at least 3 squares from where it started the move, it gains partial concealment until the end of its next turn.		
STANDARD ACTIONS		
m Short Sword (poison, weapon) • At-Will		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 3d8 + 9 poison damage, and the drider ends any mark on it and can shift 1 square.		
R Slashing Darkness (poison) • At-Will		
Attack: Ranged 5 (one creature); +17 vs. Reflex		
Hit: 3d8 + 7 poison damage.		
R Web • Recharge 4-6		
Attack: Ranged 5 (one creature); +17 vs. Reflex		
Hit: The target is restrained until it escapes (DC 21) or teleports.		
MINOR ACTIONS		
Cloud of Darkness (zone) • Encounter		
Effect: Close burst 1. The burst creates a zone that lasts until the end of the drider's next turn. The cloud blocks line of sight for all creatures except the drider. Any creature other than the drider is blinded while entirely within the cloud.		
R Darkfire • Encounter		
Attack: Ranged 10 (one creature); +17 vs. Reflex		
Hit: The target grants combat advantage and cannot benefit from invisibility or concealment until the end of the drider's next turn.		
Skills Dungeoneering +14, Stealth +15		
Str 13 (+8)	Dex 17 (+10)	Wis 14 (+9)
Con 14 (+9)	Int 12 (+8)	Cha 17 (+10)
Alignment evil		Languages Elven
Equipment leather armor, short sword.		
Note: Drider shadowspinner's necrotic attacks changed into poison.		

Spriggan Dunter (level 14)		Level 14 Minion
Small fey humanoid (plant)		XP 250
HP 1; a missed attack never damages a minion.		Initiative +14
AC 28, Fortitude 25, Reflex 27, Will 25		Perception +12
Speed 6		Low-light vision
TRAITS		
Underfoot		
The spriggan dunter gains a +4 bonus to all defenses against grabbed, restrained, immobilized, and prone targets.		
STANDARD		
m Hobnail Boots • At-Will		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 10 damage (crit 15), and a grabbed, restrained, immobilized, or prone target takes 5 ongoing damage (save ends).		
Skills Stealth +19		
Str 20 (+12)	Dex 24 (+14)	Wis 21 (+12)
Con 17 (+9)	Int 14 (+9)	Cha 18 (+11)
Alignment evil		Languages Elven

ENCOUNTER 5A: THE GENERAL STATISTICS (ADVENTURE LEVEL 16)

General Quarrian (level 16)	Level 16 Elite Brute (leader)
Huge fey humanoid (giant, plant) XP 2,800	
HP 386; Bloodied 193	Initiative +13
AC 29, Fortitude 30, Reflex 27, Will 26	Perception +9
Speed 8	Truesight 6
Saving Throws +2; Action Points 1	
STANDARD ACTIONS	
m Scourge (weapon) • At-Will	
Attack: Melee 3 (one creature); +21 vs. AC	
Hit: 3d12 + 10 damage.	
M Flying Strike (weapon) • At-Will	
Attack: Melee 3 (one or two creatures); +21 vs. AC	
Hit: 3d12 + 10 damage, and the target grants combat advantage until the start of the General's next turn.	
MINOR ACTIONS	
Evil Eye • At-Will (1/round)	
Effect: One ally within 10 deals 3d6 extra damage with the next attack made before the end of its next turn, but grants combat advantage until the end of the General's next turn.	
TRIGGERED ACTIONS	
C Back, You Dogs • Recharge 6 and when first bloodied	
Trigger: The general is marked.	
Attack (Immediate Reaction): Close burst 3 (enemies in burst); +21 vs. AC	
Hit: 2d12 + 6 damage, the General pushes the target 2 squares, and the General is no longer marked.	
Effect: The General slides each ally in the burst 2 squares.	
Str 25 (+15)	Dex 20 (+13) Wis 12 (+9)
Con 23 (+14)	Int 15 (+10) Cha 16 (+11)
Alignment evil Languages Elven	
Equipment leather armor, scourge, portal key.	
Note: Fomorian slavedriver adapted to <i>Monster Vault</i> values.	

Cyclops Guard (level 16)	Level 16 Minion
Large fey humanoid (plant) XP 350	
HP 1; a missed attack never damages a minion.	Initiative +11
AC 28, Fortitude 30, Reflex 27, Will 27	Perception +16
Speed 6	
STANDARD	
m Battleaxe (weapon) • At-Will	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 15 damage.	
MINOR ACTIONS	
R Evil Eye • At-Will (1/round)	
Attack: Ranged 5 (one creature); +19 vs. Will	
Hit: The cyclops slides the target 3 squares and knocks it prone.	
Str 22 (+14)	Dex 16 (+11) Wis 17 (+11)
Con 20 (+13)	Int 11 (+8) Cha 11 (+8)
Alignment unaligned Languages Elven	
Equipment hide armor, heavy shield, battleaxe.	
Note: Original <i>evil eye</i> attack exchanged for the gremlin prankster <i>slip up</i> power.	

Infected Drider (level 16)	Level 16 Skirmisher
Large fey humanoid (spider, plant), drow XP 1,400	
HP 150; Bloodied 75	Initiative +13
AC 30, Fortitude 26, Reflex 29, Will 28	Perception +15
Speed 8, climb 8 (spider climb)	Darkvision
TRAITS	
Combat Advantage (poison)	
The drider deals 2d6 extra poison damage against any target granting combat advantage to it.	
Spore Haze	
If the drider ends a move on its turn at least 3 squares from where it started the move, it gains partial concealment until the end of its next turn.	
STANDARD ACTIONS	
m Short Sword (poison, weapon) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d8 + 11 poison damage, and the drider ends any mark on it and can shift 1 square.	
R Slashing Darkness (poison) • At-Will	
Attack: Ranged 5 (one creature); +19 vs. Reflex	
Hit: 3d8 + 9 poison damage.	
R Web • Recharge 4-6	
Attack: Ranged 5 (one creature); +19 vs. Reflex	
Hit: The target is restrained until it escapes (DC 22) or teleports.	
MINOR ACTIONS	
Cloud of Darkness (zone) • Encounter	
Effect: Close burst 1. The burst creates a zone that lasts until the end of the drider's next turn. The cloud blocks line of sight for all creatures except the drider. Any creature other than the drider is blinded while entirely within the cloud.	
R Darkfire • Encounter	
Attack: Ranged 10 (one creature); +19 vs. Reflex	
Hit: The target grants combat advantage and cannot benefit from invisibility or concealment until the end of the drider's next turn.	
Skills Dungeoneering +15, Stealth +16	
Str 13 (+9)	Dex 17 (+11) Wis 14 (+10)
Con 14 (+10)	Int 12 (+9) Cha 17 (+11)
Alignment evil Languages Elven	
Equipment leather armor, short sword.	
Note: Drider shadowspinner's necrotic attacks changed into poison.	

Spriggan Dunter (level 16)	Level 16 Minion
Small fey humanoid (plant) XP 350	
HP 1; a missed attack never damages a minion.	Initiative +15
AC 30, Fortitude 27, Reflex 29, Will 27	Perception +13
Speed 6	Low-light vision
TRAITS	
Underfoot	
The spriggan dunter gains a +4 bonus to all defenses against grabbed, restrained, immobilized, and prone targets.	
STANDARD	
m Hobnail Boots • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 11 damage (crit 16), and a grabbed, restrained, immobilized, or prone target takes 5 ongoing damage (save ends).	
Skills Stealth +20	
Str 20 (+13)	Dex 24 (+15) Wis 21 (+13)
Con 17 (+10)	Int 14 (+10) Cha 18 (+12)
Alignment unaligned Languages Elven	

ENCOUNTER 5A: THE GENERAL STATISTICS (ADVENTURE LEVEL 18)

General Quarrian	Level 18 Elite Brute (leader)
Huge fey humanoid (giant, plant)	XP 4,000
HP 436; Bloodied 218	Initiative +11
AC 32, Fortitude 32, Reflex 28, Will 29	Perception +9
Speed 8	Truesight 6
Saving Throws +2; Action Points 1	
TRAITS	
Threatening Reach	
The General can make opportunity attacks against all enemies within 3 squares of him.	
STANDARD ACTIONS	
m Greataxe (weapon) • At-Will	
Attack: Melee 3 (one creature); +23 vs. AC	
Hit: 4d10 + 10 damage, or 2d10 + 50 damage if the General scores a critical hit.	
C Down, Worms (weapon) • At-Will	
Attack: Close blast 3 (creatures in blast); +23 vs. AC	
Hit: 2d10 + 10 damage, or 2d10 + 30 if the General scores a critical hit, and the target falls prone.	
MINOR ACTIONS	
Evil Eye • At-Will	
Effect: One ally within 5 can make a charge attack as a free action.	
Str 30 (+19)	Dex 14 (+11)
Con 28 (+18)	Int 22 (+15)
	Wis 10 (+9)
	Cha 24 (+16)
Alignment evil	Languages Elven
Equipment hide armor, greataxe, portal key.	
Note: Fomorian One-Eyed Raver adapted to <i>Monster Vault</i> values.	

Cyclops Guard (level 18)	Level 18 Minion
Large fey humanoid (plant)	XP 500
HP 1; a missed attack never damages a minion.	Initiative +12
AC 30, Fortitude 32, Reflex 29, Will 29	Perception +17
Speed 6	
STANDARD	
m Battleaxe (weapon) • At-Will	
Attack: Melee 2 (one creature); +23 vs. AC	
Hit: 16 damage.	
MINOR ACTIONS	
R Evil Eye • At-Will (1/round)	
Attack: Ranged 5 (one creature); +21 vs. Will	
Hit: The cyclops slides the target 3 squares and knocks it prone.	
Str 22 (+15)	Dex 16 (+12)
Con 20 (+14)	Int 11 (+9)
	Wis 17 (+12)
	Cha 11 (+9)
Alignment unaligned	Languages Elven
Equipment hide armor, heavy shield, battleaxe.	
Note: Original <i>evil eye</i> attack exchanged for the gremlin prankster <i>slip</i> up power.	

Infected Drider (level 18)	Level 18 Skirmisher
Large fey humanoid (spider, plant), drow	XP 2,000
HP 166; Bloodied 83	Initiative +14
AC 32, Fortitude 28, Reflex 31, Will 30	Perception +16
Speed 8, climb 8 (spider climb)	Darkvision
TRAITS	
Combat Advantage (poison)	
The drider deals 3d6 extra poison damage against any target granting combat advantage to it.	
Spore Haze	
If the drider ends a move on its turn at least 3 squares from where it started the move, it gains partial concealment until the end of its next	

turn.	
STANDARD ACTIONS	
m Short Sword (poison, weapon) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 4d8 + 13 poison damage, and the drider ends any mark on it and can shift 1 square.	
R Slashing Darkness (poison) • At-Will	
Attack: Ranged 5 (one creature); +21 vs. Reflex	
Hit: 4d8 + 11 poison damage.	
R Web (poison) • Recharge 4-6	
Attack: Ranged 5 (one creature); +21 vs. Reflex	
Hit: 3d8 + 13 poison damage and the target is restrained until it escapes (DC 23) or teleports.	
MINOR ACTIONS	
Cloud of Darkness (zone) • Encounter	
Effect: Close burst 1. The burst creates a zone that lasts until the end of the drider's next turn. The cloud blocks line of sight for all creatures except the drider. Any creature other than the drider is blinded while entirely within the cloud.	
R Darkfire • Encounter	
Attack: Ranged 10 (one creature); +21 vs. Reflex	
Hit: The target grants combat advantage and cannot benefit from invisibility or concealment until the end of the drider's next turn.	
Skills Dungeoneering +16, Stealth +17	
Str 13 (+10)	Dex 17 (+12)
Con 14 (+11)	Int 12 (+10)
	Wis 14 (+11)
	Cha 17 (+12)
Alignment evil	Languages Elven
Equipment leather armor, short sword.	
Note: Drider shadowspinner's necrotic attacks changed into poison.	

Spriggan Dunter (level 18)	Level 18 Minion
Small fey humanoid (plant)	XP 500
HP 1; a missed attack never damages a minion.	Initiative +16
AC 32, Fortitude 29, Reflex 31, Will 29	Perception +14
Speed 6	Low-light vision
TRAITS	
Underfoot	
The spriggan dunter gains a +4 bonus to all defenses against grabbed, restrained, immobilized, and prone targets.	
STANDARD	
m Hobnail Boots • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 12 damage (crit 17), and a grabbed, restrained, immobilized, or prone target takes 5 ongoing damage (save ends).	
Skills Stealth +21	
Str 20 (+14)	Dex 24 (+16)
Con 17 (+11)	Int 14 (+11)
	Wis 21 (+14)
	Cha 18 (+13)
Alignment unaligned	Languages Elven

ENCOUNTER 5A: THE GENERAL STATISTICS (ADVENTURE LEVEL 20)

General Quarrian (level 20)	Level 20 Elite Brute (leader)
Huge fey humanoid (giant, plant)	XP 5,600
HP 476; Bloodied 238	Initiative +12
AC 34, Fortitude 34, Reflex 30, Will 31	Perception +10
Speed 8	Truesight 6
Saving Throws +2; Action Points 1	
TRAITS	
Threatening Reach	
The General can make opportunity attacks against all enemies within 3 squares of him.	
STANDARD ACTIONS	
m Greataxe (weapon) • At-Will	
Attack: Melee 3 (one creature); +25 vs. AC	
Hit: 4d10 + 12 damage, or 2d10 + 52 damage if the General scores a critical hit.	
C Down, Worms (weapon) • At-Will	
Attack: Close blast 3 (creatures in blast); +25 vs. AC	
Hit: 2d10 + 11 damage, or 2d10 + 31 if the General scores a critical hit, and the target falls prone.	
MINOR ACTIONS	
Evil Eye • At-Will	
Effect: One ally within 5 can make a charge attack as a free action.	
Str 30 (+20)	Dex 14 (+12) Wis 10 (+10)
Con 28 (+19)	Int 22 (+16) Cha 24 (+17)
Alignment evil	Languages Elven
Equipment hide armor, greataxe, portal key.	
Note: Fomorian One-Eyed Raver adapted to <i>Monster Vault</i> values.	

Cyclops Guard (level 20)	Level 20 Minion
Large fey humanoid (plant)	XP 700
HP 1; a missed attack never damages a minion.	Initiative +13
AC 32, Fortitude 34, Reflex 31, Will 31	Perception +18
Speed 6	
STANDARD	
m Battleaxe (weapon) • At-Will	
Attack: Melee 2 (one creature); +25 vs. AC	
Hit: 17 damage.	
MINOR ACTIONS	
R Evil Eye • At-Will (1/round)	
Attack: Ranged 5 (one creature); +23 vs. Will	
Hit: The cyclops slides the target 3 squares and knocks it prone.	
Str 22 (+16)	Dex 16 (+13) Wis 17 (+13)
Con 20 (+15)	Int 11 (+10) Cha 11 (+10)
Alignment unaligned	Languages Elven
Equipment hide armor, heavy shield, battleaxe.	
Note: Original <i>evil eye</i> attack exchanged for the gremlin prankster <i>slip</i> up power.	

Infected Drider (level 20)	Level 20 Skirmisher
Large fey humanoid (spider, plant), drow	XP 2,800
HP 182; Bloodied 91	Initiative +15
AC 34, Fortitude 30, Reflex 33, Will 32	Perception +17
Speed 8, climb 8 (spider climb)	Darkvision
TRAITS	
Combat Advantage (poison)	
The drider deals 3d6 extra poison damage against any target granting combat advantage to it.	
Spore Haze	
If the drider ends a move on its turn at least 3 squares from where it started the move, it gains partial concealment until the end of its next	

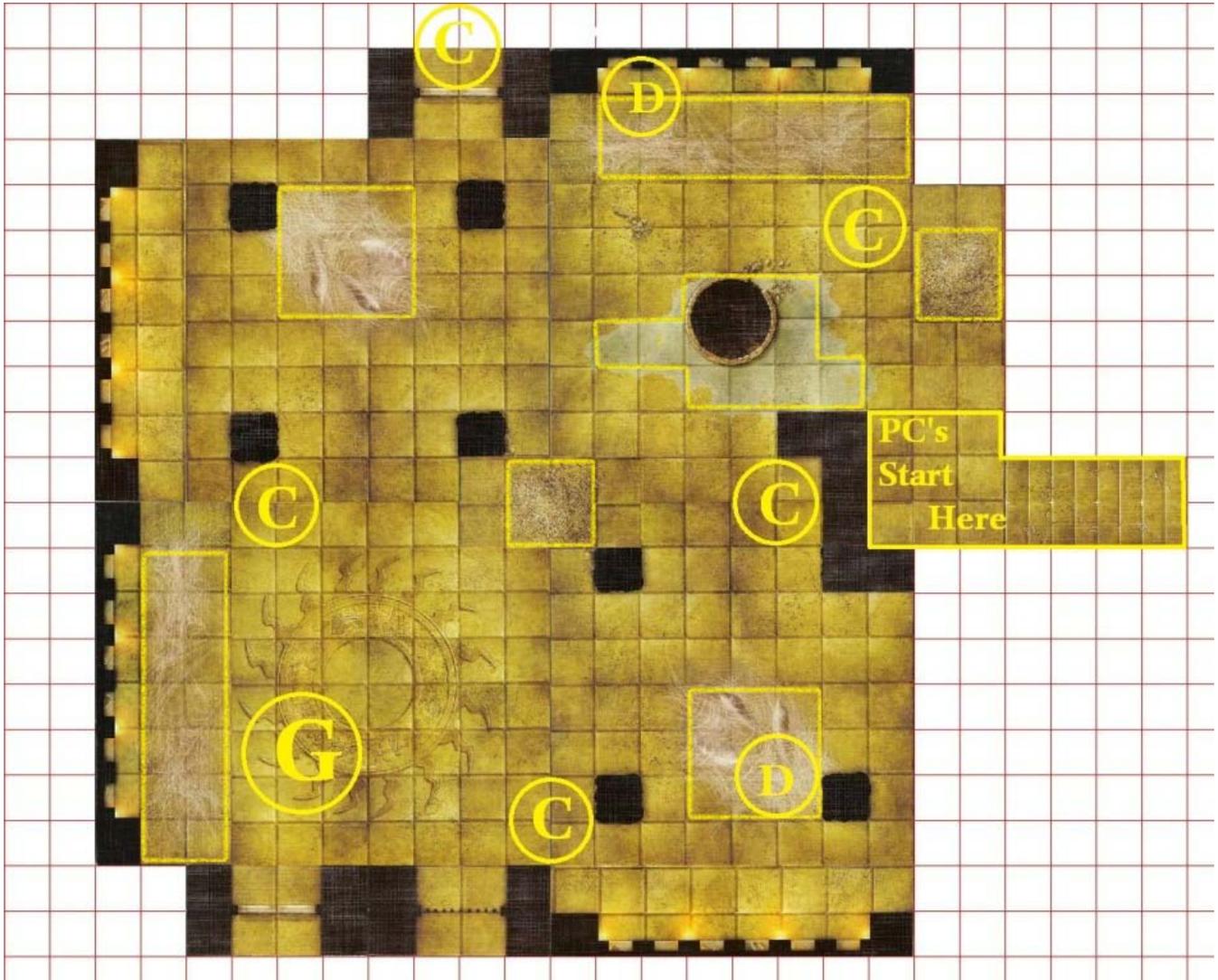
turn.	
STANDARD ACTIONS	
m Short Sword (poison, weapon) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 4d8 + 15 poison damage, and the drider ends any mark on it and can shift 1 square.	
R Slashing Darkness (poison) • At-Will	
Attack: Ranged 5 (one creature); +23 vs. Reflex	
Hit: 4d8 + 13 poison damage.	
R Web (poison) • Recharge 4-6	
Attack: Ranged 5 (one creature); +23 vs. Reflex	
Hit: 3d8 + 15 poison damage and the target is restrained until it escapes (DC 25).	
MINOR ACTIONS	
Cloud of Darkness (zone) • Encounter	
Effect: Close burst 1. The burst creates a zone that lasts until the end of the drider's next turn. The cloud blocks line of sight for all creatures except the drider. Any creature other than the drider is blinded while entirely within the cloud.	
R Darkfire • Encounter	
Attack: Ranged 10 (one creature); +23 vs. Reflex	
Hit: The target grants combat advantage and cannot benefit from invisibility or concealment until the end of the drider's next turn.	
Skills Dungeoneering +17, Stealth +18	
Str 13 (+11)	Dex 17 (+13) Wis 14 (+12)
Con 14 (+12)	Int 12 (+11) Cha 17 (+13)
Alignment evil	Languages Elven
Equipment leather armor, short sword.	
Note: Drider shadowspinner's necrotic attacks changed into poison.	

Spriggan Dunter (level 20)	Level 20 Minion
Small fey humanoid (plant)	XP 700
HP 1; a missed attack never damages a minion.	Initiative +17
AC 34, Fortitude 31, Reflex 33, Will 31	Perception +15
Speed 6	Low-light vision
TRAITS	
Underfoot	
The spriggan dunter gains a +4 bonus to all defenses against grabbed, restrained, immobilized, and prone targets.	
STANDARD	
m Hobnail Boots • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 13 damage (crit 18), and a grabbed, restrained, immobilized, or prone target takes 10 ongoing damage (save ends).	
Skills Stealth +22	
Str 20 (+15)	Dex 24 (+17) Wis 21 (+15)
Con 17 (+12)	Int 14 (+12) Cha 18 (+14)
Alignment evil	Languages Elven

ENCOUNTER 5A: THE GENERAL MAP

TILE SETS NEEDED

DT6: Dire Tombs x2



The squares surrounded by yellow lines are webbed areas (except the PCs' starting area).

ENCOUNTER 5B: THE APPRENTICE

ENCOUNTER LEVEL 12/14/16/18/20
(3500/5000/7000/10000/14000 XP)

SETUP

This encounter includes the following creatures at adventure level 12:

- 1 Lady Bethiele (rakshasa mage) (level 12) (B)
- 2 slime devils (level 12) (S)
- 1 crag roper (level 12) (R)

This encounter includes the following creatures at adventure level 14:

- 1 Lady Bethiele (rakshasa mage) (level 14) (B)
- 2 slime devils (level 14) (S)
- 1 crag roper (level 14) (R)

This encounter includes the following creatures at adventure level 16:

- 1 Lady Bethiele (rakshasa mage) (B)
- 2 slime devils (S)
- 1 crag roper (level 16) (R)

This encounter includes the following creatures at adventure level 18:

- 1 Lady Bethiele (rakshasa mage) (level 18) (B)
- 2 slime devils (level 18) (S)
- 1 crag roper (level 18) (R)

This encounter includes the following creatures at adventure level 20:

- 1 Lady Bethiele (rakshasa mage) (level 20) (B)
- 2 slime devils (level 20) (S)
- 1 crag roper (level 20) (R)

The corridors the PCs are following become increasingly moist as they travel along. Soon, water is flowing down the walls, and they can hear the rushing sound of a small river. There is also a distinct smell of rust and rotting meat in the air. Eventually the PCs end up in a shrine dedicated to Gaunadaur, tended by Lady Bethiele in the guise of a chained drow slave with her bodyguards hiding nearby.

As the adventurers enter the area, read:

The corridor leads into a big cavern. A green stream of slimy water ten feet wide flows from pipes on one side to corridors on the other. A small wooden bridge without

railings crosses it. At the other side there is a large stone basin filled with blood red liquid, and a blood-spattered statue of a tentacled horror. The statue holds a silver key in its mouth. A scantily clad, badly beaten drow female in chains is cleaning the blood off of the statue.

PCs who succeed at DC 28/29/31/32/34 Perception check spot the roper hidden amongst the fungi on the floor. If they succeed at a DC 27/28/29/30/31 Perception check, they spot the slime devils in the river near the bridge. With a DC 33/34/36/37/39 Insight check, they recognize the drow as an illusion of some kind.

When Lady Bethiele spots the PCs, she tries to lure them closer by acting as a damsel in distress. She claims to be the prisoner of Lady Bethiel, who is resting behind the doors at the back. Once lured closer, and hopefully more spread out, she attacks. The slime devils attack if anybody pokes in the water. The roper is on the ceiling and only attacks once combat starts. Neither of the creatures is willing to talk, even if the PCs are disguised. Bethiele is looking for new creatures to experiment upon and to sacrifice to her ever-hungry deity.

PC taking a closer look at the statue, and who succeed at a DC 20 Religion check, recognize it as a representation of Gaunadaur, an evil god of slimes and oozes.

Speeding Things Along: Lady Bethiele dislikes Forlorn and the fey. She has been contemplating switching over to Zugtmoy. The PCs arrival is most fortunate. She surrenders much more quickly, or allows the PCs to steal the key after only token resistance. Allow the PCs an Insight check (DC Moderate, or DC Easy after 2 full rounds of combat) to notice that Bethiele does not appear to be guarding the key that carefully, and that a “grab and run” might be possible. Call the fight after 30 to 45 minutes.

FEATURES OF THE AREA

Illumination: Glowing crystals provide dim lighting.

Ceiling: The vaulted ceiling is 20 feet high at the top and 10 feet at the sides.

Blood Cauldron: The blood cauldron is a font of power for psychic attacks. While standing in or next to the cauldron, a creature gains a +10 bonus to damage rolls on attacks with the psychic keyword.

Bridge: The bridge is sturdy, but has no railing. If crossed at half speed nothing happens. A DC Moderate Acrobatics check is needed to cross it at full speed. If the check fails, the character falls in the water below.

Latch: The latch can be opened with a move action and leads to a maze of corridors 15 feet below.

Rubble: The rubble is difficult terrain.

Statue: The 15-foot high statue is blocking terrain. The silver key in its mouth can be taken with a DC Moderate Athletics or Thievery check as a standard action. A character either needs to climb 10 feet (Moderate DC), or get at its mouth through other means. Climbing the statue deals 10 acid damage per round and is extremely painful (hence the high DC).

Vine Curtain: The area behind the PCs' starting area is covered by a 1 square thick vine curtain. It blocks line of sight and effect, but can be walked through normally. (Its purpose is to prevent ranged attackers from moving away from the fight. PCs can start on both sides of the curtain if they want.)

Water: The water is 5 feet deep. It is considered difficult and hindering terrain. It is acidic, and any creature entering or starting their turn at adventure level 12 to 14 takes 10 acid damage and ongoing 10 acid damage (save ends), and at adventure level 16, 18 and 20 takes 20 acid damage and ongoing 10 acid damage (save ends). The slime on the bottom is also extremely slippery, and a character walking through the water needs to make a Moderate DC Acrobatics check or fall prone.

GLORY TIER

The key at the statue is tied to Lady Bethiele. As long as it is placed at its mouth, Lady Bethiele has resist 10 all at adventure level 12 to 16 and resist 15 all at adventure level 18 and 20.

TACTICS

Lady Bethiele and her servants are looking for sacrifices. Any violent death in the room suffices and they do not hold back. PCs can quickly rush in, grab the silver key and flee. Bethiele does not give chase, knowing she is not fast enough. If she realizes the PCs are after the key though, she uses *persistent image* to her advantage, by grabbing the key and making it appear she threw it in the water. Otherwise she sticks to the blood cauldron, using her psychic attacks, trusting the roper to keep her safe.

The roper protects Lady Bethiele, pulling away anybody assaulting her. The slime devils stay hidden, preferring to attack PCs at the back. They prefer to draw the PCs into the water, either through the use of *acidic tendrils* or by using *diabolical engulfment* and then dragging the victim with them into the water.

None of the creatures in this room want to fight to the death. The devils try to flee through the pipes once near death, or when the fight is obviously lost (when the roper and Lady Bethiele are defeated). The roper

surrenders, knowing it is not fast enough to outrun the adventurers. Lady Bethiele tries to flee, but if impossible she surrenders as well. She does not fear death, knowing she will reincarnate.

SCALING THE ENCOUNTER

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

Four PCs: Remove one slime devil.

Six PCs: Add one slime devil.

ENDING THE ENCOUNTER

The PCs can choose whom to attack next. If they choose the General, proceed with Encounter 5A. If they have acquired three silver keys, they can attack Forlorn and proceed with Encounter 5C. Remember that the PCs need to make an Endurance check as described in Encounter 2.

If the PCs capture the Lady Bethiele or the roper alive, they can tell them the same thing as Cerillian in Encounter 3. Note that Forlorn does not worship anything, and Bethiele says as much when pressed.

TREASURE

The PCs do not find any treasure in this encounter.

ENCOUNTER 5B: THE APPRENTICE STATISTICS (ADVENTURE LEVEL 12)

Crag Roper (level 12)	Level 12 Elite Soldier
Large elemental magical beast (earth)	XP 1,400
HP 256; Bloodied 128	Initiative +9
AC 28, Fortitude 26, Reflex 21, Will 23	Perception +10
Speed 2, climb 2 (spider climb)	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
O Lashing Tentacles • Aura 5	
Any enemy that enters the aura or starts its turn there is marked by the roper until its no longer in the aura. Enemies marked by the roper cannot be marked by other creatures while the enemies are in the aura.	
Stony Body	
The roper can retract its tentacles and close its eye and mouth to resemble a natural rock formation. While the roper is on a horizontal rock surface, a creature must succeed on a DC 28 Perception check to see through the roper's disguise.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee 10 (one creature); +15 vs. Reflex	
Hit: 3d8 + 8 damage, the roper pulls the target up to 5 squares, and the roper grabs the target (escape DC 20).	
M Double Attack • At-Will	
Effect: The roper uses <i>tentacle</i> twice.	
M Bite • At-Will	
Attack: Melee 1 (one creature grabbed by the roper); +17 vs. AC	
Hit: 4d12 + 6 damage.	
Miss: Half damage.	
MINOR ACTIONS	
M Reel • At-Will (1/round)	
Attack: Melee 10 (one creature grabbed by the roper); +17 vs. Fortitude.	
Hit: The roper pulls the target up to 5 squares.	
TRIGGERED ACTIONS	
M Tentacle Retaliation • At-Will	
Trigger: An enemy marked by the roper makes an attack that doesn't include it as a target.	
Attack (Immediate Reaction): The roper uses <i>tentacle</i> against the triggering enemy.	
Skills Stealth +12	
Str 22 (+12)	Dex 12 (+7) Wis 18 (+10)
Con 24 (+13)	Int 14 (+8) Cha 9 (+5)
Alignment evil Languages Elven, Primordial	

Lady Bethiele (rakshasa mage) (level 12)	Level 12 Controller
Medium natural humanoid (plant)	XP 700
HP 121; Bloodied 60	Initiative +8
AC 26, Fortitude 22, Reflex 25, Will 24	Perception +10
Speed 6	Low-light vision
STANDARD ACTIONS	
m Claw (teleportation) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 3d6 + 6 damage, and the Bethiele teleports the target up to 3 squares.	
Miss: Bethiele can teleport the target 1 square.	
A Misleading Visions (illusion, psychic) • At-Will	
Attack: Area burst 1 within 5 (enemies in burst); +15 vs. Will	
Hit: 2d10 + 8 psychic damage, and Bethiele slides the target up to 4 squares.	
Miss: Bethiele can slide the target 1 square.	

A Visions of Terror (fear, illusion, psychic) • Recharge 5-6		
Attack: Area burst 1 within 5 (enemies in the burst); +15 vs. Will		
Hit: 3d10 + 10 psychic damage, and the target is immobilized (save ends).		
Miss: Half damage, and the target is slowed until the end of Bethiele's next turn.		
MINOR ACTIONS		
Deceptive Veil (illusion) • At-Will		
Effect: Bethiele disguises herself to appear as a Medium humanoid until she uses <i>deceptive veil</i> again or until she drops to 0 hit points. Other creatures can make a DC 33 Insight check to discern that the form is an illusion.		
Persistent Image (illusion) • At-Will		
Effect: Bethiele creates an illusion of a Medium or smaller object or creature in an unoccupied square within 10 squares of her. The illusion lasts until the end of Bethiele's next turn. A creature that succeeds on a DC 20 Insight check can see through the illusion.		
Sustain Minor: The illusion persists until the end of Bethiele's next turn, and Bethiele can move the illusion up to 6 squares.		
Str 12 (+7)	Dex 14 (+8)	Wis 16 (+9)
Con 17 (+9)	Int 24 (+13)	Cha 21 (+11)
Alignment evil		Languages Common, Elven

Slime Devil (level 12)	Level 12 Lurker
Medium immortal humanoid (devil, ooze)	XP 700
HP 99; Bloodied 49	Initiative +16
AC 26, Fortitude 24, Reflex 25, Will 24	Perception +11
Speed 6, swim 6	Darkvision
Resist 20 acid	
TRAITS	
Mercurial Body	
The slime devil ignores difficult terrain and does not provoke opportunity attacks by moving.	
STANDARD ACTIONS	
m Caustic Slam (acid) • At-Will	
Attack: Melee 1 (one creature); +15 vs. Fortitude	
Hit: 3d8 + 7 acid damage.	
M Diabolical Gulgulfment (acid) • At-Will	
Attack: Melee 1 (one Medium or smaller enemy); +15 vs. Reflex	
Hit: The devil grabs the target and shifts 1 square into the target's square. Until the grab ends, the target is dazed and takes ongoing 10 acid damage. While the devil has the target grabbed, attacks against the devil deal half damage to it and half damage to the grabbed creature. When the devil moves, it pulls the target with it. In addition, the target remains grabbed, and the devil does not provoke an opportunity attack from the target.	
M Acidic Tendrils (acid) • Recharge 5-6	
Attack: Melee 3 (one, two, or three creatures); +15 vs. Reflex	
Hit: 1d8 + 3 acid damage, and ongoing 10 acid damage (save ends). In addition, the devil pulls the target 2 squares.	
MINOR ACTIONS	
M Scour the Mind (psychic) • At-Will (1/round)	
Attack: Melee 1 (one creature grabbed by the devil); +15 vs. Will	
Hit: The devil telepathically asks the target a question, and the target must answer the question truthfully or else take 3d8 + 7 psychic damage.	
Skills Acrobatics +17, Bluff +10, Stealth +17	
Str 18 (+10)	Dex 22 (+12) Wis 20 (+11)
Con 21 (+11)	Int 17 (+9) Cha 8 (+5)
Alignment evil Languages Supernal, telepathy 5	

ENCOUNTER 5B: THE APPRENTICE STATISTICS (ADVENTURE LEVEL 14)

Crag Roper (level 14)	Level 14 Elite Soldier
Large elemental magical beast (earth)	XP 2,000
HP 288; Bloodied 144	Initiative +10
AC 30, Fortitude 28, Reflex 23, Will 25	Perception +11
Speed 2, climb 2 (spider climb)	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
O Lashing Tentacles • Aura 5	
Any enemy that enters the aura or starts its turn there is marked by the roper until its no longer in the aura. Enemies marked by the roper cannot be marked by other creatures while the enemies are in the aura.	
Stony Body	
The roper can retract its tentacles and close its eye and mouth to resemble a natural rock formation. While the roper is on a horizontal rock surface, a creature must succeed on a DC 29 Perception check to see through the roper's disguise.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee 10 (one creature); +17 vs. Reflex	
Hit: 3d8 + 10 damage, the roper pulls the target up to 5 squares, and the roper grabs the target (escape DC 21).	
M Double Attack • At-Will	
Effect: The roper uses <i>tentacle</i> twice.	
M Bite • At-Will	
Attack: Melee 1 (one creature grabbed by the roper); +19 vs. AC	
Hit: 4d12 + 8 damage.	
Miss: Half damage.	
MINOR ACTIONS	
M Reel • At-Will (1/round)	
Attack: Melee 10 (one creature grabbed by the roper); +19 vs. Fortitude.	
Hit: The roper pulls the target up to 5 squares.	
TRIGGERED ACTIONS	
M Tentacle Retaliation • At-Will	
Trigger: An enemy marked by the roper makes an attack that doesn't include it as a target.	
Attack (Immediate Reaction): The roper uses <i>tentacle</i> against the triggering enemy.	
Skills Stealth +13	
Str 22 (+13)	Dex 12 (+8) Wis 18 (+11)
Con 24 (+14)	Int 14 (+9) Cha 9 (+6)
Alignment evil Languages Elven, Primordial	

Lady Bethiele (rakshasa mage) (level 14)	Level 14 Controller
Medium natural humanoid (plant)	XP 1,000
HP 137; Bloodied 68	Initiative +9
AC 28, Fortitude 24, Reflex 27, Will 26	Perception +11
Speed 6	Low-light vision
STANDARD ACTIONS	
m Claw (teleportation) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d6 + 8 damage, and the Bethiele teleports the target up to 3 squares.	
Miss: Bethiele can teleport the target 1 square.	
A Misleading Visions (illusion, psychic) • At-Will	
Attack: Area burst 1 within 5 (enemies in burst); +17 vs. Will	
Hit: 2d10 + 10 psychic damage, and Bethiele slides the target up to 4 squares.	
Miss: Bethiele can slide the target 1 square.	

A Visions of Terror (fear, illusion, psychic) • Recharge 5-6		
Attack: Area burst 1 within 5 (enemies in the burst); +17 vs. Will		
Hit: 3d10 + 12 psychic damage, and the target is immobilized (save ends).		
Miss: Half damage, and the target is slowed until the end of Bethiele's next turn.		
MINOR ACTIONS		
Deceptive Veil (illusion) • At-Will		
Effect: Bethiele disguises herself to appear as a Medium humanoid until she uses <i>deceptive veil</i> again or until she drops to 0 hit points. Other creatures can make a DC 34 Insight check to discern that the form is an illusion.		
Persistent Image (illusion) • At-Will		
Effect: Bethiele creates an illusion of a Medium or smaller object or creature in an unoccupied square within 10 squares of her. The illusion lasts until the end of Bethiele's next turn. A creature that succeeds on a DC 21 Insight check can see through the illusion.		
Sustain Minor: The illusion persists until the end of Bethiele's next turn, and Bethiele can move the illusion up to 6 squares.		
Str 12 (+8)	Dex 14 (+9)	Wis 16 (+10)
Con 17 (+10)	Int 24 (+14)	Cha 21 (+12)
Alignment evil		Languages Common, Elven

Slime Devil (level 14)	Level 14 Lurker
Medium immortal humanoid (devil, ooze)	XP 1,000
HP 111; Bloodied 55	Initiative +17
AC 28, Fortitude 26, Reflex 27, Will 26	Perception +12
Speed 6, swim 6	Darkvision
Resist 20 acid	
TRAITS	
Mercurial Body	
The slime devil ignores difficult terrain and does not provoke opportunity attacks by moving.	
STANDARD ACTIONS	
m Caustic Slam (acid) • At-Will	
Attack: Melee 1 (one creature); +17 vs. Fortitude	
Hit: 3d8 + 9 acid damage.	
M Diabolical Gulgulfment (acid) • At-Will	
Attack: Melee 1 (one Medium or smaller enemy); +17 vs. Reflex	
Hit: The devil grabs the target and shifts 1 square into the target's square. Until the grab ends, the target is dazed and takes ongoing 10 acid damage. While the devil has the target grabbed, attacks against the devil deal half damage to it and half damage to the grabbed creature. When the devil moves, it pulls the target with it. In addition, the target remains grabbed, and the devil does not provoke an opportunity attack from the target.	
M Acidic Tendrils (acid) • Recharge 5-6	
Attack: Melee 3 (one, two, or three creatures); +17 vs. Reflex	
Hit: 1d8 + 5 acid damage, and ongoing 10 acid damage (save ends). In addition, the devil pulls the target 2 squares.	
MINOR ACTIONS	
M Scour the Mind (psychic) • At-Will (1/round)	
Attack: Melee 1 (one creature grabbed by the devil); +17 vs. Will	
Hit: The devil telepathically asks the target a question, and the target must answer the question truthfully or else take 3d8 + 9 psychic damage.	
Skills Acrobatics +18, Bluff +11, Stealth +18	
Str 18 (+11)	Dex 22 (+13) Wis 20 (+12)
Con 21 (+12)	Int 17 (+10) Cha 8 (+6)
Alignment evil Languages Supernal, telepathy 5	

ENCOUNTER 5B: THE APPRENTICE STATISTICS (ADVENTURE LEVEL 16)

Crag Roper (level 16)	Level 16 Elite Soldier
Large elemental magical beast (earth)	XP 2,800
HP 320; Bloodied 160	Initiative +11
AC 32, Fortitude 30, Reflex 25, Will 27	Perception +12
Speed 2, climb 2 (spider climb)	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
O Lashing Tentacles • Aura 5	
Any enemy that enters the aura or starts its turn there is marked by the roper until its no longer in the aura. Enemies marked by the roper cannot be marked by other creatures while the enemies are in the aura.	
Stony Body	
The roper can retract its tentacles and close its eye and mouth to resemble a natural rock formation. While the roper is on a horizontal rock surface, a creature must succeed on a DC 31 Perception check to see through the roper's disguise.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee 10 (one creature); +19 vs. Reflex	
Hit: 3d8 + 12 damage, the roper pulls the target up to 5 squares, and the roper grabs the target (escape DC 22).	
M Double Attack • At-Will	
Effect: The roper uses <i>tentacle</i> twice.	
M Bite • At-Will	
Attack: Melee 1 (one creature grabbed by the roper); +21 vs. AC	
Hit: 4d12 + 10 damage.	
Miss: Half damage.	
MINOR ACTIONS	
M Reel • At-Will (1/round)	
Attack: Melee 10 (one creature grabbed by the roper); +21 vs. Fortitude.	
Hit: The roper pulls the target up to 5 squares.	
TRIGGERED ACTIONS	
M Tentacle Retaliation • At-Will	
Trigger: An enemy marked by the roper makes an attack that doesn't include it as a target.	
Attack (Immediate Reaction): The roper uses <i>tentacle</i> against the triggering enemy.	
Skills Stealth +14	
Str 22 (+14)	Dex 12 (+9) Wis 18 (+12)
Con 24 (+15)	Int 14 (+10) Cha 9 (+7)
Alignment evil Languages Elven, Primordial	

Lady Bethiele (rakshasa mage)	Level 16 Controller
Medium natural humanoid (plant)	XP 1,400
HP 153; Bloodied 76	Initiative +10
AC 30, Fortitude 26, Reflex 29, Will 28	Perception +12
Speed 6	Low-light vision
STANDARD ACTIONS	
m Claw (teleportation) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 3d6 + 10 damage, and the Bethiele teleports the target up to 3 squares.	
Miss: Bethiele can teleport the target 1 square.	
A Misleading Visions (illusion, psychic) • At-Will	
Attack: Area burst 1 within 5 (enemies in burst); +19 vs. Will	
Hit: 2d10 + 11 psychic damage, and Bethiele slides the target up to 4 squares.	
Miss: Bethiele can slide the target 1 square.	

A Visions of Terror (fear, illusion, psychic) • Recharge 5-6		
Attack: Area burst 1 within 5 (enemies in the burst); +19 vs. Will		
Hit: 3d10 + 13 psychic damage, and the target is immobilized (save ends).		
Miss: Half damage, and the target is slowed until the end of Bethiele's next turn.		
MINOR ACTIONS		
Deceptive Veil (illusion) • At-Will		
Effect: Bethiele disguises herself to appear as a Medium humanoid until she uses <i>deceptive veil</i> again or until she drops to 0 hit points. Other creatures can make a DC 36 Insight check to discern that the form is an illusion.		
Persistent Image (illusion) • At-Will		
Effect: Bethiele creates an illusion of a Medium or smaller object or creature in an unoccupied square within 10 squares of her. The illusion lasts until the end of Bethiele's next turn. A creature that succeeds on a DC 22 Insight check can see through the illusion.		
Sustain Minor: The illusion persists until the end of Bethiele's next turn, and Bethiele can move the illusion up to 6 squares.		
Str 12 (+9)	Dex 14 (+10)	Wis 16 (+11)
Con 17 (+11)	Int 24 (+15)	Cha 21 (+13)
Alignment evil		Languages Common, Elven

Slime Devil	Level 16 Lurker
Medium immortal humanoid (devil, ooze)	XP 1,400
HP 123; Bloodied 61	Initiative +18
AC 30, Fortitude 28, Reflex 29, Will 28	Perception +13
Speed 6, swim 6	Darkvision
Resist 20 acid	
TRAITS	
Mercurial Body	
The slime devil ignores difficult terrain and does not provoke opportunity attacks by moving.	
STANDARD ACTIONS	
m Caustic Slam (acid) • At-Will	
Attack: Melee 1 (one creature); +19 vs. Fortitude	
Hit: 3d8 + 11 acid damage.	
M Diabolical Gulpment (acid) • At-Will	
Attack: Melee 1 (one Medium or smaller enemy); +19 vs. Reflex	
Hit: The devil grabs the target and shifts 1 square into the target's square. Until the grab ends, the target is dazed and takes ongoing 10 acid damage. While the devil has the target grabbed, attacks against the devil deal half damage to it and half damage to the grabbed creature. When the devil moves, it pulls the target with it. In addition, the target remains grabbed, and the devil does not provoke an opportunity attack from the target.	
M Acidic Tendrils (acid) • Recharge 5-6	
Attack: Melee 3 (one, two, or three creatures); +19 vs. Reflex	
Hit: 1d8 + 7 acid damage, and ongoing 10 acid damage (save ends). In addition, the devil pulls the target 2 squares.	
MINOR ACTIONS	
M Scour the Mind (psychic) • At-Will (1/round)	
Attack: Melee 1 (one creature grabbed by the devil); +19 vs. Will	
Hit: The devil telepathically asks the target a question, and the target must answer the question truthfully or else take 3d8 + 11 psychic damage.	
Skills Acrobatics +19, Bluff +12, Stealth +19	
Str 18 (+12)	Dex 22 (+14) Wis 20 (+13)
Con 21 (+13)	Int 17 (+11) Cha 8 (+7)
Alignment evil Languages Supernal, telepathy 5	

ENCOUNTER 5B: THE APPRENTICE STATISTICS (ADVENTURE LEVEL 18)

Crag Roper (level 18)	Level 18 Elite Soldier
Large elemental magical beast (earth)	XP 4,000
HP 352; Bloodied 176	Initiative +12
AC 34, Fortitude 32, Reflex 27, Will 29	Perception +13
Speed 2, climb 2 (spider climb)	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
O Lashing Tentacles • Aura 5	
Any enemy that enters the aura or starts its turn there is marked by the roper until its no longer in the aura. Enemies marked by the roper cannot be marked by other creatures while the enemies are in the aura.	
Stony Body	
The roper can retract its tentacles and close its eye and mouth to resemble a natural rock formation. While the roper is on a horizontal rock surface, a creature must succeed on a DC 32 Perception check to see through the roper's disguise.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee 10 (one creature); +21 vs. Reflex	
Hit: 3d8 + 14 damage, the roper pulls the target up to 5 squares, and the roper grabs the target (escape DC 23).	
M Double Attack • At-Will	
Effect: The roper uses <i>tentacle</i> twice.	
M Bite • At-Will	
Attack: Melee 1 (one creature grabbed by the roper); +23 vs. AC	
Hit: 4d12 + 12 damage.	
Miss: Half damage.	
MINOR ACTIONS	
M Reel • At-Will (1/round)	
Attack: Melee 10 (one creature grabbed by the roper); +23 vs. Fortitude.	
Hit: The roper pulls the target up to 5 squares.	
TRIGGERED ACTIONS	
M Tentacle Retaliation • At-Will	
Trigger: An enemy marked by the roper makes an attack that doesn't include it as a target.	
Attack (Immediate Reaction): The roper uses <i>tentacle</i> against the triggering enemy.	
Skills Stealth +15	
Str 22 (+15)	Dex 12 (+10) Wis 18 (+13)
Con 24 (+16)	Int 14 (+11) Cha 9 (+8)
Alignment evil	Languages Elven, Primordial

Lady Bethiele (rakshasa mage) (level 18)	Level 18 Controller
Medium natural humanoid (plant)	XP 2,000
HP 169; Bloodied 84	Initiative +11
AC 32, Fortitude 28, Reflex 31, Will 30	Perception +13
Speed 6	Low-light vision
STANDARD ACTIONS	
m Claw (teleportation) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 3d6 + 12 damage, and the Bethiele teleports the target up to 3 squares.	
Miss: Bethiele can teleport the target 1 square.	
A Misleading Visions (illusion, psychic) • At-Will	
Attack: Area burst 1 within 5 (enemies in burst); +21 vs. Will	
Hit: 2d10 + 12 psychic damage, and Bethiele slides the target up to 4 squares.	
Miss: Bethiele can slide the target 1 square.	

A Visions of Terror (fear, illusion, psychic) • Recharge 5-6		
Attack: Area burst 1 within 5 (enemies in the burst); +21 vs. Will		
Hit: 3d10 + 14 psychic damage, and the target is immobilized (save ends).		
Miss: Half damage, and the target is slowed until the end of Bethiele's next turn.		
MINOR ACTIONS		
Deceptive Veil (illusion) • At-Will		
Effect: Bethiele disguises herself to appear as a Medium humanoid until she uses <i>deceptive veil</i> again or until she drops to 0 hit points. Other creatures can make a DC 37 Insight check to discern that the form is an illusion.		
Persistent Image (illusion) • At-Will		
Effect: Bethiele creates an illusion of a Medium or smaller object or creature in an unoccupied square within 10 squares of her. The illusion lasts until the end of Bethiele's next turn. A creature that succeeds on a DC 23 Insight check can see through the illusion.		
Sustain Minor: The illusion persists until the end of Bethiele's next turn, and Bethiele can move the illusion up to 6 squares.		
Str 12 (+10)	Dex 14 (+11)	Wis 16 (+12)
Con 17 (+12)	Int 24 (+16)	Cha 21 (+14)
Alignment evil	Languages Common, Elven	

Slime Devil (level 18)	Level 18 Lurker
Medium immortal humanoid (devil, ooze)	XP 2,000
HP 135; Bloodied 67	Initiative +19
AC 32, Fortitude 30, Reflex 31, Will 30	Perception +14
Speed 6, swim 6	Darkvision
Resist 20 acid	
TRAITS	
Mercurial Body	
The slime devil ignores difficult terrain and does not provoke opportunity attacks by moving.	
STANDARD ACTIONS	
m Caustic Slam (acid) • At-Will	
Attack: Melee 1 (one creature); +21 vs. Fortitude	
Hit: 3d8 + 13 acid damage.	
M Diabolical Gulpment (acid) • At-Will	
Attack: Melee 1 (one Medium or smaller enemy); +21 vs. Reflex	
Hit: The devil grabs the target and shifts 1 square into the target's square. Until the grab ends, the target is dazed and takes ongoing 10 acid damage. While the devil has the target grabbed, attacks against the devil deal half damage to it and half damage to the grabbed creature. When the devil moves, it pulls the target with it. In addition, the target remains grabbed, and the devil does not provoke an opportunity attack from the target.	
M Acidic Tendrils (acid) • Recharge 5-6	
Attack: Melee 3 (one, two, or three creatures); +21 vs. Reflex	
Hit: 1d8 + 9 acid damage, and ongoing 10 acid damage (save ends). In addition, the devil pulls the target 2 squares.	
MINOR ACTIONS	
M Scour the Mind (psychic) • At-Will (1/round)	
Attack: Melee 1 (one creature grabbed by the devil); +21 vs. Will	
Hit: The devil telepathically asks the target a question, and the target must answer the question truthfully or else take 3d8 + 13 psychic damage.	
Skills Acrobatics +20, Bluff +13, Stealth +20	
Str 18 (+13)	Dex 22 (+15) Wis 20 (+14)
Con 21 (+14)	Int 17 (+12) Cha 8 (+8)
Alignment evil	Languages Supernal, telepathy 5

ENCOUNTER 5B: THE APPRENTICE STATISTICS (ADVENTURE LEVEL 20)

Crag Roper (level 20)	Level 20 Elite Soldier
Large elemental magical beast (earth)	XP 5,600
HP 384; Bloodied 192	Initiative +13
AC 36, Fortitude 34, Reflex 29, Will 31	Perception +14
Speed 2, climb 2 (spider climb)	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
O Lashing Tentacles • Aura 5	
Any enemy that enters the aura or starts its turn there is marked by the roper until its no longer in the aura. Enemies marked by the roper cannot be marked by other creatures while the enemies are in the aura.	
Stony Body	
The roper can retract its tentacles and close its eye and mouth to resemble a natural rock formation. While the roper is on a horizontal rock surface, a creature must succeed on a DC 34 Perception check to see through the roper's disguise.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee 10 (one creature); +23 vs. Reflex	
Hit: 3d8 + 16 damage, the roper pulls the target up to 5 squares, and the roper grabs the target (escape DC 25).	
M Double Attack • At-Will	
Effect: The roper uses <i>tentacle</i> twice.	
M Bite • At-Will	
Attack: Melee 1 (one creature grabbed by the roper); +25 vs. AC	
Hit: 4d12 + 14 damage.	
Miss: Half damage.	
MINOR ACTIONS	
M Reel • At-Will (1/round)	
Attack: Melee 10 (one creature grabbed by the roper); +25 vs. Fortitude.	
Hit: The roper pulls the target up to 5 squares.	
TRIGGERED ACTIONS	
M Tentacle Retaliation • At-Will	
Trigger: An enemy marked by the roper makes an attack that doesn't include it as a target.	
Attack (Immediate Reaction): The roper uses <i>tentacle</i> against the triggering enemy.	
Skills Stealth +16	
Str 22 (+16)	Dex 12 (+11)
Con 24 (+17)	Wis 18 (+14)
	Int 14 (+12)
	Cha 9 (+9)
Alignment evil	
Languages Elven, Primordial	

Lady Bethiele (rakshasa mage) (level 20)	Level 20 Controller
Medium natural humanoid (plant)	XP 2,800
HP 185; Bloodied 92	Initiative +12
AC 34, Fortitude 30, Reflex 33, Will 32	Perception +14
Speed 6	Low-light vision
STANDARD ACTIONS	
m Claw (teleportation) • At-Will	
Attack: Melee 1 (one creature); +25 vs. AC	
Hit: 3d6 + 14 damage, and the Bethiele teleports the target up to 3 squares.	
Miss: Bethiele can teleport the target 1 square.	
A Misleading Visions (illusion, psychic) • At-Will	
Attack: Area burst 1 within 5 (enemies in burst); +23 vs. Will	
Hit: 2d10 + 14 psychic damage, and Bethiele slides the target up to 4 squares.	
Miss: Bethiele can slide the target 1 square.	

A Visions of Terror (fear, illusion, psychic) • Recharge 5-6		
Attack: Area burst 1 within 5 (enemies in the burst); +23 vs. Will		
Hit: 3d10 + 16 psychic damage, and the target is immobilized (save ends).		
Miss: Half damage, and the target is slowed until the end of Bethiele's next turn.		
MINOR ACTIONS		
Deceptive Veil (illusion) • At-Will		
Effect: Bethiele disguises herself to appear as a Medium humanoid until she uses <i>deceptive veil</i> again or until she drops to 0 hit points.		
Other creatures can make a DC 39 Insight check to discern that the form is an illusion.		
Persistent Image (illusion) • At-Will		
Effect: Bethiele creates an illusion of a Medium or smaller object or creature in an unoccupied square within 10 squares of her. The illusion lasts until the end of Bethiele's next turn. A creature that succeeds on a DC 25 Insight check can see through the illusion.		
Sustain Minor: The illusion persists until the end of Bethiele's next turn, and Bethiele can move the illusion up to 6 squares.		
Str 12 (+11)	Dex 14 (+12)	Wis 16 (+13)
Con 17 (+13)	Int 24 (+17)	Cha 21 (+15)
Alignment evil		
Languages Common, Elven		

Slime Devil (level 20)	Level 20 Lurker	
Medium immortal humanoid (devil, ooze)	XP 2,800	
HP 147; Bloodied 73	Initiative +20	
AC 34, Fortitude 32, Reflex 33, Will 32	Perception +15	
Speed 6, swim 6	Darkvision	
Resist 20 acid		
TRAITS		
Mercurial Body		
The slime devil ignores difficult terrain and does not provoke opportunity attacks by moving.		
STANDARD ACTIONS		
m Caustic Slam (acid) • At-Will		
Attack: Melee 1 (one creature); +23 vs. Fortitude		
Hit: 3d8 + 15 acid damage.		
M Diabolical Eulgment (acid) • At-Will		
Attack: Melee 1 (one Medium or smaller enemy); +23 vs. Reflex		
Hit: The devil grabs the target and shifts 1 square into the target's square. Until the grab ends, the target is dazed and takes ongoing 10 acid damage. While the devil has the target grabbed, attacks against the devil deal half damage to it and half damage to the grabbed creature. When the devil moves, it pulls the target with it. In addition, the target remains grabbed, and the devil does not provoke an opportunity attack from the target.		
M Acidic Tendrils (acid) • Recharge 5-6		
Attack: Melee 3 (one, two, or three creatures); +23 vs. Reflex		
Hit: 1d8 + 11 acid damage, and ongoing 10 acid damage (save ends). In addition, the devil pulls the target 2 squares.		
MINOR ACTIONS		
M Scour the Mind (psychic) • At-Will (1/round)		
Attack: Melee 1 (one creature grabbed by the devil); +23 vs. Will		
Hit: The devil telepathically asks the target a question, and the target must answer the question truthfully or else take 3d8 + 15 psychic damage.		
Skills Acrobatics +21, Bluff +14, Stealth +21		
Str 18 (+14)	Dex 22 (+16)	Wis 20 (+15)
Con 21 (+15)	Int 17 (+13)	Cha 8 (+9)
Alignment evil		
Languages Supernal, telepathy 5		

ENCOUNTER 5B: THE APPRENTICE MAP

TILE SETS NEEDED

DT7: *Fane of the Forgotten Gods* x1

DU3: *Caves of Carnage* x1

DU5: *Sinister Woods* x1

DU6: *Harrowing Halls* x1 (optional - living quarters Lady Bethiele)



ENCOUNTER 5C: THE FOMORIAN SORCERER

ENCOUNTER LEVEL 13/15/17/19/21
(4700/6600/9400/13200/18800 XP)

SETUP

This encounter includes the following creatures at adventure level 12:

1 Forlorn (beholder) (level 12) (F)

2 gargoyles (level 11) (G)

(Note that if all the PCs are level 11, you can remove both gargoyles to give the players a fairer battle.)

This encounter includes the following creatures at adventure level 14:

1 Forlorn (beholder) (level 14) (F)

2 gargoyles (level 13) (G)

This encounter includes the following creatures at adventure level 16:

1 Forlorn (beholder eye tyrant) (level 16) (F)

2 nabassu gargoyles (level 15) (G)

This encounter includes the following creatures at adventure level 18:

1 Forlorn (beholder eye tyrant) (level 18) (F)

2 nabassu gargoyles (level 17) (G)

This encounter includes the following creatures at adventure level 20:

1 Forlorn (beholder eye tyrant) (level 20) (F)

2 nabassu gargoyles (level 19) (G)

Once the PCs have acquired 3 silver keys, they can either perform the ritual Fey Passage, or get to a portal in the Warrens under the tower. Once in the Feywild, the PCs find themselves at the top of the tower. Here the PCs find Forlorn, ready to deal with any intruders. The adventure assumes the PCs find the gate, and use it. Adjust if the PCs use the ritual instead.

As the adventurers enter the area, read:

You are standing at a large circular room with fungi overgrown floors and walls. In the middle of the room stands a 20 foot high beautifully decorated doorway. Through the door opening you see the rest of the room. Half a dozen cyclopes guard the doorway.

The doorway is decorated with fungi and fomorians performing various tasks. It radiates powerful magic. The PCs should have little problem dealing with the six cyclopes - use the minion stats from Encounter 5A if it becomes necessary. To trigger the gate the PCs simply need to place the key in the opening of the doorway and make a turning movement. Doing so is a minor action. The doorway fills with a blue light. Read aloud if the PCs step through:

Stepping through the portal, you arrive at the top of a spiral staircase in front of a huge softly glowing steel double door. Various runes are etched in the door, but you see no apparent lock. Nearby, a huge spiral staircase leads down into the Underdark, its steps designed for a huge humanoid.

The door is locked with an arcane ritual and warded against teleportation and phasing. If anybody touches the door, a bell rings through the hall. PCs can disable the alarm and open the door with a Moderate DC Thievery check or a Hard DC Arcana check. Regardless of whether the alarm is disabled or not the door opens a few seconds after the PCs touch the door.

As if by magic the large steel doors sweep open without you applying any force. On the other side is a large round room dominated by a scintillating cloud. While the whole room is overgrown with fungi of various sizes, the floor near the cloud appears especially slippery. Two clouds of hazy brownish smoke hang to the left and right of the door.

Almost completely hidden behind the cloud and a few large fungi, stands a hideously malformed giant. Rays of magical energy flow over him, at times arcing between his body and nearby objects. "So Zuggtmoy finally managed to employ lackeys of some power? No matter, you will die for this intrusion," the giant booms in your direction.

Forlorn is arrogant and proud, not able to fear the PCs. He is furious about the intrusion and he does not want to talk. His gargoyle slaves are in *stone form* hiding on the ceiling. Check the passive Perception of the PCs against 10 + Stealth skill modifier of the gargoyles (DC 23/24/27/28/29) to determine whether or not the PCs spot the gargoyles.

Note: Characters with SPEC15 feel a strange connection with the room. They are immune to the effects of the spores, and they can control the blue mist with a move action just as Forlorn without a skill check. Forlorn has a +2 bonus to attack rolls against those PCs,

and they suffer a -2 penalty on saving throws against effects induced by Forlorn.

FEATURES OF THE AREA

Illumination: The scintillating cloud hanging in the middle of the room dimly lights the room.

Ceiling: The ceiling is 20 feet high.

Fungi: The palm trees are difficult spore-filled terrain that provide cover. A cloud of spores coming from these fungi fills the areas. Creatures ending their turn in the cloud gain vulnerability 10 necrotic (save ends).

Poisonous Fumes: The blue mists are two clouds of infernal fumes. A creature (including Forlorn and the gargoyles) ending its turn in one of these squares takes 10 fire and poison damage and is dazed (save ends).

Forlorn can direct one cloud as a move action from anywhere within the room, moving it 6 squares in any direction. The characters can move the cloud with a move action if they make an Arcana or Nature check. Divide the result by 10 (rounded down) to calculate the number of squares the character can move the cloud. The character needs to be either in or next to the cloud to control its movement.

The orientation of the cloud can be changed as per normal movement. It can also squeeze into a minimum area of 2 x 2 squares (and returned to its original size of 2 x 4 squares), each 2 x 1 square of change in size costs 1 square of movement.

Pool: The pool is a cloud of scintillating colors floating in the air. It is the power source Forlorn uses to fuel his magic. It blocks line of sight, but not effect. It is harmless to touch, although creatures completely in the cloud are blind. The cloud also blinds Forlorn.

Rocks: The large boulders at the back are pillars reaching to the ceiling. They are blocking terrain.

Sand: The sand represents a bog-like ground. It is slippery. Creatures without swamp walk (or the ability to walk over water) need to make an easy DC Acrobatics check when moving at more than half speed, or they fall prone.

TACTICS

Forlorn tries to lure the PCs close. He uses the fungi as cover against ranged attackers, and the blue mist to force the PCs out of undesirable positions. He tries to stay within 5 squares of as many opponents as possible.

The gargoyles stay hidden until the melee characters rush forward, and then focus on the ranged attackers at the back. The normal gargoyles only go back into *stone form* if there is no other option. The nabassu gargoyles are more prone to go to *stone form* if near

Forlorn and when multiple characters are within their aura. They deal automatic damage to creatures within 3 squares when they go out of *stone form*. This has the potential to frustrate the players, so don't overdo it. Forlorn is aware of this, and he is not above using *telekinetic ray* to place a character within reach. Remember that the gargoyles cannot do anything while in *stoneform*, including movement, except getting out of *stoneform*.

GLORY TIER

A magical ritual ties the gargoyles to Forlorn. As long as both gargoyles are alive, Forlorn has resist 10 all at adventure level 12 to 16 and resist 15 all at level 18 and 20. Destroying one gargoyle lowers it by half to respectively 5 and 7. If both gargoyles are destroyed it is gone. A flash of magical light when Forlorn is hit makes the connection clear to the PCs. Note that if you do use this option, you should definitely not have the gargoyles stay into *stoneform* too long.

SCALING THE ENCOUNTER

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

Four PCs: Forlorn has the following hit points at level 12/14/16/18/20: 390/442/499/551/605 hit points (adjust the bloodied values as well). The *evil eye* becomes recharge 4-6 and Forlorn loses *ray frenzy*.

Six PCs: Forlorn has the following hit points at level 12/14/16/18/20: 586/662/749/826/902 hit points (adjust the bloodied values as well). In addition his defenses, attack and damage rolls are at +1.

ENDING THE ENCOUNTER

With the death of Forlorn, the scintillating cloud dissipates. The tower starts to shudder. After a few minutes the movement stops, and everything turns to normal. With his defeat Zugtmoy closes the Abyssal rift, removing the immediate problem with the Citadel.

What happens next depends on the kind of deal the PCs made with the cultists. Regardless, proceed with Encounter 7 once the PCs leave the Citadel and return to Myth Drannor. If there is a chance for a character to die, let them make the necessary Endurance checks as described in Encounter 2.

TREASURE

The PCs find 200/325/725/1325/2075 gp each in various coins, jewel and residium. In addition they find a *periapt of cascading health* +3 (AL 12 and 14) or a *periapt of cascading health* +4 (AL 16 and up).

ENCOUNTER 5C: THE FOMORIAN SORCERER (ADVENTURE LEVEL 12)

Forlorn (level 12)	Level 12 Solo Artillery
Huge fey humanoid (giant, plant)	XP 3,500
HP 488; Bloodied 244	Initiative +11
AC 26, Fortitude 23, Reflex 25, Will 24	Perception +13
Speed 8	All-round vision, darkvision
Saving Throws +5; Action Points 2	
TRAITS	
All-Around Vision	
Enemies can't gain combat advantage by flanking Forlorn.	
STANDARD ACTIONS	
m Staff (weapon) • At-Will	
Attack: Melee 3 (one creature); +17 vs. AC	
Hit: 2d8 + 11 damage.	
R Spell Rays • At-Will	
Effect: Forlorn uses two of the following rays, using each against a different target. This attack does not provoke opportunity attacks.	
1. <i>Charm Ray</i> (charm): Ranged 10; +17 vs. Will; the target is dominated until the end of its next turn.	
2. <i>Wounding Ray</i> (necrotic): Ranged 10; +17 vs. Fortitude; 2d10 + 9 necrotic damage.	
3. <i>Sleep Ray</i> (charm): Ranged 10; +17 vs. Will; the target is immobilized (save ends).	
First Failed Saving Throw: The target is knocked unconscious instead of immobilized (save ends).	
4. <i>Telekinesis Ray</i> : Ranged 10; +17 vs. Fortitude; Forlorn slides the target up to 4 squares.	
5. <i>Slowing Ray</i> (necrotic): Ranged 10; +17 vs. Reflex; 3d6 + 8 necrotic damage, and the target is slowed (save ends).	
6. <i>Brilliant Ray</i> (radiant): Ranged 10; +17 vs. Will; 1d6 + 8 radiant damage, and the target is blinded (save ends).	
7. <i>Terror Ray</i> (fear, psychic): Ranged 10; +17 vs. Will; 2d8 + 8 psychic damage, and Forlorn pushes the target its speed.	
8. <i>Petrifying Ray</i> : Ranged 10; +17 vs. Fortitude; the target is petrified (save ends). <i>Aftereffect</i> : The target is immobilized (save ends).	
9. <i>Death Ray</i> (necrotic): Ranged 10; +17 vs. Fortitude; 2d8 + 13 necrotic damage. If the target is bloodied before or after the attack, it is also dazed (save ends).	
First Failed Saving Throw: The target is dazed and weakened (save ends both).	
Second Failed Saving Throw: The target dies.	
10. <i>Disintegrate Ray</i> : Ranged 10; +17 vs. Fortitude; 1d8 + 8 damage, and ongoing 10 damage (save ends).	
R Ray Frenzy • At-Will	
Requirement: Forlorn must be bloodied.	
Effect: As <i>spell rays</i> above, except Forlorn makes three ray attacks.	
MINOR ACTIONS	
C Evil Eye • At-Will (1/round)	
Attack: Close blast 5 (enemies in the blast); +15 vs. Will.	
Hit: The target cannot use encounter or daily attack powers until the end of its next turn.	
TRIGGERED ACTIONS	
M Spell Retaliation • At-Will	
Trigger: Forlorn is conscious and an enemy starts its turn within 5 squares of it.	
Effect (No Action): Forlorn uses a random <i>spell ray</i> against the triggering enemy.	
Skills Arcana +15, Dungeoneering +13	
Str 18 (+10)	Dex 20 (+11) Wis 15 (+8)
Con 18 (+10)	Int 19 (+10) Cha 20 (+11)
Alignment evil Languages Elven	

Gargoyle (level 11)	Level 11 Lurker
Medium elemental humanoid (earth)	XP 600
HP 95; Bloodied 47	Initiative +12
AC 25, Fortitude 23, Reflex 21, Will 21	Perception +13
Speed 6, fly 8	Darkvision
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 2d6 + 7 damage.	
M Swoop Attack • At-Will	
Effect: The gargoyle flies up to its fly speed and uses <i>claw</i> at the end of the move. This movement does not provoke opportunity attacks.	
Stone Form • At-Will	
Effect: The gargoyle enters stone form until it ends the effect as a minor action. While in this form, it gains tremorsense 10 and resist 25 to all damage, gains 5 temporary hit points at the start of each of its turns, and cannot take actions except to end the effect. When the gargoyle ends the effect, it gains a +20 bonus to its next damage roll before the ends of its next turn.	
Skills Stealth +13	
Str 21 (+10)	Dex 17 (+8) Wis 17 (+8)
Con 17 (+8)	Int 5 (+2) Cha 17 (+8)
Alignment evil	Languages Primordial

ENCOUNTER 5C: THE FOMORIAN SORCERER (ADVENTURE LEVEL 14)

Forlorn (level 14)		Level 14 Solo Artillery
Huge fey humanoid (giant, plant)		XP 5,000
HP 552; Bloodied 276	Initiative +12	
AC 28, Fortitude 26, Reflex 28, Will 27	Perception +14	
Speed 8	All-round vision, darkvision	
Saving Throws +5; Action Points 2		
TRAITS		
All-Around Vision		
Enemies can't gain combat advantage by flanking Forlorn.		
STANDARD ACTIONS		
m Staff (weapon) • At-Will		
Attack: Melee 3 (one creature); +19 vs. AC		
Hit: 2d8 + 13 damage.		
R Spell Rays • At-Will		
Effect: Forlorn uses two of the following rays, using each against a different target. This attack does not provoke opportunity attacks.		
1. Charm Ray (charm): Ranged 10; +19 vs. Will; the target is dominated until the end of its next turn.		
2. Wounding Ray (necrotic): Ranged 10; +19 vs. Fortitude; 2d10 + 11 necrotic damage.		
3. Sleep Ray (charm): Ranged 10; +19 vs. Will; the target is immobilized (save ends).		
First Failed Saving Throw: The target is knocked unconscious instead of immobilized (save ends).		
4. Telekinesis Ray : Ranged 10; +19 vs. Fortitude; Forlorn slides the target up to 4 squares.		
5. Slowing Ray (necrotic): Ranged 10; +19 vs. Reflex; 3d6 + 10 necrotic damage, and the target is slowed (save ends).		
6. Brilliant Ray (radiant): Ranged 10; +19 vs. Will; 1d6 + 10 radiant damage, and the target is blinded (save ends).		
7. Terror Ray (fear, psychic): Ranged 10; +19 vs. Will; 2d8 + 10 psychic damage, and Forlorn pushes the target its speed.		
8. Petrifying Ray : Ranged 10; +19 vs. Fortitude; the target is petrified (save ends).		
Aftereffect: The target is immobilized (save ends).		
9. Death Ray (necrotic): Ranged 10; +19 vs. Fortitude; 2d8 + 15 necrotic damage. If the target is bloodied before or after the attack, it is also dazed (save ends).		
First Failed Saving Throw: The target is dazed and weakened (save ends both).		
Second Failed Saving Throw: The target dies.		
10. Disintegrate Ray : Ranged 10; +19 vs. Fortitude; 1d8 + 10 damage, and ongoing 10 damage (save ends).		
R Ray Frenzy • At-Will		
Requirement: Forlorn must be bloodied.		
Effect: As spell rays above, except Forlorn makes three ray attacks.		
MINOR ACTIONS		
C Evil Eye • At-Will (1/round)		
Attack: Close blast 5 (enemies in the blast); +17 vs. Will.		
Hit: The target cannot use encounter or daily attack powers until the end of its next turn.		
TRIGGERED ACTIONS		
M Spell Retaliation • At-Will		
Trigger: Forlorn is conscious and an enemy starts its turn within 5 squares of it.		
Effect (No Action): Forlorn uses a random spell ray against the triggering enemy.		
Skills Arcana +16, Dungeoneering +14		
Str 18 (+11)	Dex 20 (+12)	Wis 15 (+9)
Con 18 (+11)	Int 19 (+11)	Cha 20 (+12)
Alignment evil		Languages Elven

Gargoyle (level 13)		Level 13 Lurker
Medium elemental humanoid (earth)		XP 800
HP 107; Bloodied 53	Initiative +13	
AC 27, Fortitude 25, Reflex 23, Will 23	Perception +14	
Speed 6, fly 8	Darkvision	
STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 1 (one creature); +18 vs. AC		
Hit: 2d6 + 9 damage.		
M Swoop Attack • At-Will		
Effect: The gargoyle flies up to its fly speed and uses claw at the end of the move. This movement does not provoke opportunity attacks.		
Stone Form • At-Will		
Effect: The gargoyle enters stone form until it ends the effect as a minor action. While in this form, it gains tremorsense 10 and resist 25 to all damage, gains 5 temporary hit points at the start of each of its turns, and cannot take actions except to end the effect. When the gargoyle ends the effect, it gains a +20 bonus to its next damage roll before the ends of its next turn.		
Skills Stealth +14		
Str 21 (+11)	Dex 17 (+9)	Wis 17 (+9)
Con 17 (+9)	Int 5 (+3)	Cha 17 (+9)
Alignment evil		Languages Primordial

ENCOUNTER 5C: THE FOMORIAN SORCERER (ADVENTURE LEVEL 16)

Forlorn (level 16)	Level 16 Solo Artillery	
Huge fey humanoid (giant, plant)	XP 7,000	
HP 624; Bloodied 312	Initiative +15	
AC 30, Fortitude 26, Reflex 28, Will 30	Perception +16	
Speed 8	All-round vision, darkvision	
Saving Throws +5; Action Points 2		
TRAITS		
All-Around Vision		
Enemies can't gain combat advantage by flanking the Forlorn.		
STANDARD ACTIONS		
m Staff (weapon) • At-Will		
Attack: Melee 3 (one creature); +21 vs. AC		
Hit: 4d8 + 4 damage.		
R Spell Rays • At-Will		
Effect: Forlorn uses two of the following rays, using each against a different target. This attack does not provoke opportunity attacks.		
1. <i>Searing Ray</i> (radiant): Ranged 10; +21 vs. Reflex; 3d10 + 8 radiant damage.		
2. <i>Withering Ray</i> (necrotic): Ranged 10; +21 vs. Fortitude; 2d8 + 6 damage, and ongoing 10 necrotic damage (save ends).		
3. <i>Sleep Ray</i> (charm): Ranged 10; +21 vs. Will; the target falls unconscious (save ends).		
4. <i>Telekinesis Ray</i> : Ranged 10; +21 vs. Fortitude; Forlorn slides the target up to 4 squares.		
5. <i>Hold Ray</i> : Ranged 10; +21 vs. Reflex; the target is restrained (save ends).		
6. <i>Confusion Ray</i> (charm): Ranged 10; +21 vs. Will; the target uses a free action to charge the nearest ally it is able to charge.		
7. <i>Terror Ray</i> (fear, psychic): Ranged 10; +21 vs. Will; 2d12 + 5 psychic damage, and the target moves its speed as a free action. If it does not end this movement at least 4 squares farther from the beholder than it began, the target takes 2d12 + 5 psychic damage.		
8. <i>Petrifying Ray</i> : Ranged 10; +21 vs. Fortitude; the target is slowed (save ends).		
First Failed Saving Throw: The target is immobilized instead of slowed (save ends).		
Second Failed Saving Throw: The target is petrified.		
9. <i>Death Ray</i> (necrotic): Ranged 10; +21 vs. Fortitude; 4d10 + 3 necrotic damage. If the target is bloodied before or after the attack, it is also dazed (save ends).		
First Failed Saving Throw: The target is dazed and weakened (save ends both).		
Second Failed Saving Throw: The target dies.		
10. <i>Disintegrate Ray</i> : Ranged 10; +21 vs. Fortitude; 2d10 + 6 damage, and ongoing 2d20 damage (save ends).		
R Ray Frenzy • At-Will		
Requirement: Forlorn must be bloodied.		
Effect: As spell rays above, except Forlorn makes four ray attacks.		
MINOR ACTIONS		
C Evil Eye • At-Will (1/round)		
Attack: Close blast 5 (enemies in the blast); +19 vs. Will.		
Hit: The target cannot use encounter or daily attack powers until the end of its next turn.		
TRIGGERED ACTIONS		
M Spell Retaliation • At-Will		
Trigger: Forlorn is conscious and an enemy starts its turn within 5 squares of it.		
Effect (No Action): Forlorn uses a random spell ray against the triggering enemy.		
Skills Arcana +19, Dungeoneering +16		
Str 18 (+12)	Dex 24 (+15)	Wis 17 (+11)
Con 20 (+13)	Int 22 (+14)	Cha 28 (+17)

Alignment evil	Languages Elven	
Nabassu Gargoyle (level 15)	Level 15 Lurker	
Medium elemental humanoid (earth)	XP 1,200	
HP 113; Bloodied 56	Initiative +16	
AC 29, Fortitude 27, Reflex 25, Will 25	Perception +12	
Speed 6, fly 8	Darkvision	
TRAITS		
O Bloodfire (fire, necrotic) • Aura 3		
While the gargoyle is affected by <i>stone form</i> , whenever any enemy ends its turn in the aura, the gargoyle gains 10 temporary hit points and the energy takes 10 fire and necrotic damage.		
STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 1 (one creature); +20 vs. AC		
Hit: 2d8 + 4 damage.		
M Abyssal Bite • At-Will		
Attack: Melee 1 (one creature); +20 vs. AC		
Hit: 2d12 + 5 damage.		
Stone Form (fire, necrotic) • At-Will		
Effect: The gargoyle gains tremorsense 10, resist 35 to all damage and cannot take actions except to end the effect. until it uses a minor action to end this effect. When the gargoyle ends this effect, each enemy within 3 squares takes 2d10 + 8 fire and necrotic damage.		
Skills Stealth +17		
Str 25 (+14)	Dex 21 (+12)	Wis 21 (+12)
Con 17 (+10)	Int 5 (+4)	Cha 18 (+11)
Alignment evil	Languages Primordial	

ENCOUNTER 5C: THE FOMORIAN SORCERER (ADVENTURE LEVEL 18)

Forlorn (level 18)	Level 18 Solo Artillery	
Huge fey humanoid (giant, plant)	XP 10,000	
HP 688; Bloodied 344	Initiative +16	
AC 32, Fortitude 28, Reflex 30, Will 32	Perception +17	
Speed 8	All-round vision, darkvision	
Saving Throws +5; Action Points 2		
TRAITS		
All-Around Vision		
Enemies can't gain combat advantage by flanking the Forlorn.		
STANDARD ACTIONS		
m Staff (weapon) • At-Will		
Attack: Melee 3 (one creature); +23 vs. AC		
Hit: 4d8 + 6 damage.		
R Spell Rays • At-Will		
Effect: Forlorn uses two of the following rays, using each against a different target. This attack does not provoke opportunity attacks.		
1. <i>Searing Ray</i> (radiant): Ranged 10; +23 vs. Reflex; 3d10 + 10 radiant damage.		
2. <i>Withering Ray</i> (necrotic): Ranged 10; +23 vs. Fortitude; 2d8 + 8 damage, and ongoing 10 necrotic damage (save ends).		
3. <i>Sleep Ray</i> (charm): Ranged 10; +23 vs. Will; the target falls unconscious (save ends).		
4. <i>Telekinesis Ray</i> : Ranged 10; +23 vs. Fortitude; Forlorn slides the target up to 4 squares.		
5. <i>Hold Ray</i> : Ranged 10; +23 vs. Reflex; the target is restrained (save ends).		
6. <i>Confusion Ray</i> (charm): Ranged 10; +23 vs. Will; the target uses a free action to charge the nearest ally it is able to charge.		
7. <i>Terror Ray</i> (fear, psychic): Ranged 10; +23 vs. Will; 2d12 + 7 psychic damage, and the target moves its speed as a free action. If it does not end this movement at least 4 squares farther from the beholder than it began, the target takes 2d12 + 7 psychic damage.		
8. <i>Petrifying Ray</i> : Ranged 10; +23 vs. Fortitude; the target is slowed (save ends).		
First Failed Saving Throw: The target is immobilized instead of slowed (save ends).		
Second Failed Saving Throw: The target is petrified.		
9. <i>Death Ray</i> (necrotic): Ranged 10; +23 vs. Fortitude; 4d10 + 5 necrotic damage. If the target is bloodied before or after the attack, it is also dazed (save ends).		
First Failed Saving Throw: The target is dazed and weakened (save ends both).		
Second Failed Saving Throw: The target dies.		
10. <i>Disintegrate Ray</i> : Ranged 10; +23 vs. Fortitude; 2d10 + 8 damage, and ongoing 2d20 damage (save ends).		
R Ray Frenzy • At-Will		
Requirement: Forlorn must be bloodied.		
Effect: As spell rays above, except Forlorn makes four ray attacks.		
MINOR ACTIONS		
C Evil Eye • At-Will (1/round)		
Attack: Close blast 5 (enemies in the blast); +21 vs. Will.		
Hit: The target cannot use encounter or daily attack powers until the end of its next turn.		
TRIGGERED ACTIONS		
M Spell Retaliation • At-Will		
Trigger: Forlorn is conscious and an enemy starts its turn within 5 squares of it.		
Effect (No Action): Forlorn uses a random spell ray against the triggering enemy.		
Skills Arcana +20, Dungeoneering +17		
Str 18 (+13)	Dex 24 (+16)	Wis 17 (+12)
Con 20 (+14)	Int 22 (+15)	Cha 28 (+18)

Alignment evil	Languages Elven	
Nabassu Gargoyle (level 17)	Level 17 Lurker	
Medium elemental humanoid (earth)	XP 1,600	
HP 125; Bloodied 62	Initiative +17	
AC 31, Fortitude 29, Reflex 27, Will 27	Perception +13	
Speed 6, fly 8	Darkvision	
TRAITS		
O Bloodfire (fire, necrotic) • Aura 3		
While the gargoyle is affected by <i>stone form</i> , whenever any enemy ends its turn in the aura, the gargoyle gains 10 temporary hit points and the energy takes 10 fire and necrotic damage.		
STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 1 (one creature); +22 vs. AC		
Hit: 2d8 + 6 damage.		
M Abyssal Bite • At-Will		
Attack: Melee 1 (one creature); +22 vs. AC		
Hit: 2d12 + 7 damage.		
Stone Form (fire, necrotic) • At-Will		
Effect: The gargoyle gains tremorsense 10, resist 35 to all damage and cannot take actions except to end the effect. until it uses a minor action to end this effect. When the gargoyle ends this effect, each enemy within 3 squares takes 2d10 + 9 fire and necrotic damage.		
Skills Stealth +18		
Str 25 (+15)	Dex 21 (+13)	Wis 21 (+13)
Con 17 (+11)	Int 5 (+5)	Cha 18 (+12)
Alignment evil	Languages Primordial	

ENCOUNTER 5C: THE FOMORIAN SORCERER (ADVENTURE LEVEL 20)

Forlorn (level 20)	Level 20 Solo Artillery	
Huge fey humanoid (giant, plant)	XP 14,000	
HP 752; Bloodied 376	Initiative +17	
AC 34, Fortitude 30, Reflex 32, Will 34	Perception +18	
Speed 8	All-round vision, darkvision	
Saving Throws +5; Action Points 2		
TRAITS		
All-Around Vision		
Enemies can't gain combat advantage by flanking the Forlorn.		
STANDARD ACTIONS		
m Staff (weapon) • At-Will		
Attack: Melee 3 (one creature); +25 vs. AC		
Hit: 4d8 + 8 damage.		
R Spell Rays • At-Will		
Effect: Forlorn uses two of the following rays, using each against a different target. This attack does not provoke opportunity attacks.		
1. <i>Searing Ray</i> (radiant): Ranged 10; +25 vs. Reflex; 3d10 + 12 radiant damage.		
2. <i>Withering Ray</i> (necrotic): Ranged 10; +25 vs. Fortitude; 2d8 + 10 damage, and ongoing 10 necrotic damage (save ends).		
3. <i>Sleep Ray</i> (charm): Ranged 10; +25 vs. Will; the target falls unconscious (save ends).		
4. <i>Telekinesis Ray</i> : Ranged 10; +25 vs. Fortitude; Forlorn slides the target up to 4 squares.		
5. <i>Hold Ray</i> : Ranged 10; +25 vs. Reflex; the target is restrained (save ends).		
6. <i>Confusion Ray</i> (charm): Ranged 10; +25 vs. Will; the target uses a free action to charge the nearest ally it is able to charge.		
7. <i>Terror Ray</i> (fear, psychic): Ranged 10; +25 vs. Will; 2d12 + 9 psychic damage, and the target moves its speed as a free action. If it does not end this movement at least 4 squares farther from the beholder than it began, the target takes 2d12 + 9 psychic damage.		
8. <i>Petrifying Ray</i> : Ranged 10; +25 vs. Fortitude; the target is slowed (save ends).		
First Failed Saving Throw: The target is immobilized instead of slowed (save ends).		
Second Failed Saving Throw: The target is petrified.		
9. <i>Death Ray</i> (necrotic): Ranged 10; +25 vs. Fortitude; 4d10 + 7 necrotic damage. If the target is bloodied before or after the attack, it is also dazed (save ends).		
First Failed Saving Throw: The target is dazed and weakened (save ends both).		
Second Failed Saving Throw: The target dies.		
10. <i>Disintegrate Ray</i> : Ranged 10; +25 vs. Fortitude; 2d10 + 10 damage, and ongoing 2d20 damage (save ends).		
R Ray Frenzy • At-Will		
Requirement: Forlorn must be bloodied.		
Effect: As spell rays above, except Forlorn makes four ray attacks.		
MINOR ACTIONS		
C Evil Eye • At-Will (1/round)		
Attack: Close blast 5 (enemies in the blast); +23 vs. Will.		
Hit: The target cannot use encounter or daily attack powers until the end of its next turn.		
TRIGGERED ACTIONS		
M Spell Retaliation • At-Will		
Trigger: Forlorn is conscious and an enemy starts its turn within 5 squares of it.		
Effect (No Action): Forlorn uses a random spell ray against the triggering enemy.		
Skills Arcana +21, Dungeoneering +18		
Str 18 (+14)	Dex 24 (+17)	Wis 17 (+13)
Con 20 (+15)	Int 22 (+16)	Cha 28 (+19)

Alignment evil	Languages Elven	
Nabassu Gargoyle (level 19)	Level 19 Lurker	
Medium elemental humanoid (earth)	XP 2,400	
HP 137; Bloodied 68	Initiative +18	
AC 33, Fortitude 31, Reflex 29, Will 29	Perception +14	
Speed 6, fly 8	Darkvision	
TRAITS		
O Bloodfire (fire, necrotic) • Aura 3		
While the gargoyle is affected by <i>stone form</i> , whenever any enemy ends its turn in the aura, the gargoyle gains 10 temporary hit points and the energy takes 10 fire and necrotic damage.		
STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 1 (one creature); +24 vs. AC		
Hit: 2d8 + 8 damage.		
M Abyssal Bite • At-Will		
Attack: Melee 1 (one creature); +24 vs. AC		
Hit: 2d12 + 9 damage.		
Stone Form (fire, necrotic) • At-Will		
Effect: The gargoyle gains tremorsense 10, resist 35 to all damage and cannot take actions except to end the effect. until it uses a minor action to end this effect. When the gargoyle ends this effect, each enemy within 3 squares takes 2d10 + 10 fire and necrotic damage.		
Skills Stealth +19		
Str 25 (+16)	Dex 21 (+14)	Wis 21 (+14)
Con 17 (+12)	Int 5 (+6)	Cha 18 (+13)
Alignment evil	Languages Primordial	

ENCOUNTER 5C: THE FOMORIAN SORCERER MAP

TILE SETS NEEDED

DT6: Dire Tombs x2

Desert of Athas x2

(Map is the same as Encounter 6E)



The black lines surround the infernal fumes.

ENCOUNTER 6: DEMON HIVE

SKILL CHALLENGE LEVEL 12/14/16/18/20,
COMPLEXITY 1
(700/1000/1400/2000/2800 XP)

SETUP

Before the PCs can face Zugtmoy or her pet and close the Abyssal rift, the characters need to acquire three portal rods. The first they acquired either through combat with Alara (Encounter 4) or as a gift from the dark fey (Encounter 3). The other two rods need to be taken from Zugtmoy's lieutenants.

If the PCs acquired the aid of the dark fey, they pass many of the demonic inhabitants of the Citadel through the Feywild. Instead, they need to deal with the dense fungal growth, and the difficulties of looking into the normal world and stepping back through. Once back, they need to travel to the stairwell at the first floor of the tower, and ultimately the Abyssal rift at the top. Use Skill Challenge A.

Without the aid of the dark fey, the PCs have to travel through the halls of the Citadel to the tower at its center. Most of the inhabitants of the Citadel pose little direct threat to the PCs. Preventing a generic alarm from being triggered greatly aids the PCs in their endeavor. They might learn a thing or two about the lieutenants in Zugtmoy's service as well. Use Skill Challenge B.

SKILL CHALLENGE A: FEYWILD

APPROACH

Goal: The PCs learn the location of Zugtmoy's lieutenants as fast and precisely as possible.

Complexity: 1 (Special)

Primary Skills: Acrobatics, Athletics, Arcana, Dungeoneering, Nature, Perception, Religion

Secondary Skills: Dungeoneering

Victory: The PCs get a clear picture of each room. Choosing one lieutenant to attack, they arrive more or less where they want.

Defeat: The PCs lose time, triggering an Endurance check. The battlefield in the real world is also much less clear. They arrive more off target than intended.

The Feywild is a more living and vibrant place than the normal world. You feel more alive, but so does the local plant life. There might be a Citadel of Fungi in the

Feywild, but traversing it is by no means easier, as clogged up as the corridors are.

There are no enemies in the Feywild, but traveling here is harder. The dark fey provide a guide, who can bring them to the important rooms (the Cathedral of Moander, the Gardens of Rot and Flooded Dining Hall). Here the PCs need to pierce the barrier between the Feywild and the normal world, first to get a good idea of what is on the other side, and then to step through.

Note that the rooms in the Feywild look the same as their normal world counterparts except for the living and magical parts. For example, the Cathedral of Moander looks more or less the same but without the defiled altar, the healing ground, and the monsters. The Garden of Rot, strangely, looks like an empty room since everything in it is, more or less, alive.

SCENE 1: TRAVEL

The PCs must make a successful group check to move on to the next scene.

Primary Skills

Acrobatics or Athletics Easy DC (group check; 1 success)

Finding one's way through the fungi as fast as possible requires dexterity or brute strength.

Secondary Skill

Dungeoneering Moderate DC (1 attempt per group check)

Using knowledge of caverns and dungeons, the PC guides the rest of the group via the most efficient path, granting a +2 bonus to each PC's next Acrobatics/Athletics check. A failure on this check does not count as a failure for this skill challenge, but each PC gains a -1 penalty to their next Acrobatics/Athletics check.

SCENE 2: GATHERING INFORMATION

Each round of observation takes a minute. The PCs can either make independent checks (with only the highest result being relevant for success/failure purposes) or have one PC make a check with others assisting.

If the PCs are unsatisfied with their result and choose to make another round of checks, count their first round as a failure, even if they made the Moderate DC. Make sure they understand that they are under a time constraint.

Upon a failure in the first or second room the PCs visit, return to the Travel scene for another group check to make it to the next room.

Arcana or Perception Moderate DC (1 success; no maximum)

Through magical prowess or careful observation, the PC manages to pierce the veil between worlds and gain information about the room.

Religion Moderate DC (1 success; can be used in Cathedral only)

The PC's knowledge of religious matters helps him divine the situation in this room.

Dungeoneering Moderate DC (1 success; can be used in Rot Garden only)

The PC's knowledge of the creatures that lurk underground helps him gain understanding of this room.

The PCs gain basic information upon entering the room (since the rooms share basic similarities across planes), obtaining further information upon successfully making one of the above checks.

Cathedral:

- *Upon entry:* A large cathedral-like room, split in two by a large gaping pit. Stairs lead up to balconies on each side of the room.
- *Moderate DC:* The room is about 100 feet long, 50 feet wide and 40 feet high. The large pit in the center of the room goes from wall to wall, and is 40 feet deep (60 feet at ALs 16-20); smaller pits in the room appear to be about half as deep. The portal rod hangs from the ceiling, while large winged demons perform some sort of violent, but non-lethal, match around it. There is an altar at the far end of the cathedral, with a medium-sized creature hovering nearby.
- *Hard DC:* Upon each of the balconies, you can make out statues of some sort. The mushrooms around them are unnaturally thick, indicating the statues may possess healing properties. The altar has clearly been desecrated, and you sense some kind of malign energies emanating from it.

Rot Garden:

- *Upon entry:* A rectangular room whose stone floors are empty, except for the ever-present fungi.
- *Moderate DC:* The room is about 80 feet long and not quite 100 feet wide. Walls which vary between 5 and 10 feet thick form a maze leading toward the center of the room. A wall cuts through the center of the room, separating the left and right sides.
- *Hard DC:* The walls writhe slightly, as if alive. Medium-sized creatures appear to be moving within the walls: one [two if six PCs] on the left, one at the

back of the room, and two [one if four PCs] on the right. A large creature rests within the wall at the heart of the room.

Flooded Dining Hall:

- *Upon entry:* The room has been flooded, and the remnants of stone steps leading down into the slimy water hint that it is deeper than it appears.
- *Moderate DC:* The room is over 100 feet long and about 80 feet wide. While the water in some areas of the room is merely 3 feet deep, much of the room is carved into trenches and pools ranging from 10 to 20 feet deep. At the far end, you can see dry land and a small room attached to this chamber, with the rod you are seeking lying on the floor of that room.
- *Hard DC:* Ripples in the water reveal creatures moving below the surface: two large ones near the front half of the room, one even larger in the far left and some smaller creatures moving around some mushrooms in the middle of the room.

After the PCs are done gathering information and have selected the room in which they want to leave the Feywild, move on to the final check.

SCENE 3: LEAVING THE FEYWILD

Arcana, Nature or Religion Easy DC (group check; 1 success)

Using ritual knowledge, the character pierces the thin barrier of the Feywild, stepping back into the normal world. On an individual failure the character steps through, but is dazed until the end of its first turn.

SKILL CHALLENGE B: UNDETECTED

Goal: The PCs learn the location of Zugtmoy's lieutenants without triggering an alarm.

Complexity: 1 (4 successes before 3 failures)

Primary Skills: Bluff, Diplomacy, Intimidate, Stealth

Secondary Skills: Dungeoneering

Victory: The PCs remain undetected; acquire good information and do so in about 10 minutes, preventing the need for an Endurance check.

Defeat: The PCs trigger an alarm, acquire only the bare minimum of information and trigger an Endurance check.

You are standing in the remains of what was once a large sprawling construction of some kind. Now all is overgrown with fungi and vine-like roots, giving the impression the whole building is about to come down at any moment.

The upper parts of the Citadel consist of dozens of rooms and hallways surrounding a large twisted tower at its center. It appears empty, but fungi-like dryads live almost everywhere, and minor demons and undead wander the halls in small groups. The dryads (and mindless undead) do not care about the PCs, nor do they react to questions. The rest can be easily dealt with by the PCs.

The PCs can either disguise themselves and interact with the minor demons, or remain hidden while silently observing the inhabitants for clues.

SCENE 1: AVOIDING DETECTION

The PCs must make a successful group check to move on.

Primary Skills:

Bluff or Intimidate Easy DC (group check; 1 success)

The PCs disguise themselves as people belonging in the Citadel, being ignored by the inhabitants as a result. Failure leads to questioning by a patrol.

Stealth Easy DC (group check; 1 success)

The characters use stealth to remain undetected. Failure leads to questioning by a patrol.

Secondary Skills:

Dungeoneering Moderate DC (1 attempt per group check)

Using knowledge of caverns and dungeons, the PC guides the rest of the group via the most efficient path, granting a +2 bonus to each PC's next Stealth check. A failure on this check does not count as a failure for this skill challenge, but each PC gains a -1 penalty to their next Stealth check.

Insight Moderate DC (1 attempt per group check)

Using understanding of those around them, the PC helps the group blend in or deter questions, granting a +2 bonus to each PC's next Bluff/Intimidate check. A failure on this check does not count as a failure for this skill challenge, but each PC gains a -1 penalty to their next Bluff/Intimidate check.

SCENE 2: GATHERING INFORMATION

Failure on one of these checks causes the group to attract attention, requiring the group to return to the Avoiding Detection scene.

Regardless of their results, the PCs acquire the following minimum information through observation or inquiry:

- The Abyssal rift lies in the top room of the tower. At AL 18-20, the Lady lives there. At AL 12-16, the Lady left a guard there.
- The stairwell is locked with powerful magic that also prevents travel from the Feywild into those areas. Three special black rods are needed to open it.
- There are a total of five rods that the Lady has given her servants. The guards at the courtyard have one, as do the guards of the stairwell. There are also three lieutenants, who live in the only rooms that provide access to the stairwell, each of which possess a rod.

The PCs can make one attempt per lieutenant to learn more information. They learn some basic information even on a failure, gaining more on a success.

Bluff, Diplomacy or Intimidate Moderate DC (1 success; no maximum)

Through guile, friendship or threats, a PC acquires additional information about a lieutenant.

Perception Moderate DC (1 success; no maximum)

Through careful observation or eavesdropping, a PC manages to learn additional information about a lieutenant.

The following information can be obtained:

Saresh: An undead wizard who can be found in the Cathedral of Moander.

Success: Saresh can fly, and he lives in a room favored by Zugtmoy's vrock servants

Rahugh: An intelligent ooze who lives in the Rotting Gardens.

Success: The Rotting Gardens are a maze of flesh-dissolving fungi and small twisting corridors.

Lashgul: A cunning magical beast who lives in the flooded Dining Hall.

Success: Lashgul is a vicious otyugh, and the Dining Hall is an open sewer with trenches and pools of varying depths.

ENDING THE ENCOUNTER

The PCs can choose which of the three lieutenants to attack. If they attack Saresh in the Cathedral of Moander, proceed with Encounter 6A. If they choose Rahugh in the Garden of Rot, proceed with Encounter 6B. If they choose Lashgul in the Flooded Dining Hall, proceed with Encounter 6C.

Make sure that the PCs understand that they only need to defeat one of the three lieutenants, as they will inevitably have to face the guards at the stairwell, acquiring a final key. If they consider attempting to attack multiple lieutenants, remind them of the time restrictions on the ritual.

Once they have defeated one lieutenant, they can proceed to the stairwell leading up in the tower: Encounter 6D. Here they need to defeat the guards, acquiring the third rod in the process. With the three rods, they can open the stairwell and can go up to attack Zugtmoy or her pet and close the Abyssal rift, proceed with Encounter 6E.

Note that while all five encounters are Encounter 6, each is a separate encounter for milestone purposes.

Success: If the PCs are aided by the Dark Fey, they have the information to make a well-founded choice on which lieutenant to attack. In addition, they to come out of the Feywild in a favorable position, only off by 1d3-1 squares and never in hindering terrain.

If the PCs are acting alone, they remain undetected, and they gain a bit more information.

Failure: If the PCs are aided by the Dark Fey, the PCs acquire a bare minimum of information. Leaving the Feywild proves a bit problematic. They land 1d4 squares in a random direction off target and can land in hazardous terrain.

If the PCs are acting alone, they have no chance to surprise the lieutenants. They gain hardly any information to choose whom to attack.

Regardless of their approach, the PCs need to make an extra Endurance check as described in Encounter 2 if they failed this skill challenge.

TREASURE

The PCs do not find any treasure in this encounter.

ENCOUNTER 6A: CATHEDRAL OF MOANDER

ENCOUNTER LEVEL 12/14/16/18/20
(3500/5000/7000/10000/14000 XP)

SETUP

This encounter includes the following creatures at adventure level 12:

- 1 Saresh (withered shaadee) (level 12) (S)
- 2 infected malgodemons (level 12) (M)
- 2 vrocks (level 12) (V)

This encounter includes the following creatures at adventure level 14:

- 1 Saresh (withered shaadee) (level 14) (S)
- 2 infected malgodemons (level 14) (M)
- 2 vrocks (level 14) (V)

This encounter includes the following creatures at adventure level 16:

- 1 Saresh (shaadee) (level 16) (S)
- 2 infected malgodemons (level 16) (M)
- 2 vrocks (level 16) (V)

This encounter includes the following creatures at adventure level 18:

- 1 Saresh (shaadee) (level 18) (S)
- 2 infected malgodemons (level 18) (M)
- 2 vrocks (level 18) (V)

This encounter includes the following creatures at adventure level 20:

- 1 Saresh (shaadee) (level 20) (S)
- 2 infected malgodemons (level 20) (M)
- 2 vrocks (level 20) (V)

While in the Feywild, the PCs had the time to explore the base of the tower and pick a lieutenant to their liking. In this case, they appear more or less in the room where they want. Otherwise, the PCs picked the door based on questioned residents, appearing in door at the bottom of the map. It is an old temple dedicated to Moander, overgrown with fungi just as the rest of the Citadel. Saresh, a shaadee (a shaadee is an undead wizard who sold its soul to a demon lord - in this case Zugtmoy), selected this room as its lair due to its defiled altar. The area favors ranged attackers.

As the adventurers enter the area, read:

You appear in a cathedral-like room, about 100 feet long, 50 feet wide and 40 feet high. The room is split in two by a large gaping pit. Two 20 feet high covered balconies, with stone staircases leading up on both sides, flank the pit. Each balcony contains a large marble statue and what looks like nesting. Each side of the room contains a smaller pit; a distinct odor of rot and mud rises from each. A large altar overseen by a third marble statue stands at one end, stone double doors at the other. As everywhere in the Citadel, the room is overgrown with fungi.

Once the area was a temple dedicated to Moander; now, it is nothing more than a convenient lair for Saresh and his flying demon servants. Saresh is cruel, angry, and bored. He has been bored enough to stage fights between the vrocks and the malgodemons over the rod. The PCs are a fun distraction in his mind, and he and the demons immediately attack.

Note that if the PCs arrive here without aid from the dark fey, they enter the room through the door at the bottom of the map.

FEATURES OF THE AREA

Illumination: The room is dimly light by glowing crystals.

Ceiling: The cathedral-like ceiling is 40 high in the middle and 30 feet high at the walls.

Altar: The altar and the statue are of a young man with a staff and simple robes and covered with stone thorny vines. A DC 25 Religion or History recognizes the statue of Moander. It is blocking terrain.

The altar is defiled ground. Undead gain a +1 bonus to rolls to recharge. In addition if an undead creature is reduced to 0 points while on the altar, roll a d20; on a 10 or higher, the undead creature rises with 1 hit point on its next turn. If radiant damage reduces an undead creature to 0 hit points, it can't rise again in this manner.

Balcony: There are two balconies/catwalks overlooking the room. They are 20 feet (4 squares) above the main floor and they have no railings. The vrocks use these as nesting. The balconies have a 10 feet high ceiling (creatures cannot attack from above).

Large Pit: The large pit in the middle of the room is 40 feet deep at adventure level 12 and 14, and 60 feet deep at adventure level 16 to 20. It is empty.

Niches with Statues: Each balcony contains a large deep niche filled with one big statue. To the left stands a 10 feet tall statue of a female elf warrior with swan wings. To the right stands a 10 feet tall statue of a male

archer. There is no religious or historical significance to the statues.

The statues are blocking terrain and reach to the ceiling. A small space behind them gives ample space for medium sized or smaller creatures to hide. The squares surrounding both statues are healing ground. Due to fungi it is difficult terrain, but creatures in these squares add 4 to their healing surge value.

Portal Rod: High above the large pit hangs the portal rod, suspended by a piece of rope. Saresh hung it there to let the other demons fight over it. Out of combat it can be shot down eventually. Within combat a ranged attack vs. AC [14 plus adventure level] or Reflex/Fortitude [12 plus adventure level] severs the rope and the rod falls down in the pit (undamaged). Note that the rope is an object, and as such it is immune to attacks vs. Will.

Small Pits: The two smaller pits are 20 feet deep at adventure level 12 and 14, and 30 feet deep at adventure level 16 to 20.

They filled with bones, sticky humus and fungi. A creature falling in them not only takes falling damage, but, if it lands prone, is restrained (save ends).

Stairs: The stairs are crumbling and overgrown with fungi. They are considered difficult terrain, both up and down.

TACTICS

All demons start in the air, flying around the key in a mock battle.

During battle the vrock fly in and out of melee reach using *flyby attack*. When they suspect they are going to be bloodied soon, they stay in melee until *spores of madness* trigger, at which point they fly away again.

The malgodemons prefer melee, flinging opponents in the pits or off the balconies. They do try to keep an opening for the vrock to attack, but if such is impossible, they won't do so (resulting in a minor scuffle between the two).

Saresh prefers to stay above the altar, well aware of its properties. It uses *mind grab* on whoever is within reach, targeting attackers using ranged attacks to have them maneuver within reach of the malgodemons. After which it immobilizes them through *night's embrace* in case they fight off its magical domination. Eventually he moves into melee, especially if he is about to get bloodied or when the characters are hiding in spots that are difficult to reach by the large demons.

All creatures fight to the death, neither expecting nor granting quarter.

GLORY TIER

The portal rod at the ceiling is tied to Saresh. As long as it is not in the hands of the characters, Saresh has resist 10 all at adventure level 12 to 16 and resist 15 all at adventure level 18 and 20.

SCALING THE ENCOUNTER

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

Four PCs: Remove an infected malgodeemon. The altar is not defiled ground.

Six PCs: Add a vrock.

ENDING THE ENCOUNTER

With the defeat of Saresh and the other demons, the PCs are free to grab the portal rod. The doors at the bottom of the map lead back to the halls surrounding the tower. The doors at both sides of the altar lead into the middle of the tower, and the spiral staircase to the top. Proceed to Encounter 6D if the PCs go in that direction. Remember that the PCs need to make an Endurance check after the encounter as described in Encounter 2.

TREASURE

The PCs do not find any treasure in this encounter.

ENCOUNTER 6A: CATHEDRAL OF MOANDER STATISTICS (ADVENTURE LEVEL 12)

Saresh (level 12)		Level 12 Controller
Medium elemental humanoid (demon, undead)		XP 700
HP 127; Bloodied 63		Initiative +8
AC 26, Fortitude 23, Reflex 26, Will 24		Perception +17
Speed 6, fly 8 (hover)		Darkvision
Immune disease, poison; Vulnerable 10 radiant		
TRAITS		
O Dizzying Aura • Aura 1		
Enemies within the aura cannot make opportunity attacks.		
STANDARD ACTIONS		
m Shadow Claw (necrotic) • At-Will		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 3d8 + 4 necrotic damage.		
R Mind Grab (charm) • Recharge 5-6		
Requirement: No creature is affected by Saresh's <i>mind grab</i> .		
Attack: Ranged 20 (one creature); +15 vs. Will		
Hit: The target is dominated (save ends).		
MINOR ACTIONS		
R Night's Embrace • Recharge 5-6		
Attack: Ranged 10 (one creature); +15 vs. Will		
Hit: The target is immobilized until the end of Saresh's next turn.		
Afterspell: The target is slowed (save ends).		
TRIGGERED ACTIONS		
C Withering Burst (necrotic) • Encounter		
Trigger: Saresh is first bloodied.		
Attack (Free Action): Close burst 3 (enemies in burst); +15 vs. Fortitude		
Hit: 3d8 + 4 necrotic damage, and Saresh pushes the target 5 squares and knocks it prone.		
Miss: The target falls prone.		
Skills Arcana +20, Stealth +13		
Str 12 (+7)	Dex 15 (+8)	Wis 23 (+12)
Con 23 (+12)	Int 28 (+15)	Cha 25 (+13)
Alignment chaotic evil Languages Abyssal		
Note: Saresh is a shaadee with attack powers slightly reduced in power to count for the original level of the monster.		

Vrock (level 12)		Level 12 Skirmisher
Large Elemental humanoid (demon)		XP 700
HP 124; Bloodied 62		Initiative +12
AC 26, Fortitude 25, Reflex 23, Will 23		Perception +13
Speed 6, fly 8		Darkvision
STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 2 (one creature); +17 vs. AC		
Hit: 3d8 + 7 damage.		
M Flyby Attack • At-Will		
Effect: The vrock flies up to its speed and uses <i>claw</i> once during that Movement. It does not provoke opportunity attacks when moving away.		
TRIGGERED ACTIONS		
C Spores of Madness (poison) • Encounter		
Trigger: The vrock is first bloodied.		
Attack (Free Action): Close burst 2 (enemies within burst); +15 vs. Will		
Hit: 3d10 + 6 poison damage, and the target is dazed (save ends).		
Miss: Half damage.		
Variable Resistance • 2/Encounter		
Trigger: The vrock takes acid, cold, fire, lightning, or thunder damage.		
Effect (Free Action): The vrock gains resist 10 to the triggering damage Type until the end of the encounter or until it uses <i>variable resistance</i> again.		
Skills Bluff +15, Insight +13		

Str 23 (+12)	Dex 19 (+10)	Wis 15 (+8)
Con 20 (+11)	Int 12 (+7)	Cha 19 (+10)
Alignment chaotic evil		Languages Abyssal

Infected Malgodeemon (level 12)		Level 12 Brute
Large elemental humanoid (demon)		XP 700
HP 133; Bloodied 66		Initiative +7
AC 24, Fortitude 25, Reflex 22, Will 23		Perception +8
Speed 8, fly 6		Low-light vision
STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 2 (one creature); +17 vs. AC		
Hit: 2d10 + 7 damage.		
M Flinging Claw • At-Will		
Attack: Melee 2 (one creature); +17 vs. AC		
Hit: 2d10 + 9 damage, and the malgodeemon slides the target 2 squares and knocks it prone. If the target ends this movement adjacent to one or more of its allies, the malgodeemon makes a secondary attack.		
Secondary Attack: Close burst 1 centered on the primary target (allies of primary target in burst); +15 vs. Fortitude		
Hit: 1d10 damage, and the secondary target falls prone.		
M Shake Down • Recharge 6		
Requirement: The malgodeemon must not have a creature grabbed.		
Attack: Melee 2 (one creature); +17 vs. AC		
Hit: 3d10 + 9 damage, and the malgodeemon grabs the target. While the target is grabbed, the target is restrained.		
Afterspell: When the grab ends, the target falls prone and takes 9 damage.		
TRIGGERED ACTIONS		
Stone's Endurance • Encounter		
Trigger: The malgodeemon is first bloodied.		
Effect (Free Action): The malgodeemon gains 40 temporary hit points.		
Caustic Blood (acid) • At-Will		
Requirement: The malgodeemon must be bloodied.		
Trigger: The malgodeemon is damaged by an enemy's melee attack.		
Effect (Immediate Reaction): The triggering enemy takes 5 acid damage.		
Skills Athletics +17, Intimidate +11		
Str 22 (+12)	Dex 13 (+7)	Wis 15 (+8)
Con 19 (+10)	Int 8 (+5)	Cha 10 (+6)
Alignment chaotic evil		Languages Abyssal

ENCOUNTER 6A: MOANDER'S CATHEDRAL STATISTICS (ADVENTURE LEVEL 14)

Saresh (level 14)	Level 14 Controller
Medium elemental humanoid (demon, undead)	XP 1,000
HP 143; Bloodied 71	Initiative +9
AC 28, Fortitude 25, Reflex 28, Will 26	Perception +18
Speed 6, fly 8 (hover)	Darkvision
Immune disease, poison; Vulnerable 10 radiant	
TRAITS	
O Dizzying Aura • Aura 1	
Enemies within the aura cannot make opportunity attacks.	
STANDARD ACTIONS	
m Shadow Claw (necrotic) • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d8 + 6 necrotic damage.	
R Mind Grab (charm) • Recharge 5-6	
Requirement: No creature is affected by Saresh's <i>mind grab</i> .	
Attack: Ranged 20 (one creature); +17 vs. Will	
Hit: The target is dominated (save ends).	
MINOR ACTIONS	
R Night's Embrace • Recharge 5-6	
Attack: Ranged 10 (one creature); +17 vs. Will	
Hit: The target is immobilized until the end of Saresh's next turn.	
Afterspell: The target is slowed (save ends).	
TRIGGERED ACTIONS	
C Withering Burst (necrotic) • Encounter	
Trigger: Saresh is first bloodied.	
Attack (Free Action): Close burst 3 (enemies in burst); +17 vs. Fortitude	
Hit: 3d8 + 6 necrotic damage, and Saresh pushes the target 5 squares and knocks it prone.	
Miss: The target falls prone.	
Skills Arcana +21, Stealth +14	
Str 12 (+8)	Dex 15 (+9)
Con 23 (+13)	Wis 23 (+13)
Int 28 (+16)	Cha 25 (+14)
Alignment chaotic evil Languages Abyssal	
Note: Saresh is a shaadee with attack powers slightly reduced in power to count for the original level of the monster.	

Vrock (level 14)	Level 14 Skirmisher
Large Elemental humanoid (demon)	XP 1,000
HP 140; Bloodied 70	Initiative +13
AC 28, Fortitude 27, Reflex 25, Will 25	Perception +14
Speed 6, fly 8	Darkvision
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 3d8 + 9 damage.	
M Flyby Attack • At-Will	
Effect: The vrock flies up to its speed and uses <i>claw</i> once during that Movement. It does not provoke opportunity attacks when moving away.	
TRIGGERED ACTIONS	
C Spores of Madness (poison) • Encounter	
Trigger: The vrock is first bloodied.	
Attack (Free Action): Close burst 2 (enemies within burst); +17 vs. Will	
Hit: 3d10 + 7 poison damage, and the target is dazed (save ends).	
Miss: Half damage.	
Variable Resistance • 2/Encounter	
Trigger: The vrock takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): The vrock gains resist 10 to the triggering damage Type until the end of the encounter or until it uses <i>variable resistance</i> again.	
Skills Bluff +16, Insight +14	

Str 23 (+13)	Dex 19 (+11)	Wis 15 (+9)
Con 20 (+12)	Int 12 (+8)	Cha 19 (+11)
Alignment chaotic evil		Languages Abyssal

Infected Malgodeemon (level 14)	Level 14 Brute
Large elemental humanoid (demon)	XP 1,000
HP 153; Bloodied 76	Initiative +8
AC 26, Fortitude 27, Reflex 24, Will 25	Perception +9
Speed 8, fly 6	Low-light vision
STANDARD ACTIONS	
m Claw (acid) • At-Will	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 2d10 + 9 damage.	
M Flinging Claw • At-Will	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 2d10 + 11 damage, and the malgodeemon slides the target 2 squares and knocks it prone. If the target ends this movement adjacent to one or more of its allies, the malgodeemon makes a secondary attack.	
Secondary Attack: Close burst 1 centered on the primary target (allies of primary target in burst); +17 vs. Fortitude	
Hit: 1d10 + 1 damage, and the secondary target falls prone.	
M Shake Down • Recharge 6	
Requirement: The malgodeemon must not have a creature grabbed.	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 3d10 + 11 damage, and the malgodeemon grabs the target. While the target is grabbed, the target is restrained.	
Afterspell: When the grab ends, the target falls prone and takes 11 damage.	
TRIGGERED ACTIONS	
Stone's Endurance • Encounter	
Trigger: The malgodeemon is first bloodied.	
Effect (Free Action): The malgodeemon gains 40 temporary hit points.	
Caustic Blood (acid) • At-Will	
Requirement: The malgodeemon must be bloodied.	
Trigger: The malgodeemon is damaged by an enemy's melee attack.	
Effect (Immediate Reaction): The triggering enemy takes 5 acid damage.	
Skills Athletics +18, Intimidate +12	
Str 22 (+13)	Dex 13 (+8)
Con 19 (+11)	Wis 15 (+9)
Int 8 (+6)	Cha 10 (+7)
Alignment chaotic evil Languages Abyssal	

ENCOUNTER 6A: CATHEDRAL OF MOANDER STATISTICS (ADVENTURE LEVEL 16)

Saresh (level 16)	Level 16 Controller
Medium elemental humanoid (demon, undead)	XP 1,400
HP 159; Bloodied 79	Initiative +10
AC 30, Fortitude 27, Reflex 30, Will 28	Perception +19
Speed 6, fly 8 (hover)	Darkvision
Immune disease, poison; Vulnerable 10 radiant	
TRAITS	
O Dizzying Aura • Aura 1	
Enemies within the aura cannot make opportunity attacks or take immediate actions.	
STANDARD ACTIONS	
m Shadow Claw (necrotic) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 4d8 + 6 necrotic damage.	
R Mind Grab (charm) • Recharge 5-6	
Attack: Ranged 20 (one creature); +19 vs. Will	
Hit: The target is dominated (save ends).	
MINOR ACTIONS	
R Night's Embrace • At-Will (1/round)	
Attack: Ranged 10 (one creature); +19 vs. Will	
Hit: The target is immobilized until the end of Saresh's next turn.	
Afterspell: The target is slowed (save ends).	
TRIGGERED ACTIONS	
C Withering Burst (necrotic) • Encounter	
Trigger: Saresh is first bloodied.	
Attack (Free Action): Close burst 3 (enemies in burst); +19 vs. Fortitude	
Hit: 4d8 + 6 necrotic damage, and Saresh pushes the target 5 squares and knocks it prone.	
Miss: The target falls prone.	
Skills Arcana +22, Stealth +15	
Str 12 (+9)	Dex 15 (+10)
Con 23 (+14)	Int 28 (+17)
Wis 23 (+14)	Cha 25 (+15)
Alignment chaotic evil Languages Abyssal	
Note: Saresh is a shaadee.	

Vrock (level 16)	Level 16 Skirmisher
Large Elemental humanoid (demon)	XP 1,400
HP 156; Bloodied 78	Initiative +14
AC 30, Fortitude 29, Reflex 27, Will 27	Perception +15
Speed 6, fly 8	Darkvision
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 4d8 + 7 damage.	
M Flyby Attack • At-Will	
Effect: The vrock flies up to its speed and uses <i>claw</i> once during that Movement. It does not provoke opportunity attacks when moving away.	
TRIGGERED ACTIONS	
C Spores of Madness (poison) • Encounter	
Trigger: The vrock is first bloodied.	
Attack (Free Action): Close burst 2 (enemies within burst); +19 vs. Will	
Hit: 3d10 + 8 poison damage, and the target is dazed (save ends).	
Miss: Half damage.	
Variable Resistance • 2/Encounter	
Trigger: The vrock takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): The vrock gains resist 15 to the triggering damage Type until the end of the encounter or until it uses <i>variable resistance</i> again.	
Skills Bluff +17, Insight +15	
Str 23 (+14)	Dex 19 (+12)
Wis 15 (+10)	

Con 20 (+13)	Int 12 (+9)	Cha 19 (+12)
Alignment chaotic evil	Languages Abyssal	

Infected Malgodeemon (level 16)	Level 16 Brute
Large elemental humanoid (demon)	XP 1,400
HP 173; Bloodied 86	Initiative +9
AC 28, Fortitude 29, Reflex 26, Will 27	Perception +10
Speed 8, fly 6	Low-light vision
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 2d10 + 11 damage.	
M Flinging Claw • At-Will	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 2d10 + 13 damage, and the malgodeemon slides the target 2 squares and knocks it prone. If the target ends this movement adjacent to one or more of its allies, the malgodeemon makes a secondary attack.	
Secondary Attack: Close burst 1 centered on the primary target (allies of primary target in burst); +19 vs. Fortitude	
Hit: 1d10 + 2 damage, and the secondary target falls prone.	
M Shake Down • Recharge 6	
Requirement: The malgodeemon must not have a creature grabbed.	
Attack: Melee 2 (one creature); +21 vs. AC	
Hit: 3d10 + 13 damage, and the malgodeemon grabs the target. While the target is grabbed, the target is restrained.	
Afterspell: When the grab ends, the target falls prone and takes 13 damage.	
TRIGGERED ACTIONS	
Stone's Endurance • Encounter	
Trigger: The malgodeemon is first bloodied.	
Effect (Free Action): The malgodeemon gains 40 temporary hit points.	
Caustic Blood (acid) • At-Will	
Requirement: The malgodeemon must be bloodied.	
Trigger: The malgodeemon is damaged by an enemy's melee attack.	
Effect (Immediate Reaction): The triggering enemy takes 5 acid damage.	
Skills Athletics +19, Intimidate +13	
Str 22 (+14)	Dex 13 (+9)
Con 19 (+12)	Int 8 (+7)
Wis 15 (+10)	Cha 10 (+8)
Alignment chaotic evil Languages Abyssal	

ENCOUNTER 6A: CATHEDRAL OF MOANDER STATISTICS (ADVENTURE LEVEL 18)

Saresh (level 18)	Level 18 Controller
Medium elemental humanoid (demon, undead)	XP 2,000
HP 175; Bloodied 87	Initiative +11
AC 32, Fortitude 29, Reflex 32, Will 30	Perception +20
Speed 6, fly 8 (hover)	Darkvision
Immune disease, poison; Vulnerable 10 radiant	
TRAITS	
O Dizzying Aura • Aura 1	
Enemies within the aura cannot make opportunity attacks or take immediate actions.	
STANDARD ACTIONS	
m Shadow Claw (necrotic) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +23 vs. AC	
<i>Hit:</i> 4d8 + 8 necrotic damage.	
R Mind Grab (charm) • Recharge 5-6	
<i>Attack:</i> Ranged 20 (one creature); +21 vs. Will	
<i>Hit:</i> The target is dominated (save ends).	
MINOR ACTIONS	
R Night's Embrace • At-Will (1/round)	
<i>Attack:</i> Ranged 10 (one creature); +21 vs. Will	
<i>Hit:</i> The target is immobilized until the end of Saresh' next turn.	
<i>Aftersave:</i> The target is slowed (save ends).	
TRIGGERED ACTIONS	
C Withering Burst (necrotic) • Encounter	
<i>Trigger:</i> Saresh is first bloodied.	
<i>Attack (Free Action):</i> Close burst 3 (enemies in burst); +21 vs. Fortitude	
<i>Hit:</i> 4d8 + 8 necrotic damage, and Saresh pushes the target 5 squares and knocks it prone.	
<i>Miss:</i> The target falls prone.	
Skills Arcana +23, Stealth +16	
Str 12 (+10)	Dex 15 (+11)
Con 23 (+15)	Wis 23 (+15)
Int 28 (+18)	Cha 25 (+16)
Alignment chaotic evil Languages Abyssal	
Note: Saresh is a shaadee.	

Vrock (level 18)	Level 18 Skirmisher
Large Elemental humanoid (demon)	XP 2,000
HP 172; Bloodied 86	Initiative +15
AC 34, Fortitude 33, Reflex 29, Will 29	Perception +16
Speed 6, fly 8	Darkvision
STANDARD ACTIONS	
m Claw • At-Will	
<i>Attack:</i> Melee 2 (one creature); +23 vs. AC	
<i>Hit:</i> 4d8 + 9 damage.	
M Flyby Attack • At-Will	
<i>Effect:</i> The vrock flies up to its speed and uses <i>claw</i> once during that Movement. It does not provoke opportunity attacks when moving away.	
TRIGGERED ACTIONS	
C Spores of Madness (acid, poison) • Encounter	
<i>Trigger:</i> The vrock is first bloodied.	
<i>Attack (Free Action):</i> Close burst 2 (enemies within burst); +21 vs. Will	
<i>Hit:</i> 3d10 + 9 acid and poison damage, and the target is dazed (save ends).	
<i>Miss:</i> Half damage and target grants combat advantage (save ends).	
Variable Resistance • 2/Encounter	
<i>Trigger:</i> The vrock takes acid, cold, fire, lightning, or thunder damage.	
<i>Effect (Free Action):</i> The vrock gains resist 15 to the triggering damage Type until the end of the encounter or until it uses <i>variable resistance</i> again.	
Skills Bluff +18, Insight +16	

Str 23 (+15)	Dex 19 (+13)	Wis 15 (+11)
Con 20 (+14)	Int 12 (+10)	Cha 19 (+13)
Alignment chaotic evil		Languages Abyssal

Infected Malgodeemon (level 18)	Level 18 Brute
Large elemental humanoid (demon)	XP 2,000
HP 193; Bloodied 96	Initiative +10
AC 30, Fortitude 31, Reflex 28, Will 29	Perception +11
Speed 8, fly 6	Low-light vision
STANDARD ACTIONS	
m Claw • At-Will	
<i>Attack:</i> Melee 2 (one creature); +23 vs. AC	
<i>Hit:</i> 3d10 + 9 damage.	
M Flinging Claw • At-Will	
<i>Attack:</i> Melee 2 (one creature); +23 vs. AC	
<i>Hit:</i> 3d10 + 9 damage, and the malgodeemon slides the target 2 squares and knocks it prone. If the target ends this movement adjacent to one or more of its allies, the malgodeemon makes a secondary attack.	
<i>Secondary Attack:</i> Close burst 1 centered on the primary target (allies of primary target in burst); +21 vs. Fortitude	
<i>Hit:</i> 1d10 + 3 damage, and the secondary target falls prone.	
M Shake Down • Recharge 6	
<i>Requirement:</i> The malgodeemon must not have a creature grabbed.	
<i>Attack:</i> Melee 2 (one creature); +23 vs. AC	
<i>Hit:</i> 4d10 + 9 damage, and the malgodeemon grabs the target. While the target is grabbed, the target is restrained.	
<i>Aftersave:</i> When the grab ends, the target falls prone and takes 15 damage.	
TRIGGERED ACTIONS	
Stone's Endurance • Encounter	
<i>Trigger:</i> The malgodeemon is first bloodied.	
<i>Effect (Free Action):</i> The malgodeemon gains 40 temporary hit points.	
Caustic Blood (acid) • At-Will	
<i>Requirement:</i> The malgodeemon must be bloodied.	
<i>Trigger:</i> The malgodeemon is damaged by an enemy's melee attack.	
<i>Effect (Immediate Reaction):</i> The triggering enemy takes 10 acid damage.	
Skills Athletics +20, Intimidate +14	
Str 22 (+15)	Dex 13 (+10)
Con 19 (+13)	Wis 15 (+11)
Int 8 (+8)	Cha 10 (+9)
Alignment chaotic evil Languages Abyssal	

ENCOUNTER 6A: MOANDER'S CATHEDRAL STATISTICS (ADVENTURE LEVEL 20)

Saresh		Level 20 Controller
Medium elemental humanoid (demon, undead)		XP 2,800
HP 191; Bloodied 95		Initiative +12
AC 34, Fortitude 31, Reflex 34, Will 32		Perception +21
Speed 6, fly 8 (hover)		Darkvision
Immune disease, poison; Vulnerable 10 radiant		
TRAITS		
O Dizzying Aura • Aura 1		
Enemies within the aura cannot make opportunity attacks or take immediate actions.		
STANDARD ACTIONS		
m Shadow Claw (necrotic) • At-Will		
Attack: Melee 1 (one creature); +25 vs. AC		
Hit: 4d8 + 10 necrotic damage.		
R Mind Grab (charm) • Recharge 5-6		
Attack: Ranged 20 (one creature); +23 vs. Will		
Hit: The target is dominated (save ends).		
MINOR ACTIONS		
R Night's Embrace • At-Will (1/round)		
Attack: Ranged 10 (one creature); +23 vs. Will		
Hit: The target is immobilized until the end of Saresh's next turn.		
Afterspell: The target is slowed (save ends).		
TRIGGERED ACTIONS		
C Withering Burst (necrotic) • Encounter		
Trigger: Saresh is first bloodied.		
Attack (Free Action): Close burst 3 (enemies in burst); +23 vs. Fortitude		
Hit: 4d8 + 10 necrotic damage, and Saresh pushes the target 5 squares and knocks it prone.		
Miss: The target falls prone.		
Skills Arcana +24, Stealth +17		
Str 12 (+11)	Dex 15 (+12)	Wis 23 (+16)
Con 23 (+16)	Int 28 (+19)	Cha 25 (+17)
Alignment chaotic evil		Languages Abyssal
Note: Saresh is a shaadee.		

Vrock (level 20)		Level 20 Skirmisher
Large Elemental humanoid (demon)		XP 2,800
HP 188; Bloodied 94		Initiative +16
AC 36, Fortitude 35, Reflex 31, Will 31		Perception +17
Speed 6, fly 8		Darkvision
STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 2 (one creature); +25 vs. AC		
Hit: 3d10 + 9 damage.		
M Flyby Attack • At-Will		
Effect: The vrock flies up to its speed and uses <i>claw</i> once during that Movement. It does not provoke opportunity attacks when moving away.		
TRIGGERED ACTIONS		
C Spores of Madness (acid, poison) • Encounter		
Trigger: The vrock is first bloodied.		
Attack (Free Action): Close burst 2 (enemies within burst); +23 vs. Will		
Hit: 3d10 + 10 acid and poison damage, and the target is dazed (save ends).		
Miss: Half damage and target grants combat advantage (save ends).		
Variable Resistance • 2/Encounter		
Trigger: The vrock takes acid, cold, fire, lightning, or thunder damage.		
Effect (Free Action): The vrock gains resist 15 to the triggering damage Type until the end of the encounter or until it uses <i>variable resistance</i> again.		
Skills Bluff +19, Insight +17		

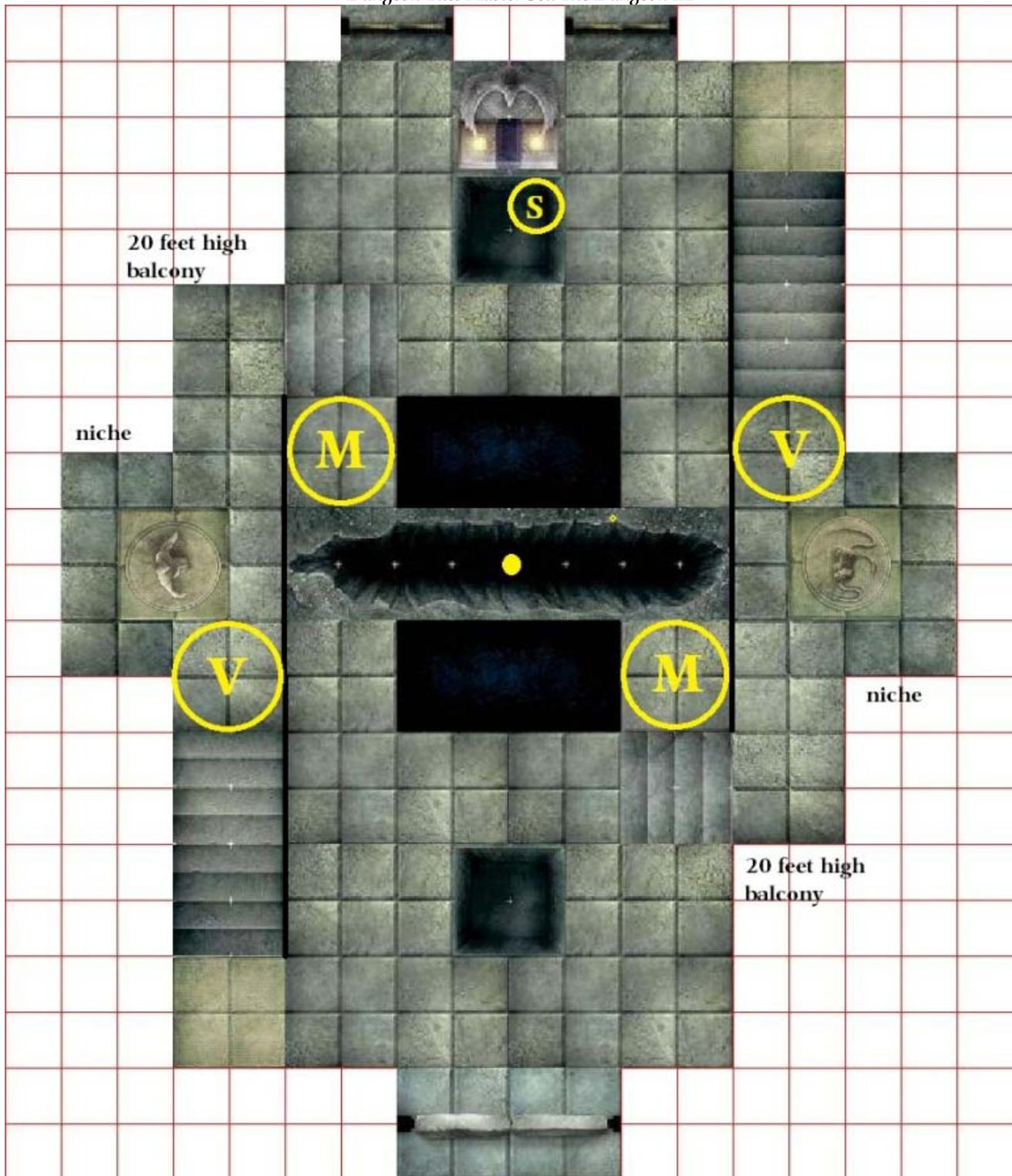
Str 23 (+16)	Dex 19 (+14)	Wis 15 (+12)
Con 20 (+15)	Int 12 (+11)	Cha 19 (+14)
Alignment chaotic evil	Languages Abyssal	

Infected Malgodeemon (level 20)		Level 20 Brute
Large elemental humanoid (demon)		XP 2,800
HP 213; Bloodied 106		Initiative +11
AC 32, Fortitude 33, Reflex 30, Will 31		Perception +12
Speed 8, fly 6		Low-light vision
STANDARD ACTIONS		
m Claw • At-Will		
Attack: Melee 2 (one creature); +25 vs. AC		
Hit: 3d10 + 11 damage.		
M Flinging Claw • At-Will		
Attack: Melee 2 (one creature); +25 vs. AC		
Hit: 3d10 + 11 damage, and the malgodeemon slides the target 2 squares and knocks it prone. If the target ends this movement adjacent to one or more of its allies, the malgodeemon makes a secondary attack.		
Secondary Attack: Close burst 1 centered on the primary target (allies of primary target in burst); +23 vs. Fortitude		
Hit: 1d10 + 4 damage, and the secondary target falls prone.		
M Shake Down • Recharge 6		
Requirement: The malgodeemon must not have a creature grabbed.		
Attack: Melee 2 (one creature); +25 vs. AC		
Hit: 4d10 + 11 damage, and the malgodeemon grabs the target. While the target is grabbed, the target is restrained.		
Afterspell: When the grab ends, the target falls prone and takes 17 damage.		
TRIGGERED ACTIONS		
Stone's Endurance • Encounter		
Trigger: The malgodeemon is first bloodied.		
Effect (Free Action): The malgodeemon gains 50 temporary hit points.		
Caustic Blood (acid) • At-Will		
Requirement: The malgodeemon must be bloodied.		
Trigger: The malgodeemon is damaged by an enemy's melee attack.		
Effect (Immediate Reaction): The triggering enemy takes 10 acid damage.		
Skills Athletics +21, Intimidate +15		
Str 22 (+16)	Dex 13 (+11)	Wis 15 (+12)
Con 19 (+14)	Int 8 (+9)	Cha 10 (+10)
Alignment chaotic evil	Languages Abyssal	

ENCOUNTER 6A: CATHEDRAL OF MOANDER MAP

TILE SETS NEEDED

Dungeon Tiles Master Set: The Dungeon x1



The yellow dot is the portal rod dangling above the pit.

ENCOUNTER 6B: ROT GARDEN

ENCOUNTER LEVEL 12/14/16/18/20
(3500/5000/7000/10000/14000 XP)

SETUP

This encounter includes the following creatures at adventure level 12:

- 1 **Rahugh (slithering mold) (level 12) (R)**
- 2 **enveloping molds (level 12) (E)**
- 2 **blood molds (level 12) (B)**

This encounter includes the following creatures at adventure level 14:

- 1 **Rahugh (slithering mold) (level 14) (R)**
- 2 **enveloping molds (level 14) (E)**
- 2 **blood molds (level 14) (B)**

This encounter includes the following creatures at adventure level 16:

- 1 **Rahugh (slithering mold) (level 16) (R)**
- 2 **enveloping molds (level 16) (E)**
- 2 **blood molds (level 16) (B)**

This encounter includes the following creatures at adventure level 18:

- 1 **Rahugh (slithering mold) (level 18) (R)**
- 2 **enveloping molds (level 18) (E)**
- 2 **blood molds (level 18) (B)**

This encounter includes the following creatures at adventure level 20:

- 1 **Rahugh (slithering mold) (level 20) (R)**
- 2 **enveloping molds (level 20) (E)**
- 2 **blood molds (level 20) (B)**

While in the Feywild, the PCs had the time to explore the base of the tower and pick a lieutenant to their liking. In this case, they appear more or less in the room where they want. Otherwise, the PCs likely picked the door based on information gained by residents, arriving in the upper left corner. What used to be a room is now fully infested with rotting fungi, shaped by Zuggtmoy's malign intelligence into a deadly maze. The area favors melee attackers.

As the adventurers enter the area, read:

Yellow-greenish tendrils, hanging from the 20 foot ceiling all the way to the floor, create hallways snaking through the chamber. A smell like stale vomit emanates

from them. The walls twist and turn, forming a demented maze. Small blotches of bright red glowing fungi provide a bare minimum of light. Some of the tendrils making up the walls seem to writhe ever so slightly.

Before the walls of rotting tentacles took over, this room was a storage space. Remnants of ancient barrels and chests can be found assimilated by the walls. Rahugh finds the area perfectly suited to its tastes and uses the tendrill maze to separate large groups into more manageable sizes.

The molds are hidden well by the writhing tendrils, but they are not particularly silent. A moderate DC Perception check alerts the PCs to their presence, although not their exact location.

FEATURES OF THE AREA

Illumination: The room is dimly lit by glowing fungi.

Ceiling: The ceiling is 20 feet high.

Walls (sewage green areas): The tendrils making up the walls form a variant of a Garden of Rot (area sacred to Zuggtmoy). Though closely knit, the tendrils can be moved apart and squeezed through. It is considered difficult terrain. Any creature not worshipping Zuggtmoy entering or starting its turn in a wall is subject to the following attack: encounter level +3 vs. Fortitude; [encounter level] poison damage and the target cannot see more than 3 squares (save ends).

Portions of the walls that are 5 feet thick can be seen through by a creature that is adjacent. The writhing nature of the tendrils impose a -5 penalty on ranged attacks made through a wall. 10 feet or more of tendrils blocks line of effect and sight.

The walls are immune to all damage other than fire damage. Each square of the wall has AC and Reflex of [Adventure Level +7] and Fortitude of [Adventure Level +6] and hit points equal to [5 + 3*Adventure Level].

TACTICS

All of the molds know that the maze of tendrils is harmless to them and they use it to their fullest advantage.

The molds do not engage until Rahugh does, and it waits for someone to make their way through the tendrils. It tries to surprise the PCs by having the enveloping molds drag people away. The molds continue to try and lead the PCs on a merry chase through the maze, striking when one or two characters become isolated.

The blood mold focuses on lightly armored targets trying to get them bloodied, while the enveloping molds try to blanket the PCs doing the most damage. Rahugh tries to stay out of the fray somewhat, using its ranged ability, yet keeping within 5 squares of his allies to be able to use his healing options.

All creatures fight to the death, neither expecting nor granting quarter.

SCALING THE ENCOUNTER

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

Four PCs: Remove an enveloping mold.

Six PCs: Add a blood mold.

ENDING THE ENCOUNTER

With the defeat of Rahugh and the other demons, the PCs find a slime-covered portal rod in the remains of Rahugh. The maze ends in the upper right of the room taking them to a corridor and Encounter 6D beyond. Remember that the PCs need to make an Endurance check after the encounter as described in Encounter 2.

TREASURE

The PCs do not find any treasure in this encounter.

ENCOUNTER 6B: ROT GARDEN (ADVENTURE LEVEL 12)

Rahugh (slithering mold)	Level 12 Soldier
Large elemental beast (demon, ooze)	XP 700
HP 126; Bloodied 63	Initiative +12
AC 28, Fort 26, Reflex 24, Will 22	Perception +15
Speed 6, climb 6 swim 6	All-around vision, blindsight 5
Immune necrotic, disease, poison	
TRAITS	
All-around Vision	
Enemies can't gain combat advantage by flanking the slithering mold.	
Ooze	
While squeezing, the slithering mold moves at full speed rather than half speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing.	
STANDARD ACTIONS	
m Slam (poison) • At-Will	
Attack: Melee 2 (one creature); +17 vs. AC	
Hit: 3d6 +10 poison damage, and the target is immobilized until the end of its next turn.	
r Mold Patch (poison) • At-Will	
Attack: Ranged 6 (one creature); +17 vs. AC	
Hit: 3d6 + 10 poison damage.	
C Sickening Infestation (necrotic, poison) • Recharge 6	
Attack: Close blast 2 (enemies in blast); +15 vs. Reflex	
Hit: 2d8 + 6 poison damage, and the target takes ongoing 10 necrotic damage and a -2 penalty to attack rolls (save ends both).	
M Festering Mold (poison) • Encounter	
Effect: The slithering mold moves its speed and can enter enemies' squares. This movement does not provoke opportunity attacks. Each time the slithering mold enters an enemy's square for the first time during the move, it makes the following attack against that enemy.	
Attack: Melee 0 (the enemy whose square the mold enters); +15 vs. Reflex	
Hit: 3d6 + 10 poison damage, and the target is dazed until the end of its next turn.	
TRIGGERED ACTIONS	
Strength from Death (healing) • At-Will	
Trigger: An ally within 5 squares of the slithering mold drops to 0 hit points.	
Effect (No Action): The slithering mold regains 15 hit points.	
Strength from Decay • Encounter	
Trigger: The slithering mold takes damage.	
Effect (Immediate Interrupt): The damage taken is reduced by half.	
Skills Stealth +14	
Str 25 (+15)	Dex 20 (+13)
Con 24 (+15)	Int 12 (+9)
	Wis 18 (+12)
	Cha 8 (+7)
Alignment chaotic evil Languages telepathy 5	
Note: Spawn of Jubilex ooze horror, made smarter and added effects from Zuggtmoy's theme.	

Enveloping Mold	Level 12 Controller	
Medium elemental beast (demon, ooze)	XP 700	
HP 119; Bloodied 60	Initiative +9	
AC 26, Fort 25, Reflex 24, Will 24	Perception +9	
Speed 6, climb 6, swim 6	All-around vision, blindsight 10	
Immune disease, poison		
TRAITS		
All-around Vision		
Enemies can't gain combat advantage by flanking the enveloping mold.		
Ooze		
While squeezing, the enveloping mold moves at full speed rather than half speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing.		
STANDARD ACTIONS		
m Sickening touch (poison) • At-Will		
Attack: Melee 1 (one creature); +16 vs. Fortitude, automatically hits a creature grabbed by the enveloping mold		
Hit: 3d6 +10 poison damage.		
M Sickening Grasp (poison) • At-Will,		
Requirement: The enveloping mold has no creature grabbed.		
Attack: Melee 1 (one creature); +16 vs. Reflex		
Hit: 3d6 + 10 poison damage, and the target is grabbed.		
M Blanketing Mold (necrotic, poison) • Recharge 6		
Requirement: The mold has a creature grabbed.		
Attack: Melee 1 (creature grabbed by enveloping mold); +16 vs. Reflex		
Hit: 3d6 + 10 poison damage, and the grab ends, and the target is blanketed in sheets of sticky mold (save ends). While blanketed, the target takes ongoing 10 poison damage and is stunned. No creature has line of effect to the target.		
Miss: Half damage, the grab ends, and the target is blanketed until the end of the enveloping mold's next turn.		
MOVE ACTIONS		
M Drag • At-Will		
Requirement: The enveloping mold has a creature grabbed.		
Attack: Melee 1 (creature grabbed by enveloping mold); +16 vs. Fortitude		
Effect: The enveloping mold shifts 3 squares and pulls the grabbed target with it.		
Str 22 (+15)	Dex 20 (+14)	Wis 20 (+14)
Con 18 (+15)	Int 5 (+6)	Cha 8 (+7)
Alignment chaotic evil Languages -		
Note: Based on frostclutch.		

ENCOUNTER 6B: ROT GARDEN (ADVENTURE LEVEL 12)

Blood Mold (level 12)	Level 12 Brute	
Medium elemental beast (demon, ooze)	XP 700	
HP 148; Bloodied 74	Initiative +10	
AC 24, Fort 24, Reflex 23, Will 22	Perception +9	
Speed 8	Low-light vision	
Immune disease, poison		
TRAITS		
Blood Feast		
The blood mold gains 1 action point whenever one of its attacks bloodies an enemy. The demon can have only 1 action point at a time.		
Blood Frenzy		
The blood mold gains a +1 bonus to attack rolls for each bloodied enemy within 10 squares of it (maximum +5).		
Ooze		
While squeezing, the blood mold moves at full speed rather than half speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing.		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 3d10 +10 damage.		
C Blood Call • Recharge 5-6		
Attack: Close burst 3 (creatures in burst); +15 vs. Fortitude		
Hit: 2d10 + 10 damage, and the target is pulled 2 squares.		
TRIGGERED ACTIONS		
Variable Resistance • 2/Encounter		
<i>Trigger:</i> The blood mold takes acid, cold, fire, lightning, or thunder damage.		
<i>Effect (Free Action):</i> The blood mold gains resist 10 to the triggering damage type until the end of the encounter or until it uses variable resistance again.		
Str 23 (+12)	Dex 18 (+10)	Wis 16 (+9)
Con 18 (+10)	Int 3 (+2)	Cha 11 (+6)
Alignment chaotic evil Languages -		
Note: Based on blood demon.		

ENCOUNTER 6B: ROT GARDEN (ADVENTURE LEVEL 14)

Rahugh (slithering mold) (level 14)	Level 14 Soldier
Large elemental beast (demon, ooze)	XP 1,000
HP 142; Bloodied 71	Initiative +14
AC 30, Fort 28, Reflex 26, Will 24	Perception +17
Speed 6, climb 6 swim 6	All-around vision, blindsight 5
Immune necrotic, disease, poison	
TRAITS	
All-around Vision	
Enemies can't gain combat advantage by flanking the slithering mold.	
Ooze	
While squeezing, the slithering mold moves at full speed rather than half speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing.	
STANDARD ACTIONS	
m Slam (poison) • At-Will	
Attack: Melee 2 (one creature); +19 vs. AC	
Hit: 3d6 +12 poison damage, and the target is immobilized until the end of its next turn.	
r Mold Patch (poison) • At-Will	
Attack: Ranged 6 (one creature); +19 vs. AC	
Hit: 3d6 + 12 poison damage.	
C Sickening Infestation (necrotic, poison) • Recharge 6	
Attack: Close blast 2 (enemies in blast); +17 vs. Reflex	
Hit: 2d8 + 7 poison damage, and the target takes ongoing 10 necrotic damage and a -2 penalty to attack rolls (save ends both).	
M Festering Mold (poison) • Encounter	
Effect: The slithering mold moves its speed and can enter enemies' squares. This movement does not provoke opportunity attacks. Each time the slithering mold enters an enemy's square for the first time during the move, it makes the following attack against that enemy.	
Attack: Melee 0 (the enemy whose square the mold enters); +17 vs. Reflex	
Hit: 3d6 + 12 poison damage, and the target is dazed until the end of its next turn.	
TRIGGERED ACTIONS	
Strength from Death (healing) • At-Will	
Trigger: An ally within 5 squares of the slithering mold drops to 0 hit points.	
Effect (No Action): The slithering mold regains 15 hit points.	
Strength from Decay • Encounter	
Trigger: the slithering mold takes damage	
Effect (Immediate Interrupt): The damage taken is reduced by half.	
Skills Stealth +14	
Str 25 (+15)	Dex 20 (+13)
Con 24 (+15)	Int 12 (+9)
	Wis 18 (+12)
	Cha 8 (+7)
Alignment chaotic evil Languages telepathy 5	

Note: Based off spawn of Jubilex ooze horror, made smarter and added a few effects from Zugg's theme.

Enveloping Mold (level 14)	Level 14 Controller
Medium elemental beast (demon, ooze)	XP 1,000
HP 135; Bloodied 67	Initiative +10
AC 28, Fort 27, Reflex 26, Will 26	Perception +10
Speed 6, climb 6, swim 6	All-around vision, blindsight 10
Immune disease, poison	
TRAITS	
All-around Vision	
Enemies can't gain combat advantage by flanking the enveloping mold.	
Ooze	
While squeezing, the enveloping mold moves at full speed rather than half speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing.	
STANDARD ACTIONS	
m Sickening touch (poison) • At-Will	
Attack: Melee 1 (one creature); +18 vs. Fortitude, automatically hits a creature grabbed by the enveloping mold.	
Hit: 3d6 +12 poison damage.	
M Sickening Grasp (poison) • At-Will	
Requirement: The mold has no creature grabbed.	
Attack: Melee 1 (one creature); +18 vs. Reflex	
Hit: 3d6 + 12 poison damage, and the target is grabbed.	
M Blanketing Mold (necrotic, poison) • Recharge 6	
Requirement: The mold has a creature grabbed.	
Attack: Melee 1 (creature grabbed by enveloping mold); +18 vs. Reflex	
Hit: 3d6 + 12 poison damage, and the grab ends, and the target is blanketed in sheets of sticky mold (save ends). While blanketed, the target takes ongoing 10 poison damage and is stunned. No creature has line of effect to the target.	
Miss: Half damage, the grab ends, and the target is blanketed until the end of the enveloping mold's next turn..	
MOVE ACTIONS	
M Drag • At-Will	
Requirement: The mold has a creature grabbed.	
Attack: Melee 1 (creature grabbed by enveloping mold); +16 vs. Fortitude	
Effect: The enveloping mold shifts 3 squares and pulls the grabbed target with it.	
Str 22 (+15)	Dex 20 (+14)
Con 18 (+15)	Int 5 (+6)
	Wis 20 (+14)
	Cha 8 (+7)
Alignment chaotic evil Languages -	
Note: Based off frostclutch.	

ENCOUNTER 6B: ROT GARDEN (ADVENTURE LEVEL 14)

Blood Mold (level 14)	Level 14 Brute	
Medium elemental beast (demon, ooze)	XP 1,000	
HP 168; Bloodied 84	Initiative +11	
AC 26, Fort 26, Reflex 25, Will 24	Perception +10	
Speed 8	Low-light vision	
Immune disease, poison		
TRAITS		
Blood Feast		
The blood mold gains 1 action point whenever one of its attacks bloodies an enemy. The demon can have only 1 action point at a time.		
Blood Frenzy		
The blood mold gains a +1 bonus to attack rolls for each bloodied enemy within 10 squares of it (maximum +5).		
Ooze		
While squeezing, the blood mold moves at full speed rather than half speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing.		
STANDARD ACTIONS		
m Slam • At-Will		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 3d10 +12 damage.		
C Blood Call • Recharge 5-6		
Attack: Close burst 3 (creatures in burst); +17 vs. Fortitude		
Hit: 2d10 + 11 damage, and the target is pulled 2 squares.		
TRIGGERED ACTIONS		
Variable Resistance • 2/Encounter		
Trigger: The blood mold takes acid, cold, fire, lightning, or thunder damage.		
Effect (Free Action): The blood mold gains resist 10 to the triggering damage type until the end of the encounter or until it uses variable resistance again.		
Str 23 (+13)	Dex 18 (+11)	Wis 16 (+10)
Con 18 (+11)	Int 3 (+3)	Cha 11 (+7)
Alignment chaotic evil Languages -		
Note: Based on blood demon.		

ENCOUNTER 6B: ROT GARDEN (ADVENTURE LEVEL 16)

Rahugh (slithering mold)	Level 16 Soldier
Large elemental beast (demon, ooze)	XP 1,400
HP 158; Bloodied 79	Initiative +16
AC 32, Fort 30, Reflex 28, Will 26	Perception +19
Speed 6, climb 6 swim 6	All-around vision, blindsight 5
Immune necrotic, disease, poison	
TRAITS	
All-around Vision	
Enemies can't gain combat advantage by flanking the slithering mold.	
Ooze	
While squeezing, the slithering mold moves at full speed rather than half speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing.	
STANDARD ACTIONS	
m Slam (poison) • At-Will	
<i>Attack:</i> Melee 2 (one creature); +21 vs. AC	
<i>Hit:</i> 3d8 + 11 poison damage, and the target is immobilized until the end of its next turn.	
r Mold Patch (poison) • At-Will	
<i>Attack:</i> Ranged 6 (one creature); +21 vs. AC	
<i>Hit:</i> 3d8 + 11 poison damage.	
C Sickening Infestation (necrotic, poison) • Recharge 6	
<i>Attack:</i> Close blast 2 (enemies in blast); +19 vs. Reflex	
<i>Hit:</i> 3d6 + 8 poison damage, and the target takes ongoing 10 necrotic damage and a -2 penalty to attack rolls (save ends both).	
M Festering Mold (poison) • Encounter	
<i>Effect:</i> The slithering mold moves its speed and can enter enemies' squares. This movement does not provoke opportunity attacks. Each time the slithering mold enters an enemy's square for the first time during the move, it makes the following attack against that enemy.	
<i>Attack:</i> Melee 0 (the enemy whose square the mold enters); +19 vs. Reflex	
<i>Hit:</i> 3d8 + 11 poison damage, and the target is dazed until the end of its next turn	
TRIGGERED ACTIONS	
Strength from Death (healing) • At-Will	
<i>Trigger:</i> An ally within 5 squares of the slithering mold drops to 0 hit points.	
<i>Effect (No Action):</i> The slithering mold regains 15 hit points.	
Strength from Decay • Encounter	
<i>Trigger:</i> the slithering mold takes damage	
<i>Effect (Immediate Interrupt):</i> The damage taken is reduced by half.	
Skills Stealth +18	
Str 25 (+15)	Dex 20 (+13)
Con 24 (+15)	Int 12 (+9)
	Wis 18 (+12)
	Cha 8 (+7)
Alignment chaotic evil	
Languages telepathy 5	
Note: Based off spawn of Jubilex ooze horror, made smarter and added a few effects from Zugg's theme.	

Enveloping Mold	Level 16 Controller
Medium elemental beast (demon, ooze)	XP 1,400
HP 151; Bloodied 75	Initiative +13
AC 30, Fort 29, Reflex 28, Will 28	Perception +13
Speed 6, climb 6, swim 6	All-around vision, blindsight 10
Immune disease, poison	
TRAITS	
All-around Vision	
Enemies can't gain combat advantage by flanking the enveloping mold.	
Ooze	
While squeezing, the enveloping mold moves at full speed rather than half speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing.	
STANDARD ACTIONS	
m Sickening touch (poison) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +20 vs. Fortitude, automatically hits a creature grabbed by the enveloping mold.	
<i>Hit:</i> 3d8 + 11 poison damage.	
M Sickening Grasp (poison) • At-Will	
<i>Requirement:</i> The enveloping mold has no creature grabbed.	
<i>Attack:</i> Melee 1 (one creature); +20 vs. Reflex	
<i>Hit:</i> 3d8 + 11 poison damage, and the target is grabbed.	
M Blanketing Mold (necrotic, poison) • Recharge 6	
<i>Requirement:</i> The enveloping mold has a creature grabbed.	
<i>Attack:</i> Melee 1 (creature grabbed by enveloping mold); +20 vs. Reflex	
<i>Hit:</i> 3d8 + 11 poison damage, and the grab ends, and the target is blanketed in sheets of sticky mold (save ends). While blanketed, the target takes ongoing 10 poison damage and is stunned. No creature has line of effect to the target.	
<i>Miss:</i> Half damage, the grab ends, and the target is blanketed until the end of the enveloping mold's next turn..	
MOVE ACTIONS	
M Drag • At-Will	
<i>Requirement:</i> The enveloping mold has a creature grabbed.	
<i>Attack:</i> (creature grabbed by enveloping mold); +20 vs. Fortitude	
<i>Effect:</i> The enveloping mold shifts 3 squares and pulls the grabbed target with it.	
Str 22 (+15)	Dex 20 (+14)
Con 18 (+15)	Int 5 (+6)
	Wis 20 (+14)
	Cha 8 (+7)
Alignment chaotic evil	
Languages -	
Note: Based off frostclutch.	

ENCOUNTER 6B: ROT GARDEN (ADVENTURE LEVEL 16)

Blood Mold	Level 16 Brute	
Medium elemental beast (demon, ooze)	XP 1,400	
HP 188; Bloodied 94	Initiative +14	
AC 28, Fort 28, Reflex 27, Will 26	Perception +13	
Speed 8	Low-light vision	
Immune disease, poison		
TRAITS		
Blood Feast		
The blood mold gains 1 action point whenever one of its attacks bloodies an enemy. The demon can have only 1 action point at a time.		
Blood Frenzy		
The blood mold gains a +1 bonus to attack rolls for each bloodied enemy within 10 squares of it (maximum +5)		
Ooze		
While squeezing, the blood mold moves at full speed rather than half speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing.		
STANDARD ACTIONS		
m Slam • At-Will		
<i>Attack:</i> Melee 1 (one creature); +21 vs. AC.		
<i>Hit:</i> 4d10 +10 damage.		
C Blood Call • Recharge 5-6		
<i>Attack:</i> Close burst 3 (creatures in burst); +20 vs. Fortitude		
<i>Hit:</i> 3d10 + 9 damage, and the target is pulled 2 squares.		
TRIGGERED ACTIONS		
Variable Resistance • 2/Encounter		
<i>Trigger:</i> The blood mold takes acid, cold, fire, lightning, or thunder damage.		
<i>Effect (Free Action):</i> The blood mold gains resist 15 to the triggering damage type until the end of the encounter or until it uses variable resistance again.		
Str 23 (+12)	Dex 18 (+10)	Wis 16 (+9)
Con 18 (+10)	Int 3 (+2)	Cha 11 (+6)
Alignment chaotic evil		Languages -
Note: Based on blood demon.		

ENCOUNTER 6B: ROT GARDEN (ADVENTURE LEVEL 18)

Rahugh (slithering mold)	Level 18 Soldier	
Large elemental beast (demon, ooze)	XP 2,000	
HP 174; Bloodied 87	Initiative +18	
AC 34, Fort 32, Reflex 30, Will 28	Perception +21	
Speed 6, climb 6 swim 6	All-around vision, blindsight 5	
Immune necrotic, disease, poison		
TRAITS		
All-around Vision		
Enemies can't gain combat advantage by flanking the slithering mold.		
Ooze		
While squeezing, the slithering mold moves at full speed rather than half speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing.		
STANDARD ACTIONS		
m Slam (poison) • At-Will		
Attack: Melee 2 (one creature); +23 vs. AC		
Hit: 3d8 +13 poison damage, and the target is immobilized until the end of its next turn.		
r Mold Patch (poison) • At-Will		
Attack: Ranged 6 (one creature); +23 vs. AC		
Hit: 3d8 + 13 poison damage.		
C Sickening Infestation (necrotic, poison) • Recharge 6		
Attack: Close blast 2 (enemies in blast); +21 vs. Reflex		
Hit: 3d6 + 9 poison damage, and the target takes ongoing 10 necrotic damage and a -2 penalty to attack rolls (save ends both).		
M Festering Mold (poison) • Encounter		
Effect: The slithering mold moves its speed and can enter enemies' squares. This movement does not provoke opportunity attacks. Each time the slithering mold enters an enemy's square for the first time during the move, it makes the following attack against that enemy.		
Attack: Melee 0 (the enemy whose square the mold enters); +21 vs. Reflex		
Hit: 3d8 + 13 poison damage, and the target is dazed until the end of its next turn		
TRIGGERED ACTIONS		
Strength from Death (healing) • At-Will		
Trigger: An ally within 5 squares of the slithering mold drops to 0 hit points.		
Effect (No Action): The slithering mold regains 15 hit points.		
Strength from Decay • Encounter		
Trigger: The slithering mold takes damage.		
Effect (Immediate Interrupt): The damage taken is reduced by half.		
Skills Stealth +20		
Str 25 (+15)	Dex 20 (+13)	Wis 18 (+12)
Con 24 (+15)	Int 12 (+9)	Cha 8 (+7)
Alignment chaotic evil		Languages telepathy 5
Note: Based off spawn of Jubilex ooze horror, made smarter and added a few effects from Zugg's theme.		

Enveloping Mold	Level 18 Controller	
Medium elemental beast (demon, ooze)	XP 2,000	
HP 167; Bloodied 83	Initiative +15	
AC 32, Fort 31, Reflex 30, Will 30	Perception +15	
Speed 6, climb 6, swim 6	All-around vision, blindsight 10	
Immune disease, poison		
TRAITS		
All-around Vision		
Enemies can't gain combat advantage by flanking the enveloping mold.		
Ooze		
While squeezing, the enveloping mold moves at full speed rather than half speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing.		
STANDARD ACTIONS		
m Sickening touch (poison) • At-Will		
Attack: Melee 1 (one creature); +22 vs. Fortitude, automatically hits a creature grabbed by the enveloping mold.		
Hit: 3d8 +13 poison damage.		
M Sickening Grasp (poison) • At-Will		
Requirement: The enveloping mold has no creature grabbed.		
Attack: Melee 1 (one creature); +22 vs. Reflex		
Hit: 3d8 + 13 poison damage, and the target is grabbed.		
M Blanketing Mold (necrotic, poison) • Recharge 6		
Requirement: The enveloping mold has a creature grabbed.		
Attack: Melee 1 (creature grabbed by enveloping mold); +22 vs. Reflex		
Hit: 3d8 + 13 poison damage, and the grab ends, and the target is blanketed in sheets of sticky mold (save ends). While blanketed, the target takes ongoing 10 poison damage and is stunned. No creature has line of effect to the target.		
Miss: Half damage, the grab ends, and the target is blanketed until the end of the enveloping mold's next turn..		
MOVE ACTIONS		
M Drag • At-Will		
Requirement: The enveloping mold has a creature grabbed.		
Attack: Melee 1 (creature grabbed by enveloping mold); +22 vs. Fortitude		
Effect: The enveloping mold shifts 3 squares and pulls the grabbed target with it.		
Str 22 (+15)	Dex 20 (+14)	Wis 20 (+14)
Con 18 (+15)	Int 5 (+6)	Cha 8 (+7)
Alignment chaotic evil		Languages -
Note: Based off frostclutch.		

ENCOUNTER 6B: ROT GARDEN (ADVENTURE LEVEL 18)

Blood Mold	Level 18 Brute
Medium elemental beast (demon, ooze)	XP 2,000
HP 208; Bloodied 104	Initiative +16
AC 30, Fort 30, Reflex 29, Will 28	Perception +15
Speed 8	Low-Light Vision
Immune disease, poison	
TRAITS	
Blood Feast	
The blood mold gains 1 action point whenever one of its attacks bloodies an enemy. The demon can have only 1 action point at a time.	
Blood Frenzy	
The blood mold gains a +1 bonus to attack rolls for each bloodied enemy within 10 squares of it (maximum +5)	
Ooze	
While squeezing, the blood mold moves at full speed rather than half speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing.	
STANDARD ACTIONS	
m Slam • At-Will	
<i>Attack:</i> Melee 1 (one creature); +23 vs. AC.	
<i>Hit:</i> 4d10 +12 damage.	
C Blood Call • Recharge 5-6	
<i>Attack:</i> Close burst 3 (creatures in burst); +22 vs. Fortitude	
<i>Hit:</i> 3d10 + 10 damage, and the target is pulled 2 squares.	
TRIGGERED ACTIONS	
Variable Resistance • 2/Encounter	
<i>Trigger:</i> The blood mold takes acid, cold, fire, lightning, or thunder damage.	
<i>Effect (Free Action):</i> The blood mold gains resist 15 to the triggering damage type until the end of the encounter or until it uses variable resistance again.	
Str 23 (+12)	Dex 18 (+10)
Con 18 (+10)	Int 3 (+2)
	Wis 16 (+9)
	Cha 11 (+6)
Alignment chaotic evil Languages -	
Note: Based on blood demon.	

ENCOUNTER 6B: ROT GARDEN (ADVENTURE LEVEL 20)

Rahugh (slithering mold)	Level 20 Soldier	
Large elemental beast (demon, ooze)	XP 2,800	
HP 200; Bloodied 100	Initiative +20	
AC 36, Fort 34, Reflex 32, Will 30	Perception +23	
Speed 6, climb 6 swim 6	All-around vision, blindsight 5	
Immune necrotic, disease, poison		
TRAITS		
All-around Vision		
Enemies can't gain combat advantage by flanking the slithering mold.		
Ooze		
While squeezing, the slithering mold moves at full speed rather than half speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing.		
STANDARD ACTIONS		
m Slam (poison) • At-Will		
Attack: Melee 2 (one creature); +25 vs. AC		
Hit: 3d8 +15 poison damage, and the target is immobilized until the end of its next turn.		
r Mold Patch (poison) • At-Will		
Attack: Ranged 6 (one creature); +25 vs. AC		
Hit: 3d8 + 15 poison damage.		
C Sickening Infestation (necrotic, poison) • Recharge 6		
Attack: Close blast 2 (enemies in blast); +23 vs. Reflex		
Hit: 3d6 + 10 poison damage, and the target takes ongoing 10 necrotic damage and a -2 penalty to attack rolls (save ends both).		
M Festering Mold (poison) • Encounter		
Effect: The slithering mold moves its speed and can enter enemies' squares. This movement does not provoke opportunity attacks. Each time the slithering mold enters an enemy's square for the first time during the move, it makes the following attack against that enemy.		
Attack: Melee 0 (the enemy whose square the mold enters); +23 vs. Reflex		
Hit: 3d8 + 15 poison damage, and the target is dazed until the end of its next turn		
TRIGGERED ACTIONS		
Strength from Death (healing) • At-Will		
Trigger: An ally within 5 squares of the slithering mold drops to 0 hit points.		
Effect (No Action): The slithering mold regains 15 hit points.		
Strength from Decay • Encounter		
Trigger: The slithering mold takes damage		
Effect (Immediate Interrupt): The damage taken is reduced by half.		
Skills Stealth +22		
Str 25 (+15)	Dex 20 (+13)	Wis 18 (+12)
Con 24 (+15)	Int 12 (+9)	Cha 8 (+7)
Alignment chaotic evil Languages telepathy 5		
Note: Based off spawn of Jubilex ooze horror, made smarter and added a few effects from Zugg's theme.		

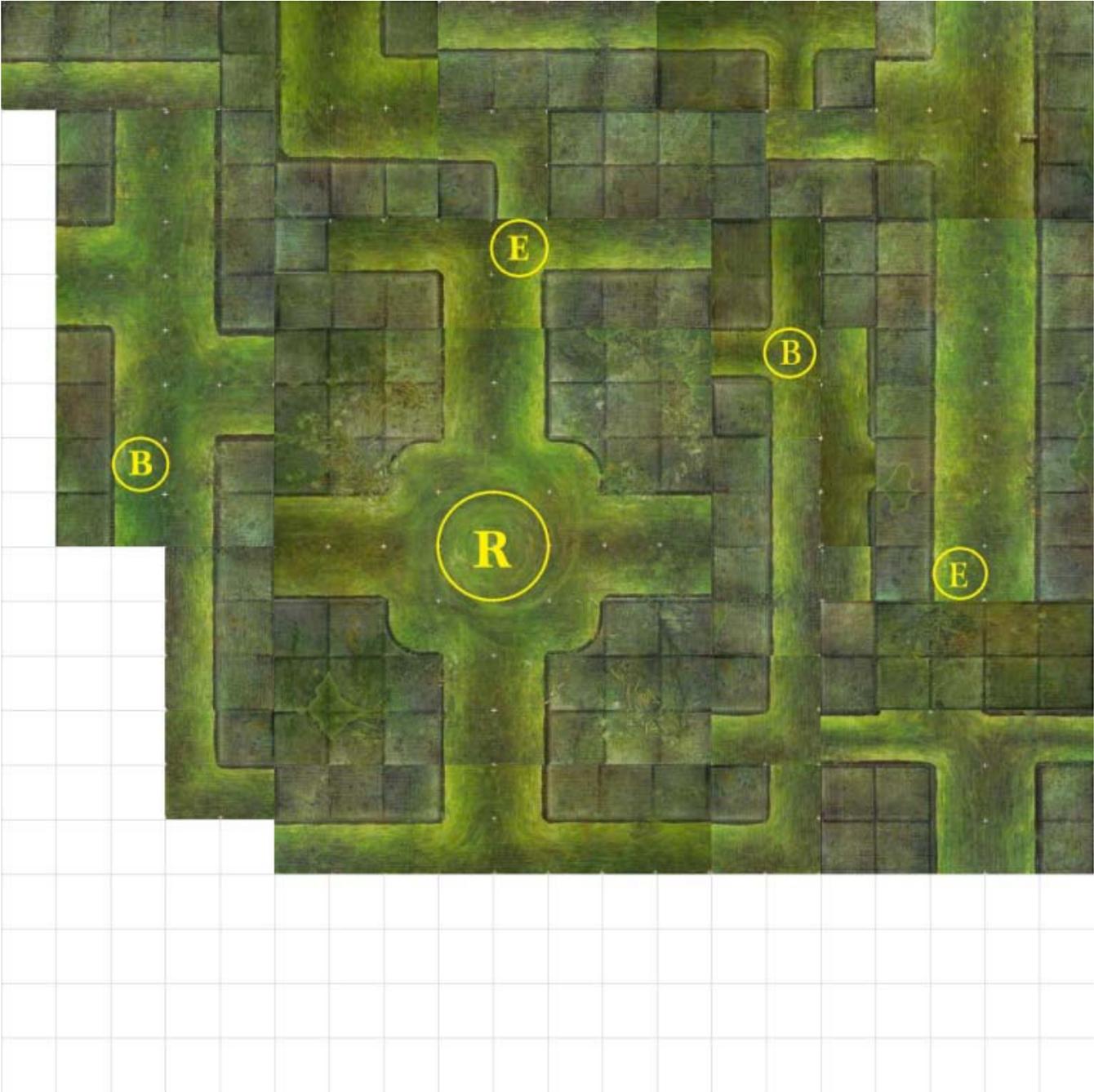
Enveloping Mold	Level 20 Controller	
Medium elemental beast (demon, ooze)	XP 2,800	
HP 183; Bloodied 91	Initiative +17	
AC 34, Fort 33, Reflex 32, Will 32	Perception +17	
Speed 6, climb 6, swim 6	All-around vision, blindsight 10	
Immune disease, poison		
TRAITS		
All-around Vision		
Enemies can't gain combat advantage by flanking the enveloping mold.		
Ooze		
While squeezing, the enveloping mold moves at full speed rather than half speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing.		
STANDARD ACTIONS		
m Sickening touch (poison) • At-Will		
Attack: Melee 1 (one creature); +24 vs. Fortitude, automatically hits a creature grabbed by the enveloping mold.		
Hit: 3d8 +15 poison damage.		
M Sickening Grasp (poison) • At-Will		
Requirement: The enveloping mold has no creature grabbed.		
Attack: Melee 1 (one creature); +24 vs. Reflex		
Hit: 3d8 + 15 poison damage, and the target is grabbed.		
M Blanketing Mold (necrotic, poison) • Recharge 6		
Requirement: The enveloping mold has a creature grabbed.		
Attack: Melee 1 (creature grabbed by enveloping mold); +24 vs. Reflex		
Hit: 3d8 + 15 poison damage, and the grab ends, and the target is blanketed in sheets of sticky mold (save ends). While blanketed, the target takes ongoing 10 poison damage and is stunned. No creature has line of effect to the target.		
Miss: Half damage, the grab ends, and the target is blanketed until the end of the enveloping mold's next turn..		
MOVE ACTIONS		
M Drag • At-Will		
Requirement: The enveloping mold has a creature grabbed.		
Attack: Melee 1 (creature grabbed by enveloping mold); +24 vs. Fortitude		
Effect: The enveloping mold shifts 3 squares and pulls the grabbed target with it.		
Str 22 (+15)	Dex 20 (+14)	Wis 20 (+14)
Con 18 (+15)	Int 5 (+6)	Cha 8 (+7)
Alignment chaotic evil		
Note: Based off frostclutch.		

ENCOUNTER 6B: ROT GARDEN (ADVENTURE LEVEL 20)

Blood Mold	Level 20 Brute
Medium elemental beast (demon, ooze)	XP 2,800
HP 228; Bloodied 114	Initiative +18
AC 32, Fort 32, Reflex 31, Will 30	Perception +17
Speed 8	Low-Light Vision
Immune disease, poison	
TRAITS	
Blood Feast	
The blood mold gains 1 action point whenever one of its attacks bloodies an enemy. The demon can have only 1 action point at a time.	
Blood Frenzy	
The blood mold gains a +1 bonus to attack rolls for each bloodied enemy within 10 squares of it (maximum +5).	
Ooze	
While squeezing, the blood mold moves at full speed rather than half speed, doesn't take the -5 penalty to attack rolls, and doesn't grant combat advantage for squeezing.	
STANDARD ACTIONS	
m Slam • At-Will	
<i>Attack:</i> Melee 1 (one creature); +25 vs. AC.	
<i>Hit:</i> 4d10 +14 damage.	
C Blood Call • Recharge 5-6	
<i>Attack:</i> Close burst 3 (creatures in burst); +22 vs. Fortitude	
<i>Hit:</i> 3d10 + 11 damage, and the target is pulled 2 squares.	
TRIGGERED ACTIONS	
Variable Resistance • 2/Encounter	
<i>Trigger:</i> The blood mold takes acid, cold, fire, lightning, or thunder damage.	
<i>Effect (Free Action):</i> The blood mold gains resist 15 to the triggering damage type until the end of the encounter or until it uses variable resistance again.	
Str 23 (+12)	Dex 18 (+10)
Con 18 (+10)	Int 3 (+2)
	Wis 16 (+9)
	Cha 11 (+6)
Alignment chaotic evil	
Note: Based on blood demon.	

ENCOUNTER 6B: ROT GARDEN MAP

TILE SETS NEEDED
DU2: Streets of Shadow x2



ENCOUNTER 6C: FLOODED DINING HALL

ENCOUNTER LEVEL 12/14/16/18/20
(3500/5000/7000/10000/14000 XP)

SETUP

This encounter includes the following creatures at adventure level 12:

- 1 Lashgul (level 12) (L)
- 2 hydrodemons (level 12) (H)
- 1 stirge suckerling swarm (level 12) (S)

This encounter includes the following creatures at adventure level 14:

- 1 Lashgul (level 14) (L)
- 2 hydrodemons (level 14) (H)
- 1 stirge suckerling swarm (level 14) (S)

This encounter includes the following creatures at adventure level 16:

- 1 Lashgul (level 16) (L)
- 2 hydrodemons (level 16) (H)
- 1 stirge suckerling swarm (level 16) (S)

This encounter includes the following creatures at adventure level 18:

- 1 Lashgul (level 18) (L)
- 2 hydrodemons (H)
- 1 stirge suckerling swarm (level 18) (S)

This encounter includes the following creatures at adventure level 20:

- 1 Lashgul (level 20) (L)
- 2 hydrodemons (level 20) (H)
- 1 stirge suckerling swarm (level 20) (S)

While in the Feywild, the PCs had the time to explore the base of the tower and pick a lieutenant to their liking. In this case, they appear more or less in the room where they want. Otherwise, the PCs likely picked the door based on information gained by residents and enter at the doors at the bottom of the map. What used to be a dining hall with a kitchen is now almost fully flooded and infested with rotting fungi. The area favors neither melee nor ranged attackers (mostly due to the haze that covers the room).

As the adventurers enter the area, read:

An overwhelming stench of rotten eggs and worse fills the flooded room. Remnants of stone steps leading down into the slimy water hint that the water is deeper than it appears. Debris and fungi rise above the water level, creating small islands. Ripples in the murky water hint at creatures moving below the surface.

Lashgul and the hydrodemons stay under water, automatically hiding. The stirges also instinctively hide amongst the mushrooms. Check the passive Perception of the characters against the passive Stealth (Stealth skill + 10) of the monsters, although it is likely this quickly followed by an active check.

If the characters spot the aquatic creatures, they notice a darker area and movement, not necessarily recognizing the creature itself. As soon as the demons and/or stirges become aware of the PCs, or the rod is grabbed, the demons move into action. They are hungry, and they cannot be reasoned with.

The black portal rod is located in the kitchen, where Lashgul dropped it. It keeps losing the rod amongst the muck of its lair. The dining area has only one entrance at the bottom of the map. The other doors have collapsed, and their remnants are below the water/debris level.

FEATURES OF THE AREA

Illumination: Glowing lichen provides dim lighting.

Ceiling: The ceiling is 10 feet high from the water level.

Haze: The area is filled with haze of mushroom spores, thin roots, and large mushrooms. Attacks directed 6 to 10 squares away suffer from concealment. Attacks directed at 11 squares and further suffer from total concealment.

Flesh Eating Mushrooms: The 2x2 squares with the yellow X are filled with flesh-eating mushrooms. Characters spot the mushrooms with a moderate DC Perception or Nature check. Creatures aware of the mushrooms' nature treat the terrain as hindering terrain.

Any large sized or smaller creature entering or starting its turn in such a square is attacked by long thin greenish tendrils: encounter level +3 vs. Fortitude; Hit: The target is grabbed (escape DC moderate). While the target is grabbed it takes ongoing 10 damage at adventure level 12 to 16 and ongoing 15 damage at adventure level 18 and 20 (escape ends).

Note that the hydrodemons and stirges are NOT immune to this terrain. They (instinctively) avoid the areas.

Kitchen: Kitchen: The kitchen is empty of water. It is normal terrain. The portal rod is lying on the floor, and can be spotted by a Perception check (passive or active); the check is vs. the Moderate DC if the PC is within 5 squares of the rod, Hard DC if within 10 squares.

Water: Most of the room is flooded with stinking, slimy water of various depths due to the heaps of debris and mushrooms forming natural islands. Estimating the proper depths of the water within 5 squares requires a moderate DC Nature or Perception check. With a hard DC the character knows the depth within 10 squares.

Characters falling prone in the water must make a moderate DC Endurance check or become weakened (save ends) due to nausea.

- **Dry Areas:** The black cave and grey sewer tile squares are dry land. They are overgrown with fungi and debris. It is normal terrain. When running or charging an easy DC Acrobatics or Athletics check is required to prevent falling prone at the end of the movement.
- **Shallow Areas:** The grey cavern and green sewer squares are about 3 feet deep. It is difficult terrain. When running or charging an easy DC Acrobatics or Athletics check is required to prevent falling prone at the end of the movement.
- **Deep Areas:** The blue water squares are at least 10 feet deep, requiring DC 10 Athletics checks to cross. Two areas are 20 feet deep.

TACTICS

All inhabitants of the room are well aware of the various depths and the dangerous fungi and they try to use this (sometimes instinctive) knowledge to their advantage. For example, the hydrodemons use *swift strike* to move through the flesh eating mushrooms to give the characters the impression the area is safe, and Lashgul pulls grabbed targets into these areas as well. They use the trenches to get to the right spot at the start of the combat, preferring to get as many opponents within reach as possible. Lashgul does so to make maximum use of its threatening reach and to get a victim for *body shield* as soon as possible. It actively avoids ending its turn next to opponents, preferring to shift away. The hydrodemons use *runeblast leap* as early as possible on as many as possible victims and then shift out of reach again. The stirges simply attack the largest concentration of opponents, being drawn especially strongly to victims of the flesh-eating mushrooms.

SCALING THE ENCOUNTER

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

Four PCs: Remove one hydrodemon.

Six PCs: Add one stirge suckerling swarm.

ENDING THE ENCOUNTER

With the defeat of Lashgul and the other demons, the PCs are free to grab the portal rod. Alternatively, they may rush in, and run out. None of the aquatic demons are about to leave the room, not caring all that much about the dark rod.

The doors at the bottom of the map lead back to the halls surrounding the tower and a nearby corridor from there takes the PCs to the middle of the tower and the spiral staircase to the top. Proceed to Encounter 6D if the PCs go in that direction. Remember that the PCs need to make an Endurance check after the encounter as described in Encounter 2.

TREASURE

The PCs do not find any treasure in this encounter.

ENCOUNTER 6C: FLOODED DINING HALL (ADVENTURE LEVEL 12)

Lashgul (level 12)	Level 12 Elite Controller
Huge aberrant magical beast XP 1400	
HP 248; Bloodied 124 Initiative +7	
AC 26, Fortitude 27, Reflex 21, Will 24 Perception +15	
Speed 7, swim 7 Darkvision	
Saving Throws +2; Action Points 1	
TRAITS	
O Otyugh Stench • Aura 2 Living enemies take a -2 penalty to attack rolls while in the aura.	
Threatening Reach Lashgul can make opportunity attacks against enemies within 4 squares of it.	
STANDARD ACTIONS	
m Tentacle • At-Will Attack: Melee 4 (one creature); +17 vs. AC Hit: 3d6 + 10 damage, and Lashgul pulls the target up to 3 squares and grabs the target (escape DC 20).	
C Massive Maw of Decay (disease, necrotic) • At-Will Attack: Close blast 2 (creatures in blast); +17 vs. AC Hit: 2d6 + 8 damage, or 2d6 + 11 damage against a creature grabbed by Lashgul, and ongoing 5 necrotic damage (save ends).	
MINOR ACTIONS	
R Disgusting Lure (charm, psychic) • At-Will Attack: Ranged 20 (one creature); +15 vs. Will Hit: 2d8 psychic damage, and if the target does not end its next turn adjacent to Lashgul, the target takes 15 psychic damage.	
TRIGGERED ACTIONS	
A Spore Burst (poison) • Encounter Trigger: Lashgul hits with a melee attack. Attack (Free Action): Area burst 1 centered on the target of the attack (enemies in burst); +15 vs. Fortitude Hit: 6 poison damage, and the creature is slowed until the end of Lashgul's next turn.	
M Body Shield • At-Will Trigger: An enemy hits Lashgul while it has a creature grabbed. Attack (Immediate Interrupt): Melee 1 (one creature grabbed by Lashgul); +15 vs. Fortitude Hit: The triggering enemy's attack hits the grabbed creature instead of Lashgul.	
Strength from Decay • Encounter Trigger: Lashgul takes damage. Effect (Immediate Interrupt): The damage taken is reduced by half.	
Skills Stealth +17	
Str 23 (+12)	Dex 13 (+7) Wis 18 (+10)
Con 20 (+11)	Int 7 (+4) Cha 15 (+8)
Alignment evil Languages telepathy 10	
Note: Lashgul is a neo-otyugh with a Zuggtmoy theme.	
Hydrodemon (level 12)	Level 12 Skirmisher
Large Elemental humanoid (aquatic, demon) XP 700	
HP 126; Bloodied 63 Initiative +15	
AC 26, Fortitude 24, Reflex 25, Will 22 Perception +11	
Speed 6, swim 8 Darkvision	
TRAITS	
Aquatic The hydrodemon can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
STANDARD ACTIONS	
m Claw • At-Will Attack: Melee 1 (one creature); +17 vs. AC	

Hit: 3d8 + 7 damage.	
r Numbing Spittle (poison) • At-Will Attack: Ranged 10 (one creature); +15 vs. Reflex Hit: 2d10 + 6 damage, and the target is slowed until the end of its next turn.	
M Swift Strike • At-Will Effect: The hydrodemon shifts 6 squares while ignoring difficult and hindering terrain, then uses claw.	
C Runeblast Leap (force) • Recharge when first bloodied Attack: Close burst 2 (enemies in burst); +15 vs. Reflex Hit: 2d10 + 10 force damage, and the hydrodemon pushes the target 1 square. The hydrodemon then shifts 6 squares, ignoring difficult and hindering terrain.	
TRIGGERED ACTIONS	
Defensive Pounce • Recharge 6 Trigger: A melee attack hits the hydrodemon. Effect (Immediate Interrupt): The hydrodemon shifts 6 squares.	
Variable Resistance • 2/Encounter Trigger: The hydrodemon takes acid, cold, fire, lightning, or thunder damage. Effect (Free Action): The hydrodemon gains resist 10 to the triggering damage type until the end of the encounter or until it uses variable resistance again.	
Str 19 (+10)	Dex 24 (+13) Wis 20 (+11)
Con 22 (+12)	Int 12 (+7) Cha 9 (+5)
Alignment chaotic evil Languages Abyssal	

Stirge Suckering Swarm (level 12)	Level 12 Brute
Medium natural beast (swarm) XP 700	
HP 148; Bloodied 74 Initiative +10	
AC 24, Fortitude 24, Reflex 24, Will 22 Perception +8	
Speed 2, fly 6 Darkvision	
Resist half damage from melee attack; Vulnerable 5 to close and area attacks.	
TRAITS	
O Blood Frenzy • Aura 1 Any enemy that starts its turn in the aura takes ongoing 5 damage (save ends). If that enemy is already taking untyped ongoing damage, that damage increases by 5.	
Swarm 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, 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.	
STANDARD ACTIONS	
m Swarm of Suckerlings • At-Will Attack: Melee 1 (one creature); +17 vs. AC Hit: 3d6 + 3 damage, and ongoing 5 damage (save ends).	
TRIGGERED ACTIONS	
Hungry Flight • At-Will Trigger: An enemy moves away from the swarm. Effect (Immediate Reaction): The swarm flies up to its speed to the triggering enemy's square or a square adjacent to that enemy. This movement does not provoke opportunity attacks.	
Skills Stealth +15	
Str 10 (+6)	Dex 19 (+10) Wis 14 (+8)
Con 18 (+10)	Int 1 (+1) Cha 4 (+3)
Alignment chaotic evil Languages Abyssal	

ENCOUNTER 6C: FLOODED DINING HALL (ADVENTURE LEVEL 14)

Lashgul (level 14)	Level 14 Elite Controller
Huge aberrant magical beast	XP 2,000
HP 264; Bloodied 132	Initiative +8
AC 28, Fortitude 29, Reflex 23, Will 26	Perception +16
Speed 7, swim 7	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
O Otyugh Stench • Aura 2	
Living enemies take a -2 penalty to attack rolls while in the aura.	
Threatening Reach	
Lashgul can make opportunity attacks against enemies within 4 squares of it.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee 4 (one creature); +19 vs. AC	
Hit: 3d6 + 12 damage, and Lashgul pulls the target up to 3 squares and grabs the target (escape DC 21).	
C Massive Maw of Decay (disease, necrotic) • At-Will	
Attack: Close blast 2 (creatures in blast); +19 vs. AC	
Hit: 2d8 + 7 damage, or 2d8 + 10 damage against a creature grabbed by Lashgul, and ongoing 10 necrotic damage (save ends).	
MINOR ACTIONS	
R Disgusting Lure (charm, psychic) • At-Will	
Attack: Ranged 20 (one creature); +17 vs. Will	
Hit: 2d8 psychic damage, and if the target does not ends its next turn adjacent to Lashgul, the target takes 15 psychic damage.	
TRIGGERED ACTIONS	
A Spore Burst (poison) • Encounter	
Trigger: Lashgul hits with a melee attack.	
Attack (Free Action): Area burst 1 centered on the target of the attack (enemies in burst); +17 vs. Fortitude	
Hit: 7 poison damage, and the creature is slowed until the end of Lashgul's next turn.	
M Body Shield • At-Will	
Trigger: An enemy hits Lashgul while it has a creature grabbed.	
Attack (Immediate Interrupt): Melee 1 (one creature grabbed by Lashgul); +17 vs. Fortitude	
Hit: The triggering enemy's attack hits the grabbed creature instead of Lashgul.	
Strength from Decay • Encounter	
Trigger: Lashgul takes damage.	
Effect (Immediate Interrupt): The damage taken is reduced by half.	
Skills Stealth +18	
Str 23 (+13)	Dex 13 (+8) Wis 18 (+11)
Con 20 (+12)	Int 7 (+5) Cha 15 (+9)
Alignment evil Languages telepathy 10	
Note: Lashgul is a neo-otyugh with a Zuggtmoy theme.	
Hydrodemon (level 14)	Level 14 Skirmisher
Large Elemental humanoid (aquatic, demon)	XP 1,000
HP 142; Bloodied 71	Initiative +16
AC 28, Fortitude 26, Reflex 27, Will 24	Perception +12
Speed 6, swim 8	Darkvision
TRAITS	
Aquatic	
The hydrodemon can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
STANDARD ACTIONS	
m Claw • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	

Hit: 4d8 + 4 damage.	
r Numbing Spittle (poison) • At-Will	
Attack: Ranged 10 (one creature); +17 vs. Reflex	
Hit: 2d10 + 8 damage, and the target is slowed until the end of its next turn.	
M Swift Strike • At-Will	
Effect: The hydrodemon shifts 6 squares while ignoring difficult and hindering terrain, then uses <i>claw</i> .	
C Runeblast Leap (force) • Recharge when first bloodied	
Attack: Close burst 2 (enemies in burst); +17 vs. Reflex	
Hit: 2d10 + 11 force damage, and the hydrodemon pushes the target 1 square. The hydrodemon then shifts 6 squares, ignoring difficult and hindering terrain.	
TRIGGERED ACTIONS	
Defensive Pounce • Recharge 6	
Trigger: A melee attack hits the hydrodemon.	
Effect (Immediate Interrupt): The hydrodemon shifts 6 squares.	
Variable Resistance • 2/Encounter	
Trigger: The hydrodemon takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): The hydrodemon gains resist 15 to the triggering damage type until the end of the encounter or until it uses <i>variable resistance</i> again.	
Str 19 (+11)	Dex 24 (+14) Wis 20 (+12)
Con 22 (+13)	Int 12 (+8) Cha 9 (+6)
Alignment chaotic evil Languages Abyssal	

Stirge Suckering Swarm (level 14)	Level 14 Brute
Medium natural beast (swarm)	XP 1,000
HP 168; Bloodied 84	Initiative +11
AC 26, Fortitude 26, Reflex 26, Will 24	Perception +9
Speed 2, fly 6	Darkvision
Resist half damage from melee attack; Vulnerable 10 to close and area attacks.	
TRAITS	
O Blood Frenzy • Aura 1	
Any enemy that starts its turn in the aura takes ongoing 10 damage (save ends). If that enemy is already taking untyped ongoing damage, that damage increases by 5.	
Swarm	
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, 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.	
STANDARD ACTIONS	
m Swarm of Suckerlings • At-Will	
Attack: Melee 1 (one creature); +19 vs. AC	
Hit: 3d8 + 5 damage, and ongoing 10 damage (save ends).	
TRIGGERED ACTIONS	
Hungry Flight • At-Will	
Trigger: An enemy moves away from the swarm.	
Effect (Immediate Reaction): The swarm flies up to its speed to the triggering enemy's square or a square adjacent to that enemy. This movement does not provoke opportunity attacks.	
Skills Stealth +16	
Str 10 (+7)	Dex 19 (+11) Wis 14 (+9)
Con 18 (+11)	Int 1 (+2) Cha 4 (+4)
Alignment chaotic evil Languages Abyssal	

ENCOUNTER 6C: FLOODED DINING HALL (ADVENTURE LEVEL 16)

Lashgul (level 16)	Level 16 Elite Controller
Huge aberrant magical beast	XP 2,800
HP 296; Bloodied 148	Initiative +9
AC 30, Fortitude 31, Reflex 25, Will 28	Perception +17
Speed 7, swim 7	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
O Otyugh Stench • Aura 2	
Living enemies take a -2 penalty to attack rolls while in the aura.	
Threatening Reach	
Lashgul can make opportunity attacks against enemies within 4 squares of it.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee 4 (one creature); +21 vs. AC	
Hit: 3d8 + 12 damage, and Lashgul pulls the target up to 3 squares and grabs the target (escape DC 22). While grabbed, the creature is considered restrained.	
C Massive Maw of Decay (disease, necrotic) • At-Will	
Attack: Close blast 2 (creatures in blast); +21 vs. AC	
Hit: 3d6 + 8 damage, or 3d6 + 11 damage against a creature grabbed by Lashgul, and ongoing 10 necrotic damage (save ends).	
MINOR ACTIONS	
R Disgusting Lure (charm, psychic) • At-Will	
Attack: Ranged 20 (one creature); +19 vs. Will	
Hit: 3d6 psychic damage, and if the target does not end its next turn adjacent to Lashgul, the target takes 20 psychic damage.	
TRIGGERED ACTIONS	
A Spore Burst (poison) • Encounter	
Trigger: Lashgul hits with a melee attack.	
Attack (Free Action): Area burst 1 centered on the target of the attack (enemies in burst); +19 vs. Fortitude	
Hit: 8 poison damage, and the creature is slowed until the end of Lashgul's next turn.	
M Body Shield • At-Will	
Trigger: An enemy hits Lashgul while it has a creature grabbed.	
Attack (Immediate Interrupt): Melee 1 (one creature grabbed by Lashgul); +19 vs. Fortitude	
Hit: The triggering enemy's attack hits the grabbed creature instead of Lashgul.	
Strength from Decay • Encounter	
Trigger: Lashgul takes damage.	
Effect (Immediate Interrupt): The damage taken is reduced by half.	
Skills Stealth +19	
Str 23 (+14)	Dex 13 (+9) Wis 18 (+12)
Con 20 (+13)	Int 7 (+6) Cha 15 (+10)
Alignment evil Languages telepathy 10	
Note: Lashgul is a neo-otyugh with a Zuggtmoy theme.	

Hydrodemon	Level 16 Skirmisher
Large Elemental humanoid (aquatic, demon)	XP 1,400
HP 158; Bloodied 79	Initiative +17
AC 30, Fortitude 28, Reflex 29, Will 26	Perception +13
Speed 6, swim 8	Darkvision
TRAITS	
Aquatic	
The hydrodemon can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
STANDARD ACTIONS	
m Claw • At-Will	

Attack: Melee 1 (one creature); +21 vs. AC		
Hit: 4d8 + 6 damage.		
r Numbing Spittle (poison) • At-Will		
Attack: Ranged 10 (one creature); +19 vs. Reflex		
Hit: 2d10 + 10 damage, and the target is slowed until the end of its next turn.		
M Swift Strike • At-Will		
Effect: The hydrodemon shifts 6 squares while ignoring difficult and hindering terrain, then uses <i>claw</i> .		
C Runeblast Leap (force) • Recharge when first bloodied		
Attack: Close burst 2 (enemies in burst); +19 vs. Reflex		
Hit: 2d10 + 12 force damage, and the hydrodemon pushes the target 1 square. The hydrodemon then shifts 6 squares, ignoring difficult and hindering terrain.		
TRIGGERED ACTIONS		
Defensive Pounce • Recharge 6		
Trigger: A melee attack hits the hydrodemon.		
Effect (Immediate Interrupt): The hydrodemon shifts 6 squares.		
Variable Resistance • 2/Encounter		
Trigger: The hydrodemon takes acid, cold, fire, lightning, or thunder damage.		
Effect (Free Action): The hydrodemon gains resist 15 to the triggering damage type until the end of the encounter or until it uses <i>variable resistance</i> again.		
Str 19 (+12)	Dex 24 (+15)	Wis 20 (+13)
Con 22 (+14)	Int 12 (+9)	Cha 9 (+7)
Alignment chaotic evil Languages Abyssal		

Stirge Suckering Swarm (level 16)	Level 16 Brute	
Medium natural beast (swarm)	XP 1,400	
HP 188; Bloodied 94	Initiative +12	
AC 28, Fortitude 28, Reflex 28, Will 26	Perception +10	
Speed 2, fly 6	Darkvision	
Resist half damage from melee attack; Vulnerable 10 to close and area attacks.		
TRAITS		
O Blood Frenzy • Aura 1		
Any enemy that starts its turn in the aura takes ongoing 10 damage (save ends). If that enemy is already taking untyped ongoing damage, that damage increases by 5.		
Swarm		
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, 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.		
STANDARD ACTIONS		
m Swarm of Suckerlings • At-Will		
Attack: Melee 1 (one creature); +21 vs. AC		
Hit: 3d10 + 5 damage, and ongoing 10 damage (save ends).		
TRIGGERED ACTIONS		
Hungry Flight • At-Will		
Trigger: An enemy moves away from the swarm.		
Effect (Immediate Reaction): The swarm flies up to its speed to the triggering enemy's square or a square adjacent to that enemy. This movement does not provoke opportunity attacks.		
Skills Stealth +17		
Str 10 (+8)	Dex 19 (+12)	Wis 14 (+10)
Con 18 (+12)	Int 1 (+3)	Cha 4 (+5)
Alignment chaotic evil Languages Abyssal		

ENCOUNTER 6C: FLOODED DINING HALL (ADVENTURE LEVEL 18)

Lashgul (level 18)	Level 18 Elite Controller
Huge aberrant magical beast	XP 4,000
HP 328; Bloodied 164	Initiative +10
AC 32, Fortitude 33, Reflex 27, Will 30	Perception +18
Speed 7, swim 7	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
O Otyugh Stench • Aura 2	
Living enemies take a -2 penalty to attack rolls while in the aura.	
Threatening Reach	
Lashgul can make opportunity attacks against enemies within 4 squares of it.	
STANDARD ACTIONS	
m Tentacle • At-Will	
Attack: Melee 4 (one creature); +23 vs. AC	
Hit: 3d8 + 14 damage, and Lashgul pulls the target up to 3 squares and grabs the target (escape DC 23). While grabbed, the creature is considered restrained.	
C Massive Maw of Decay (disease, necrotic) • At-Will	
Attack: Close blast 2 (creatures in blast); +23 vs. AC	
Hit: 3d6 + 9 damage, or 3d6 + 12 damage against a creature grabbed by Lashgul, and ongoing 10 necrotic damage (save ends).	
MINOR ACTIONS	
R Disgusting Lure (charm, psychic) • At-Will	
Attack: Ranged 20 (one creature); +21 vs. Will	
Hit: 3d6 psychic damage, and if the target does not ends its next turn adjacent to Lashgul, the target takes 20 psychic damage.	
TRIGGERED ACTIONS	
A Spore Burst (poison) • Encounter	
Trigger: Lashgul hits with a melee attack.	
Attack (Free Action): Area burst 1 centered on the target of the attack (enemies in burst); +21 vs. Fortitude	
Hit: 9 poison damage, and the creature is slowed until the end of Lashgul's next turn.	
M Body Shield • At-Will	
Trigger: An enemy hits Lashgul while it has a creature grabbed.	
Attack (Immediate Interrupt): Melee 1 (one creature grabbed by Lashgul); +21 vs. Fortitude	
Hit: The triggering enemy's attack hits the grabbed creature instead of Lashgul.	
Strength from Decay • Encounter	
Trigger: Lashgul takes damage.	
Effect (Immediate Interrupt): The damage taken is reduced by half.	
Skills Stealth +20	
Str 23 (+15)	Dex 13 (+10) Wis 18 (+13)
Con 20 (+14)	Int 7 (+7) Cha 15 (+11)
Alignment evil Languages telepathy 10	
Note: Lashgul is a neo-otyugh with a Zuggtmoy theme.	

Hydrodemon (level 18)	Level 18 Skirmisher
Large Elemental humanoid (aquatic, demon)	XP 2,000
HP 174; Bloodied 87	Initiative +18
AC 32, Fortitude 30, Reflex 31, Will 28	Perception +14
Speed 6, swim 8	Darkvision
TRAITS	
Aquatic	
The hydrodemon can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
STANDARD ACTIONS	
m Claw • At-Will	

Attack: Melee 1 (one creature); +23 vs. AC		
Hit: 4d8 + 8 damage.		
r Numbing Spittle (poison) • At-Will		
Attack: Ranged 10 (one creature); +21 vs. Reflex		
Hit: 2d10 + 12 damage, and the target is slowed until the end of its next turn.		
M Swift Strike • At-Will		
Effect: The hydrodemon shifts 6 squares while ignoring difficult and hindering terrain, then uses <i>claw</i> .		
C Runeblast Leap (force) • Recharge when first bloodied		
Attack: Close burst 2 (enemies in burst); +21 vs. Reflex		
Hit: 2d10 + 13 force damage, and the hydrodemon pushes the target 1 square. The hydrodemon then shifts 6 squares, ignoring difficult and hindering terrain.		
TRIGGERED ACTIONS		
Defensive Pounce • Recharge 6		
Trigger: A melee attack hits the hydrodemon.		
Effect (Immediate Interrupt): The hydrodemon shifts 6 squares.		
Variable Resistance • 2/Encounter		
Trigger: The hydrodemon takes acid, cold, fire, lightning, or thunder damage.		
Effect (Free Action): The hydrodemon gains resist 15 to the triggering damage type until the end of the encounter or until it uses <i>variable resistance</i> again.		
Str 19 (+13)	Dex 24 (+16)	Wis 20 (+14)
Con 22 (+15)	Int 12 (+10)	Cha 9 (+8)
Alignment chaotic evil Languages Abyssal		

Stirge Suckering Swarm (level 18)	Level 18 Brute	
Medium natural beast (swarm)	XP 2,000	
HP 208; Bloodied 104	Initiative +13	
AC 28, Fortitude 28, Reflex 28, Will 26	Perception +11	
Speed 2, fly 6	Darkvision	
Resist half damage from melee attack; Vulnerable 10 to close and area attacks.		
TRAITS		
O Blood Frenzy • Aura 1		
Any enemy that starts its turn in the aura takes ongoing 10 damage (save ends). If that enemy is already taking untyped ongoing damage, that damage increases by 5.		
Swarm		
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, 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.		
STANDARD ACTIONS		
m Swarm of Suckerlings • At-Will		
Attack: Melee 1 (one creature); +23 vs. AC		
Hit: 3d10 + 7 damage, and ongoing 10 damage (save ends).		
TRIGGERED ACTIONS		
Hungry Flight • At-Will		
Trigger: An enemy moves away from the swarm.		
Effect (Immediate Reaction): The swarm flies up to its speed to the triggering enemy's square or a square adjacent to that enemy. This movement does not provoke opportunity attacks.		
Skills Stealth +18		
Str 10 (+9)	Dex 19 (+13)	Wis 14 (+11)
Con 18 (+13)	Int 1 (+4)	Cha 4 (+6)
Alignment chaotic evil Languages Abyssal		

ENCOUNTER 6C: FLOODED DINING HALL (ADVENTURE LEVEL 20)

Lashgul (level 20)	Level 20 Elite Controller
Huge aberrant magical beast	XP 3,600
HP 360; Bloodied 180	Initiative +11
AC 34, Fortitude 35, Reflex 29, Will 32	Perception +19
Speed 7, swim 7	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
O Otyugh Stench • Aura 2 Living enemies take a -2 penalty to attack rolls while in the aura.	
Threatening Reach Lashgul can make opportunity attacks against enemies within 4 squares of it.	
STANDARD ACTIONS	
m Tentacle • At-Will Attack: Melee 4 (one creature); +25 vs. AC Hit: 3d8 + 16 damage, and Lashgul pulls the target up to 3 squares and grabs the target (escape DC 25). While grabbed, the creature is considered restrained and it cannot teleport.	
C Massive Maw of Decay (disease, necrotic) • At-Will Attack: Close blast 2 (creatures in blast); +25 vs. AC Hit: 3d6 + 11 damage, or 3d6 + 14 damage against a creature grabbed by Lashgul, and ongoing 10 necrotic damage (save ends).	
MINOR ACTIONS	
R Disgusting Lure (charm, psychic) • At-Will Attack: Ranged 20 (one creature); +23 vs. Will Hit: 3d8 psychic damage, and if the target does not ends its next turn adjacent to Lashgul, the target takes 25 psychic damage.	
TRIGGERED ACTIONS	
A Spore Burst (poison) • Encounter Trigger: Lashgul hits with a melee attack. Attack (Free Action): Area burst 1 centered on the target of the attack (enemies in burst); +22 vs. Fortitude Hit: 9 poison damage, and the creature is slowed until the end of Lashgul's next turn.	
M Body Shield • At-Will Trigger: An enemy hits Lashgul while it has a creature grabbed. Attack (Immediate Interrupt): Melee 1 (one creature grabbed by Lashgul); +23 vs. Fortitude Hit: The triggering enemy's attack hits the grabbed creature instead of Lashgul.	
Strength from Decay • Encounter Trigger: Lashgul takes damage. Effect (Immediate Interrupt): The damage taken is reduced by half.	
Skills Stealth +21	
Str 23 (+16)	Dex 13 (+11) Wis 18 (+14)
Con 20 (+15)	Int 7 (+8) Cha 15 (+12)
Alignment evil Languages telepathy 10	

Hydrodemon (level 20)	Level 20 Skirmisher
Large Elemental humanoid (aquatic, demon)	XP 2,800
HP 190; Bloodied 95	Initiative +19
AC 34, Fortitude 32, Reflex 33, Will 30	Perception +15
Speed 6, swim 8	Darkvision
TRAITS	
Aquatic The hydrodemon can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
STANDARD ACTIONS	
m Claw • At-Will Attack: Melee 1 (one creature); +25 vs. AC	

Hit: 4d8 + 10 damage.		
r Numbing Spittle (poison) • At-Will Attack: Ranged 10 (one creature); +23 vs. Reflex Hit: 2d10 + 14 damage, and the target is slowed until the end of its next turn.		
M Swift Strike • At-Will Effect: The hydrodemon shifts 6 squares while ignoring difficult and hindering terrain, then uses <i>claw</i> .		
C Runeblast Leap (force) • Recharge when first bloodied Attack: Close burst 2 (enemies in burst); +23 vs. Reflex Hit: 2d10 + 15 force damage, and the hydrodemon pushes the target 1 square. The hydrodemon then shifts 6 squares, ignoring difficult and hindering terrain.		
TRIGGERED ACTIONS		
Defensive Pounce • Recharge 6 Trigger: A melee attack hits the hydrodemon. Effect (Immediate Interrupt): The hydrodemon shifts 6 squares.		
Variable Resistance • 2/Encounter Trigger: The hydrodemon takes acid, cold, fire, lightning, or thunder damage. Effect (Free Action): The hydrodemon gains resist 15 to the triggering damage type until the end of the encounter or until it uses <i>variable resistance</i> again.		
Str 19 (+14)	Dex 24 (+17)	Wis 20 (+15)
Con 22 (+16)	Int 12 (+11)	Cha 9 (+9)
Alignment chaotic evil Languages Abyssal		

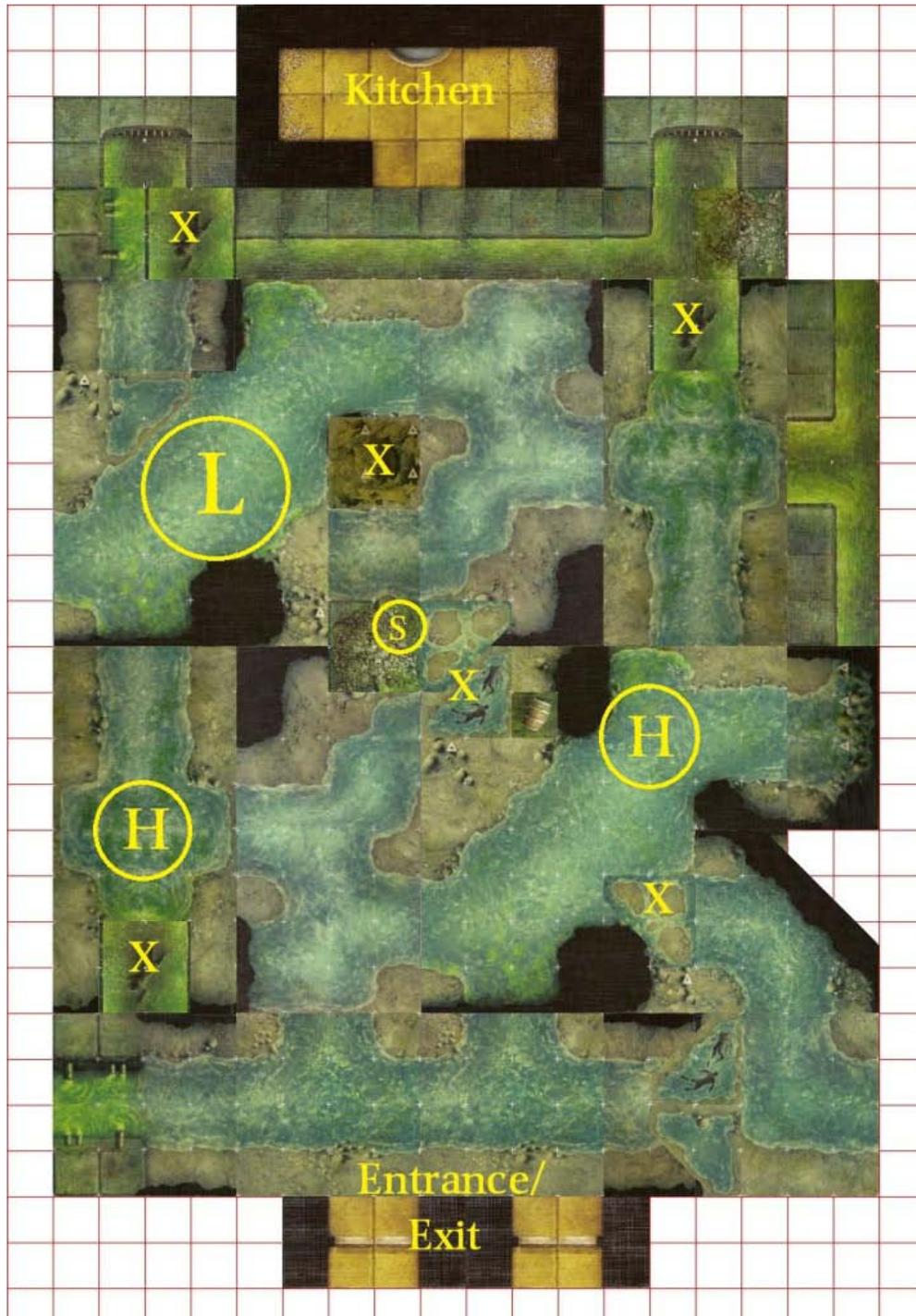
Stirge Suckering Swarm (level 20)	Level 20 Brute
Medium natural beast (swarm)	XP 2,800
HP 228; Bloodied 114	Initiative +14
AC 28, Fortitude 28, Reflex 28, Will 26	Perception +12
Speed 2, fly 6	Darkvision
Resist half damage from melee attack; Vulnerable 10 to close and area attacks.	
TRAITS	
O Blood Frenzy • Aura 1 Any enemy that starts its turn in the aura takes ongoing 10 damage (save ends). If that enemy is already taking untyped ongoing damage, that damage increases by 5.	
Swarm 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, 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.	
STANDARD ACTIONS	
m Swarm of Suckerlings • At-Will Attack: Melee 1 (one creature); +25 vs. AC Hit: 3d10 + 9 damage, and ongoing 15 damage (save ends).	
TRIGGERED ACTIONS	
Hungry Flight • At-Will Trigger: An enemy moves away from the swarm. Effect (Immediate Reaction): The swarm flies up to its speed to the triggering enemy's square or a square adjacent to that enemy. This movement does not provoke opportunity attacks.	
Skills Stealth +19	
Str 10 (+10)	Dex 19 (+14) Wis 14 (+12)
Con 18 (+14)	Int 1 (+5) Cha 4 (+7)
Alignment chaotic evil Languages Abyssal	

ENCOUNTER 6C: FLOODED DINING HALL MAP

TILE SETS NEEDED

DT7: Dire Tombs x1; DU2: Streets of Shadow x2; DU3: Caves of Carnage x2

(Note: The map is difficult to read when printed in grayscale!)



Black squares and grey sewer are dry areas, grey cave and sewer green squares are partially flooded, and the blue areas are at least 10 feet deep trenches -see the Terrain Features for more information.

ENCOUNTER 6D: DEFENDERS

ENCOUNTER LEVEL 12/14/16/18/20
(3500/5000/7000/10000/14000 XP)

SETUP

This encounter includes the following creatures at adventure level 12:

- 1 piscodemon (level 12) (P)
- 2 yagnodemon (level 12) (Y)
- 2 infected malgodemon (level 12) (M)

This encounter includes the following creatures at adventure level 14:

- 1 piscodemon (P)
- 2 yagnodemon (level 14) (Y)
- 2 infected malgodemon (level 14) (M)

This encounter includes the following creatures at adventure level 16:

- 1 piscodemon (level 16) (P)
- 2 yagnodemon (level 16) (Y)
- 2 mavawhan (level 16) (M)

This encounter includes the following creatures at adventure level 18:

- 1 piscodemon (level 18) (P)
- 2 yagnodemon (level 18) (Y)
- 2 mavawhan (level 18) (M)

This encounter includes the following creatures at adventure level 20:

- 1 piscodemon (level 20) (P)
- 2 yagnodemon (level 20) (Y)
- 2 mavawhan (level 20) (M)

Once the PCs have two portal rods, they can go to the center of the tower and the stairwell leading up. The demons here are the last line of defense between Zugtmoy and the PCs. They are trusted to guard this area and engage the PCs as they enter the room. The piscodemon uses the small office as his private space.

As the adventurers enter the area, read:

A wide corridor leads to the central part of the tower and the stairwell to the top floor. The walls are overgrown with lichen and fungi, and emit a soft greenish glow. From the room, a wet dripping sound is heard. To the left, two statues flank a double door. Two winged demons snarl as they notice you and ready their weapons.

PCs who succeed at a moderate DC Stealth check can gain a surprise round on the demons if they decide to take the silent approach.

The demons have grown a bit bored since nothing has come this close to the rift and they do not actively patrol the area. When they spot the PCs, they attack and try to lure them into the room.

PC taking a closer look at the statues, and who succeed at a DC 20 Religion check, recognize the left one as a representation of Gaunadaur, an evil god of slimes and oozes, and the right one as a crude and defaced depiction of Moander.

FEATURES OF THE AREA

Illumination: Glowing lichen provides dim lighting.

Ceiling: The vaulted ceiling is 20 feet high.

Fungal Wall (blue mist): A part of the tower was has fallen away here and a viral red fungus has overgrown the gap. The fungal wall acts as spider webbing. Any creature entering a square of Fungal Wall needs to make either a moderate DC Athletics or Acrobatics check or become grabbed. The creature can escape with a moderate DC Athletics or Acrobatics check as a move action. While grabbed by the Fungal Wall the creature benefits from cover.

Stairwell: The remaining part of the stairwell here leads to the top floor of the tower. Large double doors lock the stairwell that can only be opened with three black portal rods. The whole stairwell, and the walls of the chamber above are magically protected and cannot be pierced by phasing creatures or any ritual available to the characters.

Antechamber: The small chamber to the south used to be an antechamber of some sorts. A door closes it off from the rest of the area. The door can be opened with a minor action as normal. The piscodemon has taken residence there and claims it as his private space. He carries one of the black portal rods.

Pool of Acid (blue portal): The pool is 5 feet deep. It is considered difficult and hindering terrain. It is acidic, and any creature entering or starting their turn in it takes 10 acid damage and ongoing 10 acid damage (save ends). Increase the acid damage to 15 at adventure level 18 and 20. The slime on the side is also extremely slippery, and a character walking out of the pool needs to make a Moderate DC Acrobatics check or fall prone.

TACTICS

At the start of the fight the yagnodemons engage the PCs straight on, potentially using their teleportation

movement to get inside the corridor behind the front lines. The mavawhan or malgodemons try to flank from inside the room, attempting to use their forced movement attacks to drop the characters inside the acidic pool.

The piscodemon starts behind the closed doors inside the shrine, potentially delaying until the end of the round. It then opens the door, using its ranged attacks on opponents. It starts with *writhing ground*, and then relies primarily on *vision of madness*, preferably on opponents that appear to have good basic melee attacks.

GLORY TIER

The piscodemon is tied to the portal rod in the shrine. As long as the rod is in its cabinet, the piscodemon has resist 10 all at adventure level 12 to 16 and resist 15 all at adventure level 18 and 20.

SCALING THE ENCOUNTER

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

Four PCs: Remove one yagnodemon.

Six PCs: Add one piscodemon.

ENDING THE ENCOUNTER

Once all demons are defeated the PCs can grab the rod from the antechamber and continue up the stairs to reach the top of the tower. Continue with Encounter 6E. Remember that the PCs need to make an Endurance check after the encounter as described in Encounter 2.

TREASURE

The PCs do not find any treasure in this encounter.

ENCOUNTER 6D: DEFENDERS (ADVENTURE LEVEL 12)

Piscodemon (level 12)		Level 12 Controller (Leader)	
Medium elemental magical beast (demon)		XP 700	
HP 122; Bloodied 61		Initiative +11	
AC 25, Fortitude 23, Reflex 25, Will 23		Perception +12	
Speed 6, swim 6		Darkvision	
TRAITS			
O Demonic Rally (healing) • Aura 3			
Any bloodied demon that ends its turn within the aura regains 5 hit points.			
All-Around Vision			
Enemies can't gain combat advantage by flanking the piscodemon.			
STANDARD ACTIONS			
m Claw • At-Will			
Requirement: The piscodemon must not have two creatures grabbed.			
Attack: Melee 1 (one creature); +17 vs. AC			
Hit: 2d8 + 4 damage, and the target is grabbed.			
M Writhing Tentacles (poison) • At-Will			
Attack: Melee 1 (one creature grabbed by the piscodemon); +17 vs. AC			
Hit: 2d8 + 4 poison damage, and the target takes ongoing 10 poison damage and is weakened (save ends both).			
R Vision of Madness (psychic) • At-Will			
Attack: Ranged 20 (one creature); +15 vs. Will			
Hit: 3d6 + 4 psychic damage, and the target is slowed (save ends). In addition, the target makes a melee basic attack as a free action against a target of the piscodemon's choice.			
A Writhing Ground (zone) • Recharge 5-6			
Attack: Area burst 1 within 10 (creatures in burst); +15 vs. Reflex			
Hit: 3d10 + 5 damage, and the target is slowed (save ends). The burst creates a zone that lasts until the end of the encounter. Any creature that starts its turn within the zone is slowed (save ends).			
TRIGGERED ACTIONS			
C Bloodied Wail (fear, thunder)			
Trigger: The piscodemon is first bloodied			
Attack (Free Action): Close burst 3 (creatures in burst); +15 vs. Fortitude			
Hit: 4d8 + 5 thunder damage, and the piscodemon pushes the target 5 squares.			
Variable Resistance • 2/Encounter			
Trigger: The piscodemon takes acid, cold, fire, lightning or thunder damage.			
Effect (Free Action): The piscodemon gains resist 10 to the triggering damage type until the end of the encounter or until it uses <i>variable resistance</i> again.			
Skills Arcana +22			
Str 25 (+13)	Dex 21 (+11)	Wis 23 (+12)	
Con 18 (+10)	Int 30 (+16)	Cha 27 (+14)	
Alignment chaotic evil Languages Abyssal, telepathy 20			

Yagnodemon (level 12)		Level 12 Soldier	
Medium elemental humanoid (demon)		XP 700	
HP 123; Bloodied 61		Initiative +10	
AC 27, Fortitude 26, Reflex 23, Will 24		Perception +15	
Speed 8, teleport 4		Low-light vision	
STANDARD ACTIONS			
m Abyssal Harpoon (weapon) • At-Will			
Attack: Melee 3 (one creature); +17 vs. AC			
Hit: 3d8 + 6 damage, and the target is immobilized (save ends). If the target is already immobilized, this attack deals 1d8 extra damage.			
C Acid Breath (acid) • Encounter			

Attack: Close blast 3 (creatures in blast); +15 vs. Fortitude		
Hit: 4d6 + 8 acid damage, and the target is blinded (save ends).		
TRIGGERED ACTIONS		
Poison Discharge (poison) • Recharge 5-6		
Trigger: The yagnodemon hits with a melee attack.		
Effect (Free Action): The triggering attack deals 1d6 extra poison damage, or 2d6 extra poison damage if the yagnodemon is bloodied.		
Soul Reaper • At-Will		
Trigger: The yagnodemon reduces an enemy to 0 hit points or fewer.		
Effect (No Action): The yagnodemon gains 10 temporary hit points.		
Variable Resistance • 2/Encounter		
Trigger: The yagnodemon takes acid, cold, fire, lightning or thunder damage.		
Effect (Free Action): The yagnodemon gains resist 10 to the triggering damage type until the end of the encounter or until it uses <i>variable resistance</i> again.		
Skills Athletics +17, Insight +14, Intimidate +12		
Str 24 (+13)	Dex 15 (+8)	Wis 19 (+10)
Con 19 (+10)	Int 16 (+9)	Cha 14 (+8)
Alignment chaotic evil Languages Abyssal, Common		
Equipment Abyssal harpoon		

Infected Malgodemon (level 12)		Level 12 Brute	
Large elemental humanoid (demon)		XP 700	
HP 133; Bloodied 66		Initiative +7	
AC 24, Fortitude 25, Reflex 22, Will 23		Perception +8	
Speed 8, fly 6		Low-light vision	
STANDARD ACTIONS			
m Claw • At-Will			
Attack: Melee 2 (one creature); +17 vs. AC			
Hit: 2d10 + 7 damage.			
M Flinging Claw • At-Will			
Attack: Melee 2 (one creature); +17 vs. AC			
Hit: 2d10 + 9 damage, and the malgodemon slides the target 2 squares and knocks it prone. If the target ends this movement adjacent to one or more of its allies, the malgodemon makes a secondary attack.			
Secondary Attack: Close burst 1 centered on the primary target (allies of primary target in burst); +15 vs. Fortitude			
Hit: 1d10 damage, and the secondary target falls prone.			
M Shake Down • Recharge 6			
Requirement: The malgodemon must not have a creature grabbed.			
Attack: Melee 2 (one creature); +17 vs. AC			
Hit: 3d10 + 9 damage, and the malgodemon grabs the target. While the target is grabbed, the target is restrained.			
Aftereffect When the grab ends, the target falls prone and takes 9 damage.			
TRIGGERED ACTIONS			
Stone's Endurance • Encounter			
Trigger: The malgodemon is first bloodied.			
Effect (Free Action): The malgodemon gains 40 temporary hit points.			
Caustic Blood (acid) • At-Will			
Requirement: The malgodemon must be bloodied.			
Trigger: Then creature is damaged by an enemy's melee attack.			
Effect (Immediate Reaction): The triggering enemy takes 5 acid damage.			
Skills Athletics +17, Intimidate +11			
Str 22 (+12)	Dex 13 (+7)	Wis 15 (+8)	
Con 19 (+10)	Int 8 (+5)	Cha 10 (+6)	
Alignment chaotic evil Languages Abyssal			

ENCOUNTER 6D: DEFENDERS (ADVENTURE LEVEL 14)

Piscodemon	Level 14 Controller (Leader)	
Medium elemental magical beast (demon)	XP 1000	
HP 138; Bloodied 69	Initiative +12	
AC 27, Fortitude 25, Reflex 27, Will 25	Perception +13	
Speed 6, swim 6	Darkvision	
TRAITS		
O Demonic Rally (healing) • Aura 3		
Any bloodied demon that ends its turn within the aura regains 5 hit points.		
All-Around Vision		
Enemies can't gain combat advantage by flanking the piscodemon.		
STANDARD ACTIONS		
m Claw • At-Will		
Requirement: The piscodemon must not have two creatures grabbed.		
Attack: Melee 1 (one creature); +19 vs. AC		
Hit: 2d8 + 6 damage, and the target is grabbed.		
M Writhing Tentacles (poison) • At-Will		
Attack: Melee 1 (one creature grabbed by the piscodemon); +19 vs. AC		
Hit: 2d8 + 6 poison damage, and the target takes ongoing 10 poison damage and is weakened (save ends both).		
R Vision of Madness (psychic) • At-Will		
Attack: Ranged 20 (one creature); +17 vs. Will		
Hit: 3d6 + 6 psychic damage, and the target is slowed (save ends). In addition, the target makes a melee basic attack as a free action against a target of the piscodemon's choice.		
A Writhing Ground (zone) • Recharge 5-6		
Attack: Area burst 1 within 10 (creatures in burst); +17 vs. Reflex		
Hit: 3d10 + 6 damage, and the target is slowed (save ends). The burst creates a zone that lasts until the end of the encounter. Any creature that starts its turn within the zone is slowed (save ends).		
TRIGGERED ACTIONS		
C Bloodied Wail (fear, thunder)		
Trigger: The piscodemon is first bloodied		
Attack (Free Action): Close burst 3 (creatures in burst); +17 vs. Fortitude		
Hit: 4d8 + 6 thunder damage, and the piscodemon pushes the target 5 squares.		
Variable Resistance • 2/Encounter		
Trigger: The piscodemon takes acid, cold, fire, lightning or thunder damage.		
Effect (Free Action): The piscodemon gains resist 15 to the triggering damage type until the end of the encounter or until it uses <i>variable resistance</i> again.		
Skills Arcana +22		
Str 25 (+14)	Dex 21 (+12)	Wis 23 (+13)
Con 18 (+11)	Int 30 (+17)	Cha 27 (+15)
Alignment chaotic evil Languages Abyssal, telepathy 20		

Yagnodemon (level 14)	Level 14 Soldier	
Medium elemental humanoid (demon)	XP 1000	
HP 139; Bloodied 69	Initiative +11	
AC 29, Fortitude 28, Reflex 25, Will 26	Perception +16	
Speed 8, teleport 4	Low-light vision	
STANDARD ACTIONS		
m Abyssal Harpoon (weapon) • At-Will		
Attack: Melee 3 (one creature); +19 vs. AC		
Hit: 3d10 + 6 damage, and the target is immobilized (save ends). If the target is already immobilized, this attack deals 1d10 extra damage.		
C Acid Breath (acid) • Encounter		

Attack: Close blast 3 (creatures in blast); +17 vs. Fortitude		
Hit: 4d6 + 9 acid damage, and the target is blinded (save ends).		
TRIGGERED ACTIONS		
Poison Discharge (poison) • Recharge 5-6		
Trigger: The yagnodemon hits with a melee attack.		
Effect (Free Action): The triggering attack deals 1d8 extra poison damage, or 2d8 extra poison damage if the yagnodemon is bloodied.		
Soul Reaper • At-Will		
Trigger: The yagnodemon reduces an enemy to 0 hit points or fewer.		
Effect (No Action): The yagnodemon gains 10 temporary hit points.		
Variable Resistance • 2/Encounter		
Trigger: The yagnodemon takes acid, cold, fire, lightning or thunder damage.		
Effect (Free Action): The yagnodemon gains resist 15 to the triggering damage type until the end of the encounter or until it uses <i>variable resistance</i> again.		
Skills Athletics +18, Insight +15, Intimidate +13		
Str 24 (+14)	Dex 15 (+9)	Wis 19 (+11)
Con 19 (+11)	Int 16 (+10)	Cha 14 (+9)
Alignment chaotic evil Languages Abyssal, Common		
Equipment Abyssal harpoon		

Infected Malgodemon (level 14)	Level 14 Brute	
Large elemental humanoid (demon)	XP 1,000	
HP 153; Bloodied 76	Initiative +8	
AC 26, Fortitude 27, Reflex 24, Will 25	Perception +9	
Speed 8, fly 6	Low-light vision	
STANDARD ACTIONS		
m Claw (acid) • At-Will		
Attack: Melee 2 (one creature); +19 vs. AC		
Hit: 2d10 + 9 damage.		
M Flinging Claw • At-Will		
Attack: Melee 2 (one creature); +19 vs. AC		
Hit: 2d10 + 11 damage, and the malgodemon slides the target 2 squares and knocks it prone. If the target ends this movement adjacent to one or more of its allies, the malgodemon makes a secondary attack.		
Secondary Attack: Close burst 1 centered on the primary target (allies o primary target in burst); +17 vs. Fortitude		
Hit: 1d10 + 1 damage, and the secondary target falls prone.		
M Shake Down • Recharge 6		
Requirement: The malgodemon must not have a creature grabbed.		
Attack: Melee 2 (one creature); +19 vs. AC		
Hit: 3d10 + 11 damage, and the malgodemon grabs the target. While the target is grabbed, the target is restrained.		
Aftereffect: When the grab ends, the target falls prone and takes 11 damage.		
TRIGGERED ACTIONS		
Stone's Endurance • Encounter		
Trigger: The malgodemon is first bloodied.		
Effect (Free Action): The malgodemon gains 40 temporary hit points.		
Caustic Blood (acid) • At-Will		
Requirement: The malgodemon must be bloodied.		
Trigger: Then creature is damaged by an enemy's melee attack.		
Effect (Immediate Reaction): The triggering enemy takes 5 acid damage.		
Skills Athletics +18, Intimidate +12		
Str 22 (+13)	Dex 13 (+8)	Wis 15 (+9)
Con 19 (+11)	Int 8 (+6)	Cha 10 (+7)
Alignment chaotic evil Languages Abyssal		

ENCOUNTER 6D: DEFENDERS (ADVENTURE LEVEL 16)

Piscodemon (level 16)	Level 16 Controller (Leader)
Medium elemental magical beast (demon)	XP 1400
HP 154; Bloodied 77	Initiative +13
AC 29, Fortitude 27, Reflex 29, Will 27	Perception +14
Speed 6, swim 6	Darkvision
TRAITS	
O Demonic Rally (healing) • Aura 3	
Any bloodied demon that ends its turn within the aura regains 5 hit points.	
All-Around Vision	
Enemies can't gain combat advantage by flanking the piscodemon.	
STANDARD ACTIONS	
m Claw • At-Will	
Requirement: The piscodemon must not have two creatures grabbed.	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 2d10 + 8 damage, and the target is grabbed.	
M Writhing Tentacles (poison) • At-Will	
Attack: Melee 1 (one creature grabbed by the piscodemon); +21 vs. AC	
Hit: 2d10 + 8 poison damage, and the target takes ongoing 10 poison damage and is weakened (save ends both).	
R Vision of Madness (psychic) • At-Will	
Attack: Ranged 20 (one creature); +19 vs. Will	
Hit: 3d8 + 8 psychic damage, and the target is slowed (save ends). In addition, the target makes a melee basic attack as a free action against a target of the piscodemon's choice.	
A Writhing Ground (zone) • Recharge 5-6	
Attack: Area burst 1 within 10 (creatures in burst); +19 vs. Reflex	
Hit: 3d10 + 7 damage, and the target is slowed (save ends). The burst creates a zone that lasts until the end of the encounter. Any creature that starts its turn within the zone is slowed (save ends).	
TRIGGERED ACTIONS	
C Bloodied Wail (fear, thunder)	
Trigger: The piscodemon is first bloodied	
Attack (Free Action): Close burst 3 (creatures in burst); +19 vs. Fortitude	
Hit: 4d8 + 7 thunder damage, and the piscodemon pushes the target 5 squares.	
Variable Resistance • 2/Encounter	
Trigger: The piscodemon takes acid, cold, fire, lightning or thunder damage.	
Effect (Free Action): The piscodemon gains resist 15 to the triggering damage type until the end of the encounter or until it uses <i>variable resistance</i> again.	
Skills Arcana +21	
Str 25 (+15)	Dex 21 (+13) Wis 23 (+14)
Con 18 (+12)	Int 30 (+18) Cha 27 (+16)
Alignment chaotic evil Languages Abyssal, telepathy 20	

Yagnodemon (level 16)	Level 16 Soldier
Medium elemental humanoid (demon)	XP 1400
HP 155; Bloodied 77	Initiative +12
AC 31, Fortitude 30, Reflex 27, Will 28	Perception +17
Speed 8, teleport 4	Low-light vision
STANDARD ACTIONS	
m Abyssal Harpoon (weapon) • At-Will	
Attack: Melee 3 (one creature); +21 vs. AC	
Hit: 3d10 + 8 damage, and the target is immobilized (save ends). If the target is already immobilized, this attack deals 1d10 extra damage.	
C Acid Breath (acid) • Encounter	

Attack: Close blast 3 (creatures in blast); +19 vs. Fortitude		
Hit: 4d6 + 10 acid damage, and the target is blinded (save ends).		
TRIGGERED ACTIONS		
Poison Discharge (poison) • Recharge 5-6		
Trigger: The yagnodemon hits with a melee attack.		
Effect (Free Action): The triggering attack deals 1d8 extra poison damage, or 2d8 extra poison damage if the yagnodemon is bloodied.		
Soul Reaper • At-Will		
Trigger: The yagnodemon reduces an enemy to 0 hit points or fewer.		
Effect (No Action): The yagnodemon gains 10 temporary hit points.		
Variable Resistance • 2/Encounter		
Trigger: The yagnodemon takes acid, cold, fire, lightning or thunder damage.		
Effect (Free Action): The yagnodemon gains resist 15 to the triggering damage type until the end of the encounter or until it uses <i>variable resistance</i> again.		
Skills Athletics +18, Insight +15, Intimidate +13		
Str 24 (+15)	Dex 15 (+10)	Wis 19 (+12)
Con 19 (+12)	Int 16 (+11)	Cha 14 (+10)
Alignment chaotic evil Languages Abyssal, Common		

Mavawhan (level 16)	Level 16 Skirmisher
Medium elemental humanoid (demon)	XP 1400
HP 156; Bloodied 78	Initiative +16
AC 26, Fortitude 27, Reflex 24, Will 25	Perception +17
Speed 8, fly 6 (hover)	Low-light vision
Resist 10 acid	
TRAITS	
Blizzard Soul	
At the start of each of the mavawhan's turns, it slides each enemy adjacent to it 1 square.	
STANDARD ACTIONS	
m Claw (acid, poison) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 6d6 + 2 acid and poison damage.	
M Acid-Venom Talons (acid, poison) • At-Will	
Attack: Melee 1 (one creature); +21 vs. AC	
Hit: 4d6 + 2 damage, and the target takes ongoing 10 acid damage and is slowed (save ends both).	
First Failed Saving Throw: The target takes ongoing 15 acid damage and is immobilized (save ends both).	
Second Failed Saving Throw: The target is petrified, but turned into a puddle of goo instead of stone.	
C Acid Blast • Encounter	
Attack: Close blast 5 (creatures in blast); +19 vs. Fortitude	
Hit: 4d8 + 7 acid damage, and the area becomes difficult terrain until the end of the encounter.	
MOVE ACTIONS	
Wing Burst • At-Will	
Effect: The mavawhan shifts 3 squares.	
TRIGGERED ACTIONS	
Variable Resistance • 2/Encounter	
Trigger: The mavawhan takes acid, cold, fire, lightning or thunder damage.	
Effect (Free Action): The mavawhan gains resist 15 to the triggering damage type until the end of the encounter or until it uses <i>variable resistance</i> again.	
Skills Perception +17, Stealth +19	
Str 21 (+13)	Dex 23 (+14) Wis 19 (+13)
Con 20 (+13)	Int 6 (+6) Cha 10 (+8)
Alignment chaotic evil Languages Abyssal	

ENCOUNTER 6D: DEFENDERS (ADVENTURE LEVEL 18)

Piscodemon (level 18)	Level 18 Controller (Leader)
Medium elemental magical beast (demon)	XP 2000
HP 170; Bloodied 85	Initiative +14
AC 31, Fortitude 29, Reflex 31, Will 29	Perception +15
Speed 6, swim 6	Darkvision
TRAITS	
O Demonic Rally (healing) • Aura 3	
Any bloodied demon that ends its turn within the aura regains 10 hit points.	
All-Around Vision	
Enemies can't gain combat advantage by flanking the piscodemon.	
STANDARD ACTIONS	
m Claw • At-Will	
Requirement: The piscodemon must not have two creatures grabbed.	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 2d10 + 10 damage, and the target is grabbed.	
M Writhing Tentacles (poison) • At-Will	
Attack: Melee 1 (one creature grabbed by the piscodemon); +23 vs. AC	
Hit: 2d10 + 10 poison damage, and the target takes ongoing 10 poison damage and is weakened (save ends both).	
R Vision of Madness (psychic) • At-Will	
Attack: Ranged 20 (one creature); +21 vs. Will	
Hit: 3d8 + 10 psychic damage, and the target is slowed (save ends). In addition, the target makes a melee basic attack as a free action against a target of the piscodemon's choice.	
A Writhing Ground (zone) • Recharge 5-6	
Attack: Area burst 1 within 10 (creatures in burst); +21 vs. Reflex	
Hit: 4d8 + 8 damage, and the target is slowed (save ends). The burst creates a zone that lasts until the end of the encounter. Any creature that starts its turn within the zone takes 10 damage is slowed (save ends).	
TRIGGERED ACTIONS	
C Bloodied Wail (fear, thunder)	
Trigger: The piscodemon is first bloodied	
Attack (Free Action): Close burst 3 (creatures in burst); +21 vs. Fortitude	
Hit: 5d6 + 8 thunder damage, and the piscodemon pushes the target 5 squares.	
Variable Resistance • 2/Encounter	
Trigger: The piscodemon takes acid, cold, fire, lightning or thunder damage.	
Effect (Free Action): The piscodemon gains resist 15 to the triggering damage type until the end of the encounter or until it uses <i>variable resistance</i> again.	
Skills Arcana +22	
Str 25 (+16)	Dex 21 (+14) Wis 23 (+15)
Con 18 (+13)	Int 30 (+19) Cha 27 (+17)
Alignment chaotic evil Languages Abyssal, telepathy 20	

Yagnodemon (level 18)	Level 18 Soldier
Medium elemental humanoid (demon)	XP 2000
HP 181; Bloodied 85	Initiative +13
AC 33, Fortitude 32, Reflex 29, Will 30	Perception +18
Speed 8, teleport 4	Low-light vision
STANDARD ACTIONS	
m Abyssal Harpoon (weapon) • At-Will	
Attack: Melee 3 (one creature); +23 vs. AC	
Hit: 3d10 + 10 damage, and the target is immobilized (save ends). If the target is immobilized, this attack deals 1d10 extra damage.	
C Acid Breath (acid) • Encounter	

Attack: Close blast 3 (creatures in blast); +21 vs. Fortitude		
Hit: 4d6 + 11 acid damage, and the target is blinded (save ends).		
TRIGGERED ACTIONS		
Poison Discharge (poison) • Recharge 5-6		
Trigger: The yagnodemon hits with a melee attack.		
Effect (Free Action): The triggering attack deals 1d8 extra poison damage, or 2d8 extra poison damage if the yagnodemon is bloodied.		
Soul Reaver • At-Will		
Trigger: The yagnodemon reduces an enemy to 0 hit points or fewer.		
Effect (No Action): The yagnodemon gains 10 temporary hit points.		
Variable Resistance • 2/Encounter		
Trigger: The yagnodemon takes acid, cold, fire, lightning or thunder damage.		
Effect (Free Action): The yagnodemon gains resist 15 to the triggering damage type until the end of the encounter or until it uses <i>variable resistance</i> again.		
Skills Athletics +19, Insight +16, Intimidate +14		
Str 24 (+16)	Dex 15 (+11)	Wis 19 (+13)
Con 19 (+13)	Int 16 (+12)	Cha 14 (+11)
Alignment chaotic evil Languages Abyssal, Common		

Mavawhan (level 18)	Level 18 Skirmisher
Medium elemental humanoid (demon)	XP 2000
HP 172; Bloodied 86	Initiative +17
AC 28, Fortitude 29, Reflex 26, Will 27	Perception +18
Speed 8, fly 6 (hover)	Low-light vision
Resist 10 acid	
TRAITS	
Blizzard Soul	
At the start of each of the mavawhan's turns, it slides each enemy adjacent to it 1 square.	
STANDARD ACTIONS	
m Claw (acid, poison) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 6d6 + 4 acid and poison damage.	
M Acid-Venom Talons (acid, poison) • At-Will	
Attack: Melee 1 (one creature); +23 vs. AC	
Hit: 4d6 + 4 damage, and the target takes ongoing 10 acid damage and is slowed (save ends both).	
First Failed Saving Throw: The target takes ongoing 15 acid damage and is immobilized (save ends both).	
Second Failed Saving Throw: The target is petrified, but turned into a puddle of goo instead of stone.	
C Acid Blast • Encounter	
Attack: Close blast 5 (creatures in blast); +21 vs. Fortitude	
Hit: 4d8 + 8 acid damage, and the area becomes difficult terrain until the end of the encounter.	
MOVE ACTIONS	
Wing Burst • At-Will	
Effect: The mavawhan shifts 3 squares.	
TRIGGERED ACTIONS	
Variable Resistance • 2/Encounter	
Trigger: The mavawhan takes acid, cold, fire, lightning or thunder damage.	
Effect (Free Action): The mavawhan gains resist 15 to the triggering damage type until the end of the encounter or until it uses <i>variable resistance</i> again.	
Skills Perception +18, Stealth +20	
Str 21 (+14)	Dex 23 (+15) Wis 19 (+14)
Con 20 (+14)	Int 6 (+7) Cha 10 (+9)
Alignment chaotic evil Languages Abyssal	

ENCOUNTER 6D: DEFENDERS (ADVENTURE LEVEL 20)

Piscodemon (level 20)		Level 20 Controller (Leader)	
Medium elemental magical beast (demon)		XP 2800	
HP 186; Bloodied 93	Initiative +15		
AC 33, Fortitude 31, Reflex 33, Will 31	Perception +16		
Speed 6, swim 6	Darkvision		
TRAITS			
O Demonic Rally (healing) • Aura 3			
Any bloodied demon that ends its turn within the aura regains 10 hit points.			
All-Around Vision			
Enemies can't gain combat advantage by flanking the piscodemon.			
STANDARD ACTIONS			
m Claw • At-Will			
Requirement: The piscodemon must not have two creatures grabbed.			
Attack: Melee 1 (one creature); +25 vs. AC			
Hit: 2d10 + 12 damage, and the target is grabbed.			
M Writhing Tentacles (poison) • At-Will			
Attack: Melee 1 (one creature grabbed by the piscodemon); +25 vs. AC			
Hit: 2d10 + 12 poison damage, and the target takes ongoing 15 poison damage and is weakened (save ends both).			
R Vision of Madness (psychic) • At-Will			
Attack: Ranged 20 (one creature); +23 vs. Will			
Hit: 3d8 + 12 psychic damage, and the target is slowed (save ends). In addition, the target makes a melee basic attack as a free action against a target of the piscodemon's choice.			
A Writhing Ground (zone) • Recharge 5-6			
Attack: Area burst 1 within 10 (creatures in burst); +23 vs. Reflex			
Hit: 4d8 + 9 damage, and the target is slowed (save ends). The burst creates a zone that lasts until the end of the encounter. Any creature that starts its turn within the zone takes 10 damage and is slowed (save ends).			
TRIGGERED ACTIONS			
C Bloodied Wail (fear, thunder)			
Trigger: The piscodemon is first bloodied			
Attack (Free Action): Close burst 3 (creatures in burst); +23 vs. Fortitude			
Hit: 5d6 + 9 thunder damage, and the piscodemon pushes the target 5 squares.			
Variable Resistance • 2/Encounter			
Trigger: The piscodemon takes acid, cold, fire, lightning or thunder damage.			
Effect (Free Action): The piscodemon gains resist 15 to the triggering damage type until the end of the encounter or until it uses <i>variable resistance</i> again.			
Skills Arcana +23			
Str 25 (+17)	Dex 21 (+15)	Wis 23 (+16)	
Con 18 (+14)	Int 30 (+20)	Cha 27 (+18)	
Alignment chaotic evil Languages Abyssal, telepathy 20			

Yagnodemon (level 20)		Level 20 Soldier	
Medium elemental humanoid (demon)		XP 2800	
HP 197; Bloodied 93	Initiative +14		
AC 35, Fortitude 34, Reflex 31, Will 32	Perception +19		
Speed 8, teleport 4	Low-light vision		
STANDARD ACTIONS			
m Abyssal Harpoon (weapon) • At-Will			
Attack: Melee 3 (one creature); +25 vs. AC			
Hit: 3d10 + 12 damage, and the target is immobilized (save ends). If the target is immobilized, this attack deals 2d6 extra damage.			
C Acid Breath (acid) • Encounter			

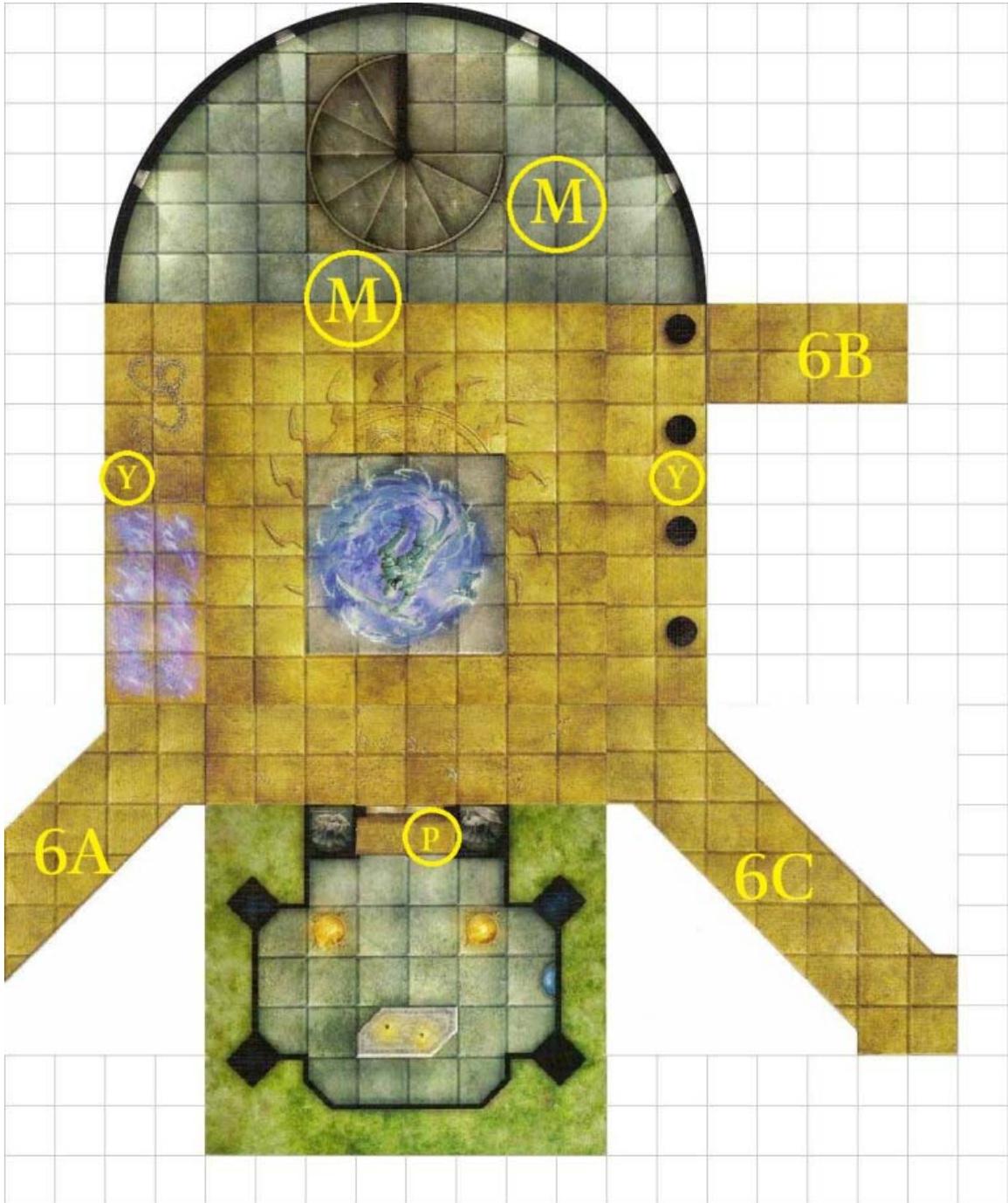
Attack: Close blast 3 (creatures in blast); +23 vs. Fortitude			
Hit: 4d6 + 12 acid damage, and the target is blinded (save ends).			
TRIGGERED ACTIONS			
Poison Discharge (poison) • Recharge 5-6			
Trigger: The yagnodemon hits with a melee attack.			
Effect (Free Action): The triggering attack deals 2d6 extra poison damage, or 4d6 extra poison damage if the yagnodemon is bloodied.			
Soul Reaper • At-Will			
Trigger: The yagnodemon reduces an enemy to 0 hit points or fewer.			
Effect (No Action): The yagnodemon gains 10 temporary hit points.			
Variable Resistance • 2/Encounter			
Trigger: The yagnodemon takes acid, cold, fire, lightning or thunder damage.			
Effect (Free Action): The yagnodemon gains resist 15 to the triggering damage type until the end of the encounter or until it uses <i>variable resistance</i> again.			
Skills Athletics +20, Insight +17, Intimidate +19			
Str 24 (+17)	Dex 15 (+12)	Wis 19 (+14)	
Con 19 (+14)	Int 16 (+13)	Cha 14 (+12)	
Alignment chaotic evil Languages Abyssal, Common			

Mavawhan (level 20)		Level 20 Skirmisher	
Medium elemental humanoid (demon)		XP 2800	
HP 188; Bloodied 94	Initiative +18		
AC 30, Fortitude 31, Reflex 28, Will 29	Perception +19		
Speed 8, fly 6 (hover)	Low-light vision		
Resist 10 acid			
TRAITS			
Blizzard Soul			
At the start of each of the mavawhan's turns, it slides each enemy adjacent to it 1 square.			
STANDARD ACTIONS			
m Claw (acid, poison) • At-Will			
Attack: Melee 1 (one creature); +25 vs. AC			
Hit: 6d6 + 7 acid and poison damage.			
M Acid-Venom Talons (acid, poison) • At-Will			
Attack: Melee 1 (one creature); +25 vs. AC			
Hit: 4d6 + 7 damage, and the target takes ongoing 10 acid damage and is slowed (save ends both).			
First Failed Saving Throw: The target takes ongoing 15 acid damage and is immobilized (save ends both).			
Second Failed Saving Throw: The target is petrified, but turned into a puddle of goo instead of stone.			
C Acid Blast • Encounter			
Attack: Close blast 5 (creatures in blast); +23 vs. Fortitude			
Hit: 4d8 + 9 acid damage, and the area becomes difficult terrain until the end of the encounter.			
MOVE ACTIONS			
Wing Burst • At-Will			
Effect: The mavawhan shifts 3 squares.			
TRIGGERED ACTIONS			
Variable Resistance • 2/Encounter			
Trigger: The mavawhan takes acid, cold, fire, lightning or thunder damage.			
Effect (Free Action): The mavawhan gains resist 15 to the triggering damage type until the end of the encounter or until it uses <i>variable resistance</i> again.			
Skills Perception +19, Stealth +21			
Str 21 (+15)	Dex 23 (+16)	Wis 19 (+15)	
Con 20 (+15)	Int 6 (+8)	Cha 10 (+10)	
Alignment chaotic evil Languages Abyssal			

ENCOUNTER 6D: DEFENDERS MAP

TILE SETS NEEDED

DT6: *Dire Tombs* x1; DT7: *Fane of the Forgotten Gods* x1; DU1 (staircase only) x1; DU4: *Arcane Towers* x1



The yellow numbers at the three entrances stand for the encounter from which the PCs are coming. So if the PCs fought in the Rot Garden (Encounter 6B) they arrive from corridor 6B.

ENCOUNTER 6E: PET FODDER / LOST IN THE SPORE~ CLOUDS

ENCOUNTER LEVEL 13/15/17/19/21
(4700/6600/9400/13200/18800 XP)

SETUP

This encounter includes the following creatures at adventure level 12:

- 1 **Jubi (venom-maw hydra) (level 13) (H)**
- 2 **scion of Zuggtmoy spore lords (level 11) (S)**
(Note that if all the PCs are level 11, you can remove both spore lords to give the players a fairer battle.)

This encounter includes the following creatures at level adventure 14:

- 1 **Jubi (venom-maw hydra) (level 15) (H)**
- 2 **scion of Zuggtmoy spore lords (level 13) (S)**

This encounter includes the following creatures at level adventure 16:

- 1 **Jubi (venom-maw hydra) (level 17) (H)**
- 2 **scion of Zuggtmoy spore master (level 15) (S)**

This encounter includes the following creatures at level adventure 18:

- 1 **Zuggtmoy (level 19) (Z)**
- 2 **scion of Zuggtmoy spore master (level 17) (S)**

This encounter includes the following creatures at level adventure 20:

- 1 **Zuggtmoy (level 21) (Z)**
- 2 **scion of Zuggtmoy spore master (level 19) (S)**

Once the PCs have acquired 3 black rods and opened the stairwell they can ascend to the top of the tower. After a long climb the PCs find themselves at to the top of the tower. Here the PCs find Zuggtmoy or her pet, ready to deal with any intruders.

As the adventurers enter the area, read:

You find yourself at the top of a spiral staircase, right in front of a huge softly glowing steel double door. Various runes are etched in the door, but you see no apparent lock.

The door is locked with an arcane ritual and warded against teleportation and phasing. If anybody touches the door, a bell rings through the hall. PCs can disable

the alarm and open the door with a Moderate DC Thievery check or a Hard DC Arcana check. Otherwise, the door opens after a few seconds once the PCs touch the door, likely triggering the bell. If the alarm has not been triggered, there is a chance the PCs can surprise the occupants of the room.

On the other side of the steel doors, you see a large round room dominated by a large muddy lake that seems to bubble up from the stone floors themselves. The room is overgrown with fungi of various sizes. The bog directly surrounding the lake appears sticky and glows with a sickening green hue. A few of the fungi have a diameter of over 10 feet and are equally high. Two clouds of swirling spores hang in the air. Above the pool you note a rift glowing brightly with energy. You hear movement behind it.

At adventure level 12 to 16 there is no creature in sight. At adventure level 18 and 20, Zuggtmoy herself is present, continue with:

At the back of the room stands a large figure, a purple humanoid female with long sharp nails and covered in oozing pustules, fungi and molds. She speaks in a voice that seems to surround every syllable with a diseased wheeze. "So the fey have found some...champions. A pity. Might we not discuss this? I am sure I can make you a better offer."

Zuggtmoy, while powerful, can ill afford new setbacks. She realizes that with the PCs here, confrontation is unavoidable, but that does not stop her trying. Under no condition does she allow the rift to be closed unless Forlorn is dead. The Citadel is too valuable for her to lose, and her death in the real world is just a minor cost compared to that. If the PCs somehow decide to switch sides all of a sudden, she uses her magic to transport them to the Feywild to face Forlorn instead (see Encounter 5C).

The planar rift is above the pool. Getting there and closing it costs time (and can only be done while within 5 squares of the rift). Jubi and the spore lords/masters try to remain hidden while the characters enter the room, attacking once the PCs are halfway across the room. Otherwise they attack once spotted.

FEATURES OF THE AREA

Illumination: The room is dimly light by the sickening glow emanating from many of the fungi covering the room.

Ceiling: The ceiling is 20 feet high.

Blue mist: The blue mists are clouds of very fine spores. They provide superior concealment to creatures in or behind them.

Additionally, any fire or lightning power used in one of the clouds, or targeting a creature or square in that location, ignites the spores in a dust explosion. This results in the following attack against all creatures in the cloud: encounter level +3 vs. Reflex; 5d6 fire and necrotic damage (note this affects the NPCs equally as they do not have a combined resistance).

After an explosion the clouds reform in a random location (roll 1d4 for a quadrant of the map, start bottom left, one cloud per quadrant max) at the end of Zugtmoy's initiative.

The PCs can make a moderate DC Nature check to identify this explosive property.

Pool: The pool is a muddy, greenish lake of 20 feet deep, calm water. Any creature, except Jubi or Zugtmoy, entering or starting in the lake takes a movement penalty of 1 for each square of water they move through due to the clinging mud. This penalty remains until the mud is removed; it takes a standard action to remove all mud clinging to a creature.

Rocks: The large boulders at the back are pillars reaching to the ceiling. They are blocking terrain.

Sand: The sand represents a slippery bog-like underground. Large or smaller creatures without swamp walk (or the ability to walk over water) need to make an easy DC Acrobatics check when moving at more than half speed or they fall prone.

Trees: The trees are very big mushrooms. They are blocking terrain. Huge sized or bigger creatures can push them out of the way at the cost of one square of extra movement, crushing the mushroom in the process.

A cloud of spores fills each square adjacent to the mushrooms. Creatures entering or starting their turn here are attacked with the following attack: encounter level +3 vs. Fortitude; -2 to attack rolls, skill checks and saving throws (save ends).

TACTICS

The spore masters/lords flit across the battlefield creating havoc and zones where possible. The masters attempt to spread their vulnerability to poison to the melee characters first, assuming they are most likely to be in Zugtmoy's aura.

Hydra: The hydra does not use tactics. It picks a target and focuses on it until it is down, then picks a new one, or switches if something within reach deals a lot of damage or has a punishing mark.

Zugtmoy: Teleports around the map, keeping as many PCs as possible in her aura(s) while using *rotting*

doom to create an active kill-zone. She saves her kiss for the toughest opponents, setting them against their allies.

GLORY TIER

A magical ritual ties the spore lords/spore masters to Jubi/Zugtmoy. As long as both spore creatures are alive, Jubi/Zugtmoy has resist 10 all at adventure level 12 to 16 and resist 15 all at level 18 and 20. Destroying one spore lord/spore master lowers it by five to 5 and 10, respectively. When both spore lords/spore masters are destroyed, the vulnerability is gone. A flash of magical light when Jubi/Zugtmoy is hit should make the connection clear to the PCs.

In addition Zugtmoy starts the battle with two *rotting doom* zones active at the start of the battle.

SCALING THE ENCOUNTER

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

Four PCs: Jubi/Zugtmoy has the following number of hit points: 435/486/538/685/736. In addition Jubi makes only one attack with *snapping jaws*. Zugtmoy can use *rotting doom* 1/round, and has a maximum of 4 zones active at the same time.

Six PCs: Jubi/Zugtmoy has the following number of hit points: 653/730/806/1027/1104. In addition she can use *rotting doom* once as a free action at the start of an odd turn, and she can have a maximum of 6 zones active at the same time.

ENDING THE ENCOUNTER

With the death of Jubi/Zugtmoy it is easy to find and collapse the planar rift to the Abyss. Once that is dealt with, the tower starts to shudder; indicating it will collapse. After a few minutes the movement stops, and everything returns to normal. With the rift closed, the PCs succeed in their mission, and with their leader dead, the demon hordes below panic, giving the PCs ample opportunity to leave unopposed.

What happens next depends on the kind of deal the PCs made with the dark fey. Regardless, proceed with Encounter 7 once the PCs leave the Citadel and return to Myth Drannor. If there is a chance for a character to die, let them make the necessary Endurance checks as described in Encounter 2.

TREASURE

The PCs find 200/325/725/1325/2075 gp each in various coins, jewel and residium. In addition they find a *periapt of cascading health* +3 (AL 12 and 14) or a *periapt of cascading health* +4 (AL 16 and up).

ENCOUNTER 6E: PET FODDER (ADVENTURE LEVEL 12)

Jubi (Venom-Maw Hydra) (level 13)	Level 13 Solo Brute	
Huge natural beast (reptile, water)	XP 8,000	
HP 544; Bloodied 272	Initiative +9	
AC 27, Fort 27, Reflex 25, Will 23	Perception +13	
Speed 7, swim 10	All-around vision, darkvision	
Saving Throws +5; Action Points 2		
TRAITS		
All-around Vision		
Enemies can't gain combat advantage by flanking the hydra.		
Many Headed		
While stunned or dominated, the hydra can take free actions.		
Regenerating Heads		
The hydra starts an encounter with four heads. When the hydra's hit points first go below 408, 272, and 136, one of its heads is destroyed. Whenever a head is destroyed, the hydra grows two heads at the start of its next turn unless it takes fire or acid damage before then.		
Threatening Reach		
The hydra can make opportunity attacks against enemies within 2 squares of it.		
STANDARD ACTIONS		
m Bite (poison) • At-Will		
Attack: Melee 2 (one creature); +18 vs. AC		
Hit: 3d8 damage, and ongoing 10 poison damage, or ongoing 15 poison damage if the hydra is bloodied (save ends).		
r Venomous Spit (poison) • At-Will		
Attack: Ranged 10 (one creature); +16 vs. Reflex; this attack does not provoke opportunity attacks		
Hit: 2d8 + 5 poison damage, and the target falls prone.		
Hydra Fury • At-Will		
Effect: The hydra attacks a number of times equal to the number of heads it currently has, using either bite or venomous spit for each attack. If it has only two heads, it gains a +5 bonus to damage rolls with the attacks. If it has only one head, it gains a +15 bonus to damage rolls with the attack		
TRIGGERED ACTIONS		
M Snapping Jaws • At-Will		
Trigger: An enemy ends its turn within 2 squares of the hydra.		
Effect (Free Action): The hydra uses bite twice against the triggering enemy.		
Skills Stealth +16		
Str 25 (+13)	Dex 20 (+11)	Wis 18 (+10)
Con 24 (+13)	Int 2 (+2)	Cha 8 (+5)
Alignment unaligned		

Scion of Zuggtmoy Spore Lord (level 11)	Level 11 Skirmisher	
Medium elemental magical beast (demon, plant)	XP 2,400	
HP 121; Bloodied 61	Initiative +10	
AC 25, Fortitude 24, Reflex 23, Will 20	Perception +7	
Speed 6	Darkvision	
STANDARD ACTIONS		
m Burrowing Spores (poison) • At-Will		
Attack: Melee 1 (one creature); +14 vs. Fortitude		
Hit: ongoing 20 poison damage (save ends).		
Each Failed Saving Throw: The ongoing damage increases by 5, to a maximum of ongoing 30 damage.		
r Choking Blast (poison zone) • At-Will		
Attack: Ranged 10 (one creature); +14 vs. Fortitude		
Hit: 3d8 + 5 poison damage, and the spore lord creates a zone that fills the target's square and all adjacent squares. The zone lasts until the end of the spore lord's next turn. Any creature that enters the zone or ends its turn there takes 5 poison damage.		
C Spore Cloud (poison, zone) • At-Will		
Attack: Close Burst 1 (creatures in burst); +14 vs. Fortitude		
Hit: 2d8 + 5 poison damage, and the burst creates a zone that lasts until the end of the spore lord's next turn. Any creature that enters the zone or ends its turn there takes 10 poison damage.		
MOVE ACTIONS		
Spore Flight • At-Will		
Effect: The spore lord transforms into a cloud of spores and is no longer grabbed, immobilized, restrained, or slowed. The spore lord flies 6 squares while it is phasing and insubstantial, then reforms.		
TRIGGERED ACTIONS		
Variable Resistance • 2/Encounter		
Trigger: The spore lord takes acid, cold, fire, lightning, or thunder damage.		
Effect (Free Action): The spore lord gains resist 10 to the triggering damage type until the end of the encounter or until it uses variable resistance again.		
Str 22 (+11)	Dex 20 (+10)	Wis 18 (+9)
Con 29 (+14)	Int 8 (+4)	Cha 15 (+7)
Alignment chaotic evil		
Languages Abyssal		

ENCOUNTER 6E: PET FODDER (ADVENTURE LEVEL 14)

Jubi (Venom-Maw Hydra) (level 15)	Level 15 Solo Brute
Huge natural beast (reptile, water)	XP 8,000
HP 608; Bloodied 304	Initiative +11
AC 29, Fort 29, Reflex 27, Will 26	Perception +15
Speed 7, swim 10	All-around vision, darkvision
Saving Throws +5; Action Points 2	
TRAITS	
All-around Vision	
Enemies can't gain combat advantage by flanking the hydra.	
Many Headed	
While stunned or dominated, the hydra can take free actions.	
Regenerating Heads	
The hydra starts an encounter with four heads. When the hydra's hit points first go below 456, 304, and 152, one of its heads is destroyed. Whenever a head is destroyed, the hydra grows two heads at the start of its next turn unless it takes fire or acid damage before then.	
Threatening Reach	
The hydra can make opportunity attacks against enemies within 2 squares of it.	
STANDARD ACTIONS	
m Bite (poison) • At-Will	
<i>Attack:</i> Melee 2 (one creature); +20 vs. AC	
<i>Hit:</i> 3d10 damage, and ongoing 10 poison damage, or ongoing 15 poison damage if the hydra is bloodied (save ends).	
r Venomous Spit (poison) • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +18 vs. Reflex This attack does not provoke opportunity attacks	
<i>Hit:</i> 2d10 + 5 poison damage, and the target falls prone.	
Hydra Fury • At-Will	
<i>Effect:</i> The hydra attacks a number of times equal to the number of heads it currently has, using either bite or venomous spit for each attack. If it has only two heads, it gains a +5 bonus to damage rolls with the attacks. If it has only one head, it gains a +15 bonus to damage rolls with the attack	
TRIGGERED ACTIONS	
M Snapping Jaws • At-Will	
<i>Trigger:</i> An enemy ends its turn within 2 squares of the hydra.	
<i>Effect (Free Action):</i> The hydra uses bite twice against the triggering enemy.	
Skills Stealth +17	
Str 25 (+14)	Dex 20 (+12)
Con 24 (+14)	Int 2 (+3)
	Wis 18 (+11)
	Cha 8 (+6)
Alignment unaligned	

Scion of Zuggtmoy Spore Lord (level 13)	Level 13 Skirmisher
Medium elemental magical beast (demon, plant)	XP 2,400
HP 138; Bloodied 69	Initiative +11
AC 27, Fortitude 26, Reflex 25, Will 22	Perception +8
Speed 6	Darkvision
STANDARD ACTIONS	
m Burrowing Spores (poison) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +16 vs. Fortitude	
<i>Hit:</i> ongoing 20 poison damage (save ends).	
<i>Each Failed Saving Throw:</i> The ongoing damage increases by 5, to a maximum of ongoing 30 damage.	
r Choking Blast (poison zone) • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +16 vs. Fortitude	
<i>Hit:</i> 3d8 + 5 poison damage, and the spore lord creates a zone that fills the target's square and all adjacent squares. The zone lasts until the end of the spore lord's next turn. Any creature that enters the zone or ends its turn there takes 5 poison damage.	
C Spore Cloud (poison, zone) • At-Will	
<i>Attack:</i> Close Burst 1 (creatures in burst); +16 vs. Fortitude	
<i>Hit:</i> 3d8 + 5 poison damage, and the burst creates a zone that lasts until the end of the spore lord's next turn. Any creature that enters the zone or ends its turn there takes 10 poison damage.	
MOVE ACTIONS	
Spore Flight • At-Will	
<i>Effect:</i> The spore lord transforms into a cloud of spores and is no longer grabbed, immobilized, restrained, or slowed. The spore lord flies 6 squares while it is phasing and insubstantial, then reforms.	
TRIGGERED ACTIONS	
Variable Resistance • 2/Encounter	
<i>Trigger:</i> The spore lord takes acid, cold, fire, lightning, or thunder damage.	
<i>Effect (Free Action):</i> The spore lord gains resist 10 to the triggering damage type until the end of the encounter or until it uses variable resistance again.	
Str 22 (+12)	Dex 20 (+11)
Con 29 (+15)	Int 8 (+5)
	Wis 18 (+10)
	Cha 15 (+8)
Alignment chaotic evil	
Languages Abyssal	

ENCOUNTER 6E: PET FODDER (ADVENTURE LEVEL 16)

Jubi (Venom-Maw Hydra)	Level 17 Solo Brute	
Huge natural beast (reptile, water)	XP 8,000	
HP 672; Bloodied 336	Initiative +13	
AC 31, Fort 31, Reflex 29, Will 28	Perception +17	
Speed 7, swim 10	All-around vision, darkvision	
Saving Throws +5; Action Points 2		
TRAITS		
All-around Vision		
Enemies can't gain combat advantage by flanking the hydra.		
Many Headed		
While stunned or dominated, the hydra can take free actions.		
Regenerating Heads		
The hydra starts an encounter with four heads. When the hydra's hit points first go below 504, 336, and 168, one of its heads is destroyed. Whenever a head is destroyed, the hydra grows two heads at the start of its next turn unless it takes fire or acid damage before then.		
Threatening Reach		
The hydra can make opportunity attacks against enemies within 3 squares of it..		
STANDARD ACTIONS		
m Bite (poison) • At-Will		
Attack: Melee 3 (one creature); +22 vs. AC		
Hit: 3d12 damage, and ongoing 10 poison damage, or ongoing 20 poison damage if the hydra is bloodied (save ends).		
r Venomous Spit (poison) • At-Will		
Attack: Ranged 10 (one creature); +20 vs. Reflex This attack does not provoke opportunity attacks		
Hit: 2d12 + 5 poison damage, and the target falls prone.		
Hydra Fury • At-Will		
Effect: The hydra attacks a number of times equal to the number of heads it currently has, using either bite or venomous spit for each attack. If it has only two heads, it gains a +5 bonus to damage rolls with the attacks. If it has only one head, it gains a +15 bonus to damage rolls with the attack		
TRIGGERED ACTIONS		
M Snapping Jaws • At-Will		
Trigger: An enemy ends its turn within 2 squares of the hydra.		
Effect (Free Action): The hydra uses bite twice against the triggering enemy.		
Skills Stealth +18		
Str 25 (+15)	Dex 20 (+13)	Wis 18 (+12)
Con 24 (+15)	Int 2 (+4)	Cha 8 (+7)
Alignment unaligned		

Scion of Zuggtmoy Spore Master (level 15)	Level 15 Skirmisher	
Medium elemental magical beast (demon, plant)	XP 2,400	
HP 155; Bloodied 78	Initiative +13	
AC 29, Fortitude 28, Reflex 27, Will 24	Perception +10	
Speed 6	Darkvision	
STANDARD ACTIONS		
m Exposing Spores (poison) • At-Will		
Attack: Melee 1 (one creature); +18 vs. Fortitude		
Hit: 2d8 + 7 damage, and the target gains vulnerable 5 poison (save ends).		
Failed Saving Throw: The vulnerability increases by 5, to a maximum of vulnerable 15 poison		
r Choking Blast (poison zone) • At-Will		
Attack: Ranged 10 (one creature); +18 vs. Fortitude		
Hit: 3d8 + 12 poison damage, and the spore master creates a zone that fills the target's square and all adjacent squares. The zone lasts until the end of the spore master's next turn. Any creature that enters the zone or ends its turn there takes 5 poison damage.		
C Spore Cloud (poison, zone) • At-Will		
Attack: Close Burst 1 (creatures in burst); +18 vs. Fortitude		
Hit: 3d6 + 8 poison damage, and the burst creates a zone that lasts until the end of the spore master's next turn. Any creature that enters the zone or ends its turn there takes 10 poison damage.		
MOVE ACTIONS		
Spore Flight • At-Will		
Effect: The spore master transforms into a cloud of spores and is no longer grabbed, immobilized, restrained, or slowed. The spore lord flies 6 squares while it is phasing and insubstantial, then reforms.		
TRIGGERED ACTIONS		
Variable Resistance • 2/Encounter		
Trigger: The spore lord takes acid, cold, fire, lightning, or thunder damage.		
Effect (Free Action): The spore master gains resist 15 to the triggering damage type until the end of the encounter or until it uses variable resistance again.		
Str 22 (+13)	Dex 20 (+12)	Wis 18 (+11)
Con 29 (+16)	Int 8 (+6)	Cha 15 (+9)
Alignment chaotic evil Languages Abyssal		
Note: Modified scion of Zuggtmoy spore lord.		

ENCOUNTER 6E: LOST IN THE SPORE~CLOUDS (ADVENTURE LEVEL 18)

Zuggtmoy (level 19)	Level 19 Solo Controller
Large elemental humanoid (demon)	XP 12,000
HP 856; Bloodied 428	Initiative +15
AC 33, Fort 36, Reflex 29, Will 29	Perception +21
Speed 6, teleport 6	Darkvision, tremorsense 10
Saving Throws +5; Action Points 2	
TRAITS	
O Aura of Rot • Aura 5	
Enemies within the aura take a -4 penalty to Fortitude, a -2 penalty to saving throws, and lose any resistance or immunity to poison.	
O Bleeding Disease • Aura 2	
While Zuggtmoy is bloodied, any enemy that ends its turn in the aura takes ongoing 10 poison damage (save ends). This damage increases to 15 if that enemy is bloodied.	
Creeping Mold	
On an initiative of 10 + her initiative check, Zuggtmoy can use a free action to use rotting doom without provoking an attack of opportunity. If Zuggtmoy cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of Zuggtmoy making the attack.	
STANDARD ACTIONS	
m Rotting touch • At-Will	
Attack: Melee 2 (one creature); +19 vs. Fortitude	
Hit: 3d8 + 11 damage, and ongoing 10 damage (save ends)	
Each Failed Saving Throw: the ongoing damage increases by 5.	
C Blinding Spores (poison) • At-Will	
Attack: Close Blast 5 (creatures in blast); +19 vs. Fortitude	
Hit: 3d6 + 8 poison damage, and the target is blinded (save ends).	
M Zuggtmoy's Kiss (charm) • Recharge 5-6	
Attack: Melee 2 (one creature); +22 vs. Will	
Hit: The target is dominated and takes ongoing 20 damage (save ends both).	
Each Failed Saving Throw: The ongoing damage increases by 10.	
MINOR ACTIONS	
C Rotting Doom (necrotic, poison, zone) • At-Will	
Attack: Close blast 3 (creatures in blast) or area burst 1 within 20 (creatures in burst); +23 vs. Fortitude.	
Hit: 15 poison damage, and the blast or burst creates a zone that lasts until the end of the encounter. The squares within the zone are difficult terrain for Medium and smaller creatures. Any enemy that enters the zone or ends its turn there takes 10 necrotic damage.	
Zuggtmoy can have as many as five zones of rotting doom active at the same time. For each additional zone she creates beyond five, Zuggtmoy ends one existing zone of her choice.	
FREE ACTIONS	
Minions of Decay (poison)	
Effect: When Zuggtmoy creates a zone of rotting doom, roll initiative for the zone. On each of its turns, a zone makes the following attack.	
Attack: Close burst 1 centered on the zone's origin square (creatures in burst); +22 vs. Fortitude	
Hit: 10 poison damage, and the target is restrained (save ends).	
TRIGGERED ACTIONS	
Variable Resistance • 3/Encounter	
Trigger: Zuggtmoy takes acid, cold, fire, lightning, or thunder damage.	
Effect (Free Action): Zuggtmoy gains resist 25 to the triggering damage type until the end of the encounter or until she uses variable resistance again.	
Skills Arcana +22, Bluff +20, Diplomacy +20, Insight +21	
Str 33 (+20)	Dex 23 (+15) Wis 25 (+16)
Con 54 (+31)	Int 26 (+17) Cha 22 (+15)
Alignment chaotic evil Languages Abyssal, Common, Giant	

Scion of Zuggtmoy Spore Master (level 17)	Level 17 Skirmisher
Medium elemental magical beast (demon, plant)	XP 2,400
HP 172; Bloodied 86	Initiative +14
AC 31, Fortitude 30, Reflex 29, Will 26	Perception +11
Speed 6	Darkvision
STANDARD ACTIONS	
m Exposing Spores (poison) • At-Will	
Attack: Melee 1 (one creature); +20 vs. Fortitude	
Hit: 2d8 + 8 damage, and the target gains vulnerable 10 poison (save ends).	
Each Failed Saving Throw: The vulnerability increases by 5, to a maximum of vulnerable 20 poison	
r Choking Blast (poison zone) • At-Will	
Attack: Ranged 10 (one creature); +20 vs. Fortitude	
Hit: 3d8 + 10 poison damage, and the spore master creates a zone that fills the target's square and all adjacent squares. The zone lasts until the end of the spore master's next turn. Any creature that enters the zone or ends its turn there takes 5 poison damage.	
C Spore Cloud (poison, zone) • At-Will	
Attack: Close Burst 1 (creatures in burst); +20 vs. Fortitude	
Hit: 3d6 + 8 poison damage, and the burst creates a zone that lasts until the end of the spore master's next turn. Any creature that enters the zone or ends its turn there takes 10 poison damage.	
MOVE ACTIONS	
Spore Flight • At-Will	
Effect: The spore master transforms into a cloud of spores and is no longer grabbed, immobilized, restrained, or slowed. The spore lord flies 6 squares while it is phasing and insubstantial, then reforms.	
TRIGGERED ACTIONS	
Variable Resistance • 2/Encounter	
Trigger: The spore lord takes acid, cold, fire, lightning, or thunder damage	
Effect (Free Action): The spore master gains resist 15 to the triggering damage type until the end of the encounter or until it uses variable resistance again.	
Str 22 (+14)	Dex 20 (+13) Wis 18 (+12)
Con 29 (+17)	Int 8 (+7) Cha 15 (+10)
Alignment chaotic evil Languages Abyssal	
Note: Modified scion of Zuggtmoy spore lord.	

ENCOUNTER 6E: LOST IN THE SPORE~CLOUDS (ADVENTURE LEVEL 20)

Zuggtmoy (level 21)	Level 21 Solo Controller
Large elemental humanoid (demon)	XP 16,000
HP 920; Bloodied 460	Initiative +16
AC 35, Fort 38, Reflex 31, Will 31	Perception +22
Speed 6, teleport 6	Darkvision, tremorsense 10
Saving Throws +5; Action Points 2	
TRAITS	
O Aura of Rot • Aura 5	
Enemies within the aura take a -4 penalty to Fortitude, a -2 penalty to saving throws, and lose any resistance or immunity to poison.	
O Bleeding Disease • Aura 2	
While Zuggtmoy is bloodied, any enemy that ends its turn in the aura takes ongoing 10 poison damage (save ends). This damage increases to 20 if that enemy is bloodied.	
Creeping Mold	
On an initiative of 10 + her initiative check, Zuggtmoy can use a free action to use rotting doom without provoking an attack of opportunity. If Zuggtmoy cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of Zuggtmoy making the attack..	
STANDARD ACTIONS	
m Rotting touch • At-Will	
<i>Attack:</i> Melee 2 (one creature); +21 vs. Fortitude	
<i>Hit:</i> 3d8 + 15 damage, and ongoing 10 damage (save ends).	
<i>Each Failed Saving Throw:</i> the ongoing damage increases by 5.	
C Blinding Spores (poison) • At-Will	
<i>Attack:</i> Close Blast 5(creatures in blast); +21 vs. Fortitude	
<i>Hit:</i> 3d6 + 11 poison damage, and the target is blinded (save ends).	
M Zuggtmoy's Kiss (charm) • Recharge 5-6	
<i>Attack:</i> Melee 2 (one creature); +24 vs. Will	
<i>Hit:</i> The target is dominated and takes ongoing 20 damage (save ends both).	
<i>Each Failed Saving Throw:</i> The ongoing damage increases by 10.	
MINOR ACTIONS	
C Rotting Doom (necrotic, poison, zone) • At-Will	
<i>Attack:</i> Close blast 3 (creatures in blast) or area burst 1 within 20 (creatures in burst); +25 vs. Fortitude	
<i>Hit:</i> 15 poison damage, and the blast or burst creates a zone that lasts until the end of the encounter. The squares within the zone are difficult terrain for Medium and smaller creatures. Any enemy that enters the zone or ends its turn there takes 15 necrotic damage. Zuggtmoy can have as many as five zones of rotting doom active at the same time. For each additional zone she creates beyond five, Zuggtmoy ends one existing zone of her choice.	
FREE ACTIONS	
Minions of Decay (poison)	
<i>Effect:</i> When Zuggtmoy creates a zone of rotting doom, roll initiative for the zone. On each of its turns, a zone makes the following attack.	
<i>Attack:</i> Close burst 1 centered on the zone's origin square (creatures in burst); +24 vs. Fortitude	
<i>Hit:</i> 15 poison damage, and the target is restrained (save ends).	
TRIGGERED ACTIONS	
Variable Resistance • 3/Encounter	
<i>Trigger:</i> Zuggtmoy takes acid, cold, fire, lightning, or thunder damage.	
<i>Effect (Free Action):</i> Zuggtmoy gains resist 25 to the triggering damage type until the end of the encounter or until she uses variable resistance again.	
Skills Arcana +23, Bluff +21, Diplomacy +21, Insight +23	
Str 34 (+22)	Dex 24 (+17) Wis 26 (+18)
Con 55 (+32)	Int 27 (+18) Cha 23 (+16)
Alignment chaotic evil Languages Abyssal, Common, Giant	

Scion of Zuggtmoy Spore Master	Level 19 Skirmisher
Medium elemental magical beast (demon, plant)	XP 2,400
HP 189; Bloodied 95	Initiative +16
AC 33, Fortitude 32, Reflex 31, Will 28	Perception +13
Speed 6	Darkvision
STANDARD ACTIONS	
m Exposing Spores (poison) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +22 vs. Fortitude	
<i>Hit:</i> 2d8 + 10 damage, and the target gains vulnerable 10 poison (save ends).	
<i>Each Failed Saving Throw:</i> The vulnerability increases by 5, to a maximum of vulnerable 20 poison	
r Choking Blast (poison zone) • At-Will	
<i>Attack:</i> Ranged 10 (one creature); +22 vs. Fortitude	
<i>Hit:</i> 3d8 + 14 poison damage, and the spore master creates a zone that fills the target's square and all adjacent squares. The zone lasts until the end of the spore master's next turn. Any creature that enters the zone or ends its turn there takes 5 poison damage.	
C Spore Cloud (poison, zone) • At-Will	
<i>Attack:</i> Close Burst 1 (creatures in burst); +22 vs. Fortitude	
<i>Hit:</i> 3d6 + 11 poison damage, and the burst creates a zone that lasts until the end of the spore master's next turn. Any creature that enters the zone or ends its turn there takes 10 poison damage.	
MOVE ACTIONS	
Spore Flight • At-Will	
<i>Effect:</i> The spore master transforms into a cloud of spores and is no longer grabbed, immobilized, restrained, or slowed. The spore lord flies 6 squares while it is phasing and insubstantial, then reforms.	
TRIGGERED ACTIONS	
Variable Resistance • 2/Encounter	
<i>Trigger:</i> The spore lord takes acid, cold, fire, lightning, or thunder damage.	
<i>Effect (Free Action):</i> The spore master gains resist 15 to the triggering damage type until the end of the encounter or until it uses variable resistance again.	
Str 22 (+15)	Dex 20 (+14) Wis 18 (+13)
Con 29 (+18)	Int 8 (+8) Cha 15 (+11)
Alignment chaotic evil Languages Abyssal	
Note: Modified scion of Zuggtmoy spore lord.	

ENCOUNTER 6E: PET FODDER / LOST IN THE SPORE~ CLOUDS MAP

TILE SETS NEEDED

DT6: Dire Tombs x2

Desert of Athas x2

(Map is the same as Encounter 5C)



The black lines surround the blue mist.

ENCOUNTER 7: RETURN TO MYTH DRANNOR

SETUP

Ilsevele Miritar, female eladrin coronal of Myth Drannor.

Albanon Dawnfire, male eladrin High Mage.

Mindartis Skyhawk, male eladrin paladin of Corellon and bodyguard of the coronal.

Once the PCs leave the Citadel of Fungi, they likely return to Myth Drannor. Their welcome is one of a mix of warmth, concern, and curiosity. Even if the PCs closed the Abyssal rift, success is not immediately apparent and nobody within Myth Drannor knows what to expect. Back in the city, the PCs are brought to a briefing room where they are questioned by Ilsevele and Albanon.

If the PCs destroyed the rift, it becomes obvious after a few weeks that the Citadel is shrinking down to its old size. The PCs earn the story award **SPEC44 Gratitude of Myth Drannor** in addition to the promised gold. Ilsevele is grateful for their work. If the PCs tell them about the presence of Forlorn and/or Zuggtmoy they are worried, but agree that whatever course the PCs took is likely the best (or at least they are too polite to say otherwise). In the case of the offer of one-time aid by the dark fey/demon cultists, they react with a mix of surprise and worry. Having powerful allies is always useful, especially in these troubling times (even more so when they hear about the infiltration of demon cultists), but the enemy of my enemy is not automatically one's friend. Story award **SPEC46 Favor of Zuggtmoy/Forlorn** (scratch the appropriate name) is for those PCs who made a deal and succeeded.

If the PCs failed to close the rift, but learned of its existence, they earn no story award. The eladrin do pay the agreed upon gold.

Regardless of success, characters infected with the disease in Encounter 2, or those who died within the Citadel, quickly realize the strain of the disease is extremely resistant. Similarly, characters with **SPEC15 Taint of Moander** also find themselves infected with this disease. For the moment, the magic rituals of the eladrin remove it, but it still present, albeit dormant. The character earns story award **SPEC45 Touched by the Citadel**. Note that Forlorn/Zuggtmoy can remove the disease, and characters can spend **SPEC46 Favor with Zuggtmoy/Forlorn** to remove this infection.

TREASURE

The PCs gain the promised gold of 400 / 675 / 1375 / 2750 / 4125 gp each if they bring back the information of what lives in the Citadel of Fungi and what caused the problems. If they managed to close the rift they gain a bonus of 400 / 725 / 1375 / 2750 / 4125 gp each. In addition, if they made an agreement with either the dark fey or the cultists and killed either Forlorn or Jubi/Zuggtmoy they are paid 200 / 350 / 650 / 1325 / 2050 gp as promised.

PCs who at the end of the adventure earn the title Sha'Quessir or Knight of Myth Drannor (see **SPEC44 Gratitude of Myth Drannor**) can take an Uncommon magical ring of their level + 2 or lower which bears the seal of Myth Drannor. Those who have earned at least six favor/recognition Story Awards and are therefore eligible to become Honorary Knights or Knight Commanders can instead select a ring of their level + 4 or lower. (To be clear, the character does not have to actually accept the title in order to gain access to the higher-level ring, so long as the character has the requisite number of favors.) Selecting the ring counts as the character's Treasure and requires the expenditure of a found-item slot, as normal.

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, access to Treasures, and possibly Story Awards. All totals listed here are per PC, regardless of whether there were 4, 5, or 6 PCs in the party.

EXPERIENCE POINTS AND BASE GOLD

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 12

Minimum Possible XP: 1470 XP per PC

Closed the Abyssal Rift/Killed Forlorn: +375 XP
Acquire 1 Portal Key: +365 XP
Acquire 2 Portal Keys: +365 XP
Acquire 3 Portal Keys: +365 XP

Maximum Possible XP: 2940 XP per PC

Base Gold per PC: 1600 gp

(Encounter 1: 400 gp, Encounter 5C/6E: 200 gp;
Encounter 7: 1000 gp)

ADVENTURE LEVEL 14

Minimum Possible XP: 2100 XP per PC

Closed the Abyssal Rift/Killed Forlorn: +525 XP
Acquire 1 Portal Key: +525 XP
Acquire 2 Portal Keys: +525 XP
Acquire 3 Portal Keys: +525 XP

Maximum Possible XP: 4200 XP per PC

Base Gold per PC: 2750 gp

(Encounter 1: 675 gp, Encounter 5C/6E: 325 gp;
Encounter 7: 1750 gp)

ADVENTURE LEVEL 16

Minimum Possible XP: 2940 XP per PC

Closed the Abyssal Rift/Killed Forlorn: +735 XP
Acquire 1 Portal Key: +735 XP
Acquire 2 Portal Keys: +735 XP
Acquire 3 Portal Keys: +735 XP

Maximum Possible XP: 5880 XP per PC

Base Gold per PC: 5500 gp

(Encounter 1: 1375 gp, Encounter 5C/6E: 725 gp;
Encounter 7: 3400 gp)

ADVENTURE LEVEL 18

Minimum Possible XP: 4200 XP per PC

Closed the Abyssal Rift/Killed Forlorn: +1050 XP
Acquire 1 Portal Key: +1050 XP
Acquire 2 Portal Keys: +1050 XP
Acquire 3 Portal Keys: +1050 XP

Maximum Possible XP: 8400 XP per PC

Base Gold per PC: 11000 gp

(Encounter 1: 2750 gp, Encounter 5C/6E: 1325 gp;
Encounter 7: 6825 gp)

ADVENTURE LEVEL 20

Minimum Possible XP: 5880 XP per PC

Closed the Abyssal Rift/Killed Forlorn: +1470 XP
Acquire 1 Portal Key: +1470 XP
Acquire 2 Portal Keys: +1470 XP
Acquire 3 Portal Keys: +1470 XP

Maximum Possible XP: 11760 XP per PC

Base Gold per PC: 16500 gp

(Encounter 1: 2050 gp, Encounter 5C/6E: 2075 gp;
Encounter 7: 12375 gp)

TREASURE

All potential NPC payments or rewards, any treasure that the PCs could have looted during the adventure, and other monetary awards are included in 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 listed AL. However, those who played at a higher AL can always choose from the lower-level options. (Treasures X, Y, and Z are always available at every Adventure Level.)

EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

Treasure A: Any Uncommon ring of the PC’s level + 2 or lower (Sha’Quessir / Knight) or level + 4 or lower (Knight Commander) from a player resource. Available at all ALs; Found in Encounter 7; Characters who have the appropriate number of favors but don’t accept the official title (someone who becomes an honorary Knight of Myth Drannor instead of a Knight-Commander) can still choose the higher-level item.

Adventure Level 12 and above:

Treasure B: *demonlayer weapon +3* (level 14; *Manual of the Planes*)

Found in Encounter 3

Treasure C: *feyslaughter weapon +3* (level 14; *Adventurer’s Vault 1*)

Found in Encounter 4

Treasure D: *periapt of cascading health +3* (level 15; *Dragon Magazine 369*)

Found in Encounter 5C/6E

Adventure Level 16 and above:

Treasure E: *demonlayer weapon +4* (level 19; *Manual of the Planes*)

Found in Encounter 3

Treasure F: *feyslaughter weapon +4* (level 19; *Adventurer’s Vault 1*)

Found in Encounter 4

Treasure G: *periapt of cascading health +4* (level 20; *Dragon Magazine 369*)

Found in Encounter 5C/6E

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 *potion of vitality* 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 12: *potion of vitality* plus 0 gp

AL 14: *potion of vitality* plus 750 gp

AL 16: *potion of vitality* plus 2500 gp

AL 18: *potion of vitality* plus 6000 gp

AL 20: *potion of vitality* plus 10000 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 12: 1000 gp
AL 14: 1750 gp
AL 16: 3500 gp
AL 18: 7000 gp
AL 20: 11000 gp

STORY AWARDS

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

SPEC44 Gratitude of Myth Drannor

You closed the Abyssal rift in the Citadel of Fungi. In recognition for your service and bravery, you have been honored by the eladrin.

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

If this is the sixth such reward, those with the title Sha'Quessir can become Honorary Knights of Myth Drannor, and Knights become Knight Commanders.

Whether or not you are offered or accept an honorific, this Story Award grants you access to purchase up to five *potions of regeneration* (with an item level less than or equal to your character level) at the beginning or end of any adventure. You pay full market price. These purchased consumables do not take up a found-item slot and do not count against the limit of Uncommon items you are allowed to possess.

SPEC45 Touched by the Citadel

You have been corrupted by exposure to the Citadel of Fungi, a condition that is extremely difficult to remove permanently. The corruption manifests each time you are infected by other diseases, strengthening those in the process. Even if you die and return from the dead, this condition persists until it has been permanently removed (which requires a specific Story Award or mention in an adventure stating that it can remove this effect). You suffer a -5 penalty to saving throws to avoid becoming infected with diseases, and when you are infected, you begin at one stage worse than normal.

SPEC46 Favor with Zuggtmoy/Forlorn

You made a deal with the followers of Zuggtmoy/Forlorn for help against the other. You defeated Zuggtmoy/Forlorn (scratch out the appropriate name) and in the process indebted the other. Circle the type of agreement your group made:

Basic / Nonaggression / Mutual Aid

This Story Award grants you access to purchase one *potion of resistance* (poison) and/or one *potion of resistance* (acid) (with an item level less than or equal to your character level) at the beginning or end of any adventure. You pay full market price. These purchased consumables do not take up a found-item slot and do not count against the limit of Uncommon magic items you are allowed to possess.

You can void this favor to remove the Story Awards **SPEC15 / SPEC43 Taint of Moander** and/or **SPEC45 Touched by the Citadel**.

NEW RULES

Demonlayer Weapon +3/+4

Level 14/19

Price: 21,000/105,000 gp

Weapon: Any

Enhancement: +3/+4 attack rolls and damage rolls

Critical: +3d8/+4d8 damage

Property: On a critical hit you deal +3d12/+4d12 damage instead of +3d8/+4d8 against demons.

Power (At-Will): Free Action. Use this power when you hit a creature that has the demon keyword with this weapon. The demon does not benefit from variable resistance until the start of your next turn.

Power (Daily): Minor Action. Your next attack with this weapon against a demon, if made before the end of your next turn, gains a +5 power bonus to the attack roll.

Reference: *Manual of the Planes*, page(s) 153.

Feyslaughter Weapon +3/+4

Level 14/19

Price: 21,000/105,000 gp

Weapon: Any

Enhancement: +3/+4 attack rolls and damage rolls

Critical: +3d6/+4d6 damage

Property: When you hit a creature with this weapon, that creature cannot teleport until the end of your next turn.

Property: On a critical hit you deal +3d10/+4d10 damage instead of +3d6/+4d6 against fey creatures.

Reference: *Adventurer's Vault 1*, page(s) 68.

Gift of Rain

Level 12

Price: 13,000 gp

Elemental Gift

Power (Daily * Healing): Standard Action. You and each of your allies within a close burst 5 can make a saving throw or spend a healing surge as a free action.

Reference: *Dark Sun Campaign Setting*, page(s) 212.

Periapt of Cascading Health +3/+4

Level 15/20

Price: 25,000/125,000 gp

Item Slot: Neck

Enhancement: +3/+4 Fortitude, Reflex, and Will

Power (Encounter): Minor Action. You end one condition that a save can end.

Level 20: You gain a +2 power bonus to all other saving throws you make this turn.

Reference: *Dragon Magazine 369*, page(s) 16.

APPENDIX 1: DCs BY ADVENTURE LEVEL

For determining certain skill check DCs, this adventure uses a modified version of the “Difficulty Class and Damage by Level” table found in the *Rules Compendium*. 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. For example, if you are running for a group of level 11 characters having picked adventure level 12, the table tells you that the “easy” DC is 14, the “moderate” DC is 20, and the “hard” DC is 28.

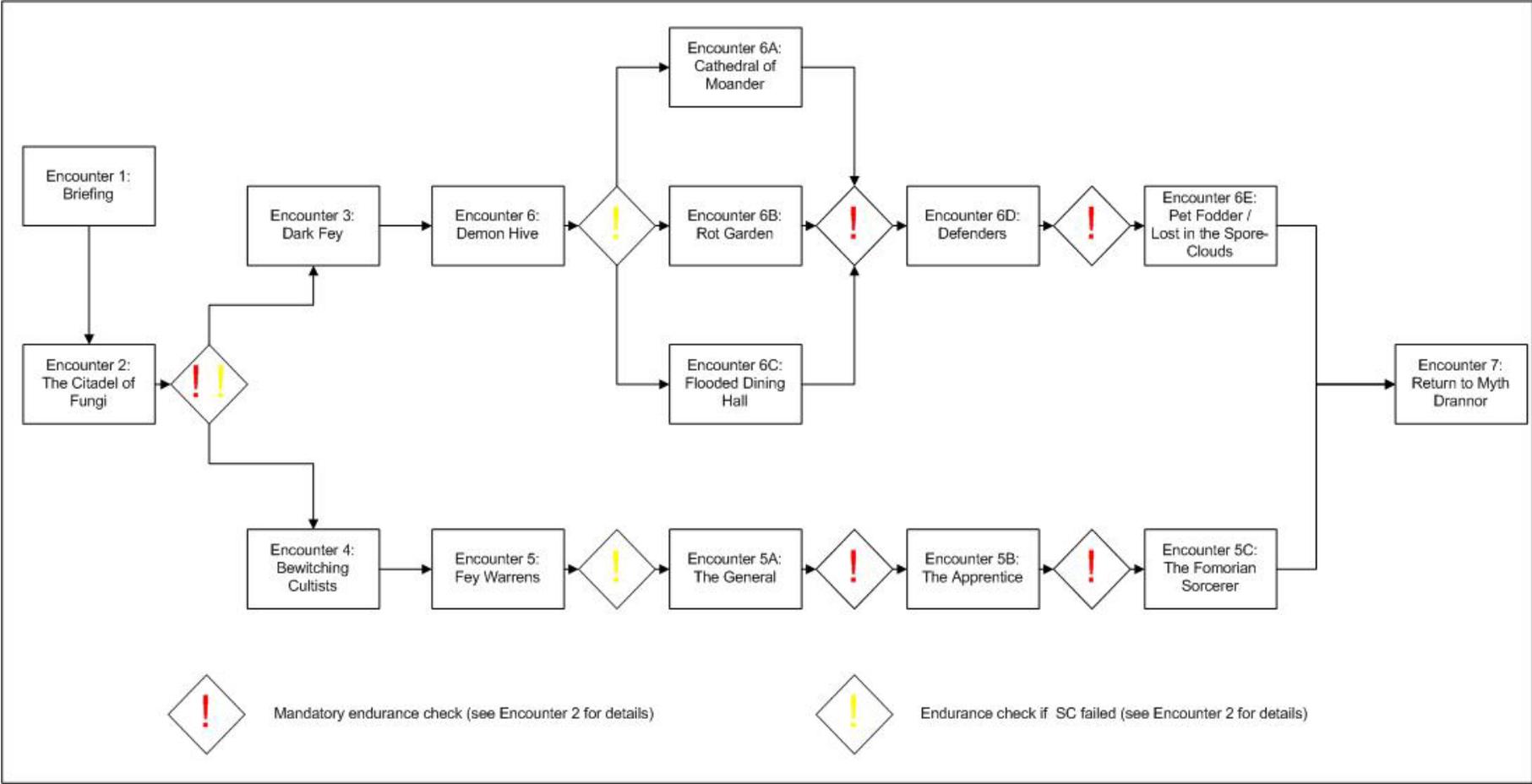
Level Band / Tier	Easy DC	Moderate DC	Hard DC
Adventure Level 12	14	20	28
Adventure Level 14	15	21	29
Adventure Level 16	16	22	31
Adventure Level 18	17	23	32
Adventure Level 20	18	25	34

APPENDIX 2: GLORY TIER

In addition to the effects described at the individual encounters, for "Glory Tier" you or the players can pick one (or if the players feel up to it, more than one) of the following "environmental effects" that affect creatures in each encounter.

- All enemies start with their bloodied value in temp hit points.
- All enemies have +4 to initiative checks. In addition, the creature with the lowest die-roll for initiative treats its initiative roll as a natural 20 instead.
- All enemies can make one saving throw (with no modifiers) at the beginning of their turn to end any one effect on them.
- All elite/solo creatures are hasted. On initiative count 0, they ignore all effects on them and can take one standard action.
- +1 on rolls to recharge.

APPENDIX 3: ADVENTURE FLOW DIAGRAM



APPENDIX 4: 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/LFRSPEC0302>

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 <https://www.surveymonkey.com/s/LFRSPEC0302> 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 slot:

DMs Name:

Question 1: Did the PCs close the Abyssal Rift?

Yes

No

Question 2: Did the PCs make an allegiance with any of the factions at the Citadel of Fungi?

None

The Dark Fey

Cultists of Zugtmoy

Question 3: If so, what kind of alliance?

Basic

Nonaggression

One time aid

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'S HANDOUT 1: DISEASE TRACKERS

If a PC contracts one of these diseases during this adventure, it begins at Stage 2.

HELLFEVER

Stage 0	Stage 1	Stage 2	Stage 3	Stage 4
Cured	The target takes a -1 penalty to attacks and checks	The penalty is -2	The target is weakened	The target is dazed

Stage 0	Stage 1	Stage 2	Stage 3	Stage 4
Cured	The target takes a -1 penalty to attacks and checks	The penalty is -2	The target is weakened	The target is dazed

Stage 0	Stage 1	Stage 2	Stage 3	Stage 4
Cured	The target takes a -1 penalty to attacks and checks	The penalty is -2	The target is weakened	The target is dazed

SLIMY DOOM

Stage 0	Stage 1	Stage 2	Stage 3	Stage 4
Cured	The target regains one of its lost healing surges	The target loses two healing surges until cured.	Each time the target becomes bloodied, it takes ongoing 10 necrotic damage (save ends). If this damage reduces the target to 0 hit points or less, the target dies horribly	At the moment of the failed Endurance check and each time the target takes damage, the character takes ongoing 30 necrotic damage (save ends). If this damage reduces the character to 0 hit points, it dies horribly.

Stage 0	Stage 1	Stage 2	Stage 3	Stage 4
Cured	The target regains one of its lost healing surges	The target loses two healing surges until cured.	Each time the target becomes bloodied, it takes ongoing 10 necrotic damage (save ends). If this damage reduces the target to 0 hit points or less, the target dies horribly	At the moment of the failed Endurance check and each time the target takes damage, the character takes ongoing 30 necrotic damage (save ends). If this damage reduces the character to 0 hit points, it dies horribly.

Stage 0	Stage 1	Stage 2	Stage 3	Stage 4
Cured	The target regains one of its lost healing surges	The target loses two healing surges until cured.	Each time the target becomes bloodied, it takes ongoing 10 necrotic damage (save ends). If this damage reduces the target to 0 hit points or less, the target dies horribly	At the moment of the failed Endurance check and each time the target takes damage, the character takes ongoing 30 necrotic damage (save ends). If this damage reduces the character to 0 hit points, it dies horribly.

PLAYER'S HANDOUT 2: SCOUT'S REPORT

Sir,

Daily scouting mission through the Feywild went as planned. While exploring, I saw an opportunity to dispose of Herreth. She carried one of the black portal rods. The rod is included with the report for your study as per your orders. Nothing has changed in regards to the other four lieutenants:

- The big lobster-like demon at the stairwell up to the top of the tower.
- Saresh, the flying undead human, lairing in the Cathedral of Moander with his pet vultures and gargoyles.
- Rahugh, the intelligent ooze living in the Rot Gardens.
- Lashgul, a cunning and vicious otyugh living in the flooded dining halls.

Each has a portal rod. I questioned a minor demon. It confirmed that three are needed to open the stairwell and enter the top of the tower. I fear that sneaking in to close the Abyssal Rift, and remove the power from Zuggtmoy's servants, is not an option. By the time we manage to get our hands on three rods, Zuggtmoy will have changed the keys.

Awaiting your orders,

Master Cerillian

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:

SPEC3~2 ROOTS OF CORRUPTION: DARK SEEDS

SPEC44 Gratitude of Myth Drannor

You closed the Abyssal rift in the Citadel of Fungi. In recognition for your service and bravery, you have been honored by the eladrin.

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

If this is the sixth such reward, those with the title Sha'Quessir can become Honorary Knights of Myth Drannor, and Knights become Knight Commanders.

Whether or not you are offered or accept an honorific, this Story Award grants you access to purchase up to five *potions of regeneration* (with an item level less than or equal to your character level) at the beginning or end of any adventure. You pay full market price. These purchased consumables do not take up a found-item slot and do not count against the limit of Uncommon items you are allowed to possess.

SPEC45 Touched by the Citadel

You have been corrupted by exposure to the Citadel of Fungi, a condition that is extremely difficult to remove permanently. The corruption manifests each time you are infected by other diseases, strengthening those in the process. Even if you die and return from the dead, this condition persists until it has been permanently removed (which requires a specific Story Award or mention in an adventure stating that it can remove this effect). You suffer a -5 penalty to saving throws to avoid becoming infected with diseases, and when you are infected, you begin at one stage worse than normal.

SPEC46 Favor with Zugtmoy/Forlorn

You made a deal with the followers of Zugtmoy/Forlorn for help against the other. You defeated Zugtmoy/Forlorn (scratch out the appropriate name) and in the process indebted the other. Circle the type of agreement your group made:

Basic Nonaggression Aid

This Story Award grants you access to purchase one *potion of resistance* (poison) and/or one *potion of resistance* (acid) (with an item level less than or equal to your character level) at the beginning or end of any adventure. You pay full market price. These purchased consumables do not take up a found-item slot and do not count against the limit of Uncommon magic items you are allowed to possess.

You can void this favor to remove the Story Awards SPEC15 / SPEC43 Taint of Moander and/or SPEC45 Touched by the Citadel.

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

HAS RECEIVED STORY AWARDS FROM:

SPEC3~2 ROOTS OF CORRUPTION: DARK SEEDS

SPEC44 Gratitude of Myth Drannor

You closed the Abyssal rift in the Citadel of Fungi. In recognition for your service and bravery, you have been honored by the eladrin.

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

If this is the sixth such reward, those with the title Sha'Quessir can become Honorary Knights of Myth Drannor, and Knights become Knight Commanders.

Whether or not you are offered or accept an honorific, this Story Award grants you access to purchase up to five *potions of regeneration* (with an item level less than or equal to your character level) at the beginning or end of any adventure. You pay full market price. These purchased consumables do not take up a found-item slot and do not count against the limit of Uncommon items you are allowed to possess.

SPEC45 Touched by the Citadel

You have been corrupted by exposure to the Citadel of Fungi, a condition that is extremely difficult to remove permanently. The corruption manifests each time you are infected by other diseases, strengthening those in the process. Even if you die and return from the dead, this condition persists until it has been permanently removed (which requires a specific Story Award or mention in an adventure stating that it can remove this effect). You suffer a -5 penalty to saving throws to avoid becoming infected with diseases, and when you are infected, you begin at one stage worse than normal.

SPEC46 Favor with Zugtmoy/Forlorn

You made a deal with the followers of Zugtmoy/Forlorn for help against the other. You defeated Zugtmoy/Forlorn (scratch out the appropriate name) and in the process indebted the other. Circle the type of agreement your group made:

Basic Nonaggression Aid

This Story Award grants you access to purchase one *potion of resistance* (poison) and/or one *potion of resistance* (acid) (with an item level less than or equal to your character level) at the beginning or end of any adventure. You pay full market price. These purchased consumables do not take up a found-item slot and do not count against the limit of Uncommon magic items you are allowed to possess.

You can void this favor to remove the Story Awards SPEC15 / SPEC43 Taint of Moander and/or SPEC45 Touched by the Citadel.

Event Name: _____ Event Code: _____
(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"/>
2	<input type="text"/>
3	<input type="text"/>
4	<input type="text"/>
5	<input type="text"/>
6	<input type="text"/>

DUNGEON MASTER

DM Name: _____

Dungeons & Dragons is a trademark of Wizards of the Coast LLC. © 2011 Wizards of the Coast LLC

Event Name: _____ Event Code: _____
(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"/>
2	<input type="text"/>
3	<input type="text"/>
4	<input type="text"/>
5	<input type="text"/>
6	<input type="text"/>

DUNGEON MASTER

DM Name: _____

Dungeons & Dragons is a trademark of Wizards of the Coast LLC. © 2011 Wizards of the Coast LLC