

Tallinn's Tower – an adventure for 4-6 heroic tier characters

By OnlineDM (<http://onlinedm.wordpress.com>) – Version 8c, published 9/18/2011

- Thanks go to **Jeffrey Zepeda** for excellent play-testing feedback

A note about difficulty classes (DCs) and the Adventure Level (AL): This adventure is written to be run at any of five different Adventure Levels in the heroic tier (2/4/6/8/10). Thus, skill checks have different DCs depending on the level at which the adventure is being run. If you need impromptu damage expressions (such as for traps or on-the-fly monsters) they are below as well.

	AL 2	AL 4	AL 6	AL 8	AL 10
Easy DC	9	10	11	12	13
Medium DC	13	14	15	16	18
Hard DC	20	21	23	24	26
Low Damage	2d4+2	2d4+4	2d4+6	2d6+5	2d6+7
Medium Damage	2d6+3	2d6+5	2d8+5	2d8+7	2d8+9
High Damage	2d8+6	2d8+8	3d8+6	3d8+8	3d10+7

A note about scaling encounters for varying numbers of PCs: If the number of monsters is written as “2/3/4 goblins”, this means that a party of 4 PCs will face 2 goblins, 5 PCs will face 3 goblins and 6 PCs will face 4 goblins.

Introduction: The mystery of the Staff of Suha

The PCs find themselves invited to the manor of **Charles Suha**, a minor noble who has previously hired adventurers to recover a stolen family heirloom, the **Staff of Suha**, from a band of orcs who had invaded his home (see the [Stolen Staff adventure](#)). Charles knew that the Staff was rumored to have some magical properties, but not to the degree that it would be worth stealing.

The theft has Charles convinced that the Staff must have more importance than he previously thought, as the thieves took nothing else. Now that the Staff has been recovered, Charles feels that it is important to discover its true properties so that it can be better protected – or destroyed, if necessary.

The PCs are invited into Charles' study. If they have previously completed the *Stolen Staff* adventure, this adventure picks up where that one left off. If not, Charles explains the theft and recovery of the Staff and his concerns about it.

Charles: “This Staff, a family heirloom, was stolen by orcs a week ago and then recovered by a brave band of adventurers. I can't imagine why savage orcs would come specifically for this Staff, and since they took nothing else I believe there must be more to the Staff of Suha than meets the eye. The person who would be able to study the Staff and uncover its true nature (and perhaps a clue to who would want it) is

the wizardess Tallinn. She is generally said to spend this time of year at her tower in the foothills of south of here. I've never met her personally, but I'm told that her skill with arcane power, particularly illusion, is second to none. If anyone can part the veil on the mystery of the Staff, Tallinn can.”

Charles can provide general directions to the area of the tower, though neither he nor anyone in his manor has personally been there. He knows Tallinn mainly by reputation. He is unwilling to send anyone with the adventurers, as he knows that the journey is likely to be dangerous and the adventurers are tougher than his people.

He offers to pay the party appropriately if they can get information that solves the mystery of the Staff. He mentions that if Tallinn is intrigued enough by the party's skill, she might be persuaded to give them magic items as well. If the party asks, he will provide horses for them to ride (not to be taken inside the tower). It will take about a day to get to the tower on foot, half a day mounted.

Description of Charles Suha: Charles is a human male of late middle age, sporting mostly gray hair and the beginnings of a wrinkled countenance. He is sincere in his desire to protect his people from any additional attacks and comes across as being out of his league when powerful magic may be involved. If the heroes can't help him, he's not sure what he'll do about the Staff.

Encounter 1: Skill challenge: Tower entrance – 4 scenes passed before 3 failures

Success: The party finds the real entrance to the tower without difficulty

Failure: The party is approached by a spectral image of a glowing wizardess, who tells them that the only entrance to the tower is by *blood*. A burst of energy shoots out from the image, and all PCs lose a healing surge. She then intones, as she fades from sight, “You will find the true entrance on the eastern wall.”

Scene 1: Finding the tower. The party can find the tower in the foothills with a Nature or History check (Medium DC) to follow the map Charles provided.

Scene 2: Finding the REAL tower. The tower initially appears to be 10 stories high, a large, sound tower with turrets, a moat, a thick outer wall, crocodiles and rocks in the moat, etc. The moat smells dank and putrid and flows slowly. Actually interacting with the items, or a successful Insight or Arcana check, reveals that most of what they can see is an illusion, and it is then dispelled.

- Arcana/Insight (Medium DC) to discern the illusion
- Athletics/Acrobatics (Medium DC) to jump the moat or tumble across it, realizing that it’s not real
- Straight-up interaction will reveal the illusion but counts as a failure

Scene 3: Dealing with the guardians. The moat is actually a nice little stream (which can be safely waded across) that flows by a more modest four-story round tower. There do not appear to be any windows, though there is a huge, ornate, many-locked door (illusory, but with a convincing tactile illusion). The door is flanked by a pair of lion statues. When the PCs approach the tower, one of the lions speaks:

“The great and powerful wizardess Tallinn is seeing no visitors at this time. Begone, or face the consequences!”

If the party tries to talk to the lion and fails, they get a message from the second lion:

“You have been warned, would-be intruders, to leave now. You are no match for the tower’s defenses. Flee, or face your doom.”

At this point, some stones two stories up appear to slide aside, and a huge brass cauldron slides out from the opening, suspended by a wooden truss above. The unmistakable smell of hot oil wafts down from the cauldron, and the heat can be felt even from the ground. The cauldron tips back and forth slightly, encouraging the PCs to run away. If they do not, the cauldron tips and the oil comes hurtling down, with a deadly smell and tremendous heat – but it, too, is illusory. The oil makes a **psychic attack**: AL+3 vs. Will. Hit: Medium psychic damage; Miss: Half damage.

The lions have Magic Mouths (though they are real statues), and the door is an illusion. There is a real door on the opposite side of the tower – simple, wooden, and not even locked – protected by illusion.

- Insight/Arcana (Hard DC): The door and oil are perceived to be illusions
- Diplomacy/Bluff (Medium DC): The lions reveal that Tallinn will only speak to the worthy, but it is up to the party to prove themselves worthy by earning an audience with the wizardess. They reveal that this door is not the way forward.
- Thievery (Hard DC): The thief figures out that the door is fake.

Scene 4: Finding the real door. At this point, the party should have figured out that there’s another entrance somewhere. They can use Insight (Medium DC) to figure out where it is from anywhere on the tower, or Perception or Arcana (Easy DC) if they go around to the east side and search.

Encounter 2: First floor: The room of runes

Terrain: Inside the front door is a short hallway which turns to the right. This opens into a large area, subdivided here and there by stone walls. Lamps hanging from the 10-foot ceilings provide light, but additional light comes from a series of glowing blue runes on the floor of the chamber.

A message is written in a flowing, glowing blue script on the wall that faces the door:

*To you who would prove yourselves worthy:
Decipher the pattern of signs.
Delay not, for if you do nothing
You summon more creatures malign.*

*The sequence of runes is the puzzle;
Step on one, and three others in turn.
Two at once then complete the full sequence
And the passage above shall you earn.*

Once the party has finished reading the rhyme, roll initiative. One monster (AL2/4: **Shimmering Swarm**; AL6/8/10: **Displacer Beast** from Monster Vault) will be summoned at this point (near rune #3) and will act on its initiative count in the first round.

This is a simultaneous skill challenge and combat encounter. The runes serve two purposes. First of all, the runes are the key to opening the stairs to the next floor. Second, if a PC fails to step on at least one rune during his or her turn, a monster will be summoned. Stepping on an incorrect rune will cause an attack from the *Rune Trap* (but will not summon a monster):

Rune Trap - Hazard

Trigger: A PC steps on an incorrect rune

Attack: +AL+3 versus Will

Hit: Low psychic damage

Miss: Half damage

Whenever a character fails to step on at least one rune during his or her turn (not counting a rune that the character is standing on at the beginning of the turn), a monster is summoned in a location of the DM's choice (spread out across the area, defaulting to an area near the PC in question unless that area is already crowded). If the monster is not immediately

visible, the PCs hear a humming noise in that area and feel a faint electric crackle to the air. Note that if a PC delays its turn, a monster is summoned on the PC's original initiative count (but not on the PC's later turn if fails to step on a rune during that turn).

On a PC's turn, the PC can use a minor action to try to determine the next rune in the sequence. The runes all look identical, but the correct next rune will be glowing a bit more brightly than the others.

- Arcana, Religion or Perception (Medium DC) can detect the brightness (Perception only works if the next rune is in the PC's line of sight)
- History (Hard DC) or Insight (Medium DC) can analyze the pattern so far to intuit which rune is next

Stepping on the proper sequence of runes, followed by simultaneous steps on two more runes by two different characters at once (using readied actions), will cause the monsters to pop out of existence (they are real, but summoned) and a stairway to the second floor to descend from the ceiling. A total of six runes must be stepped on – four in sequence, then two at once.

Roll randomly to determine the correct sequence of runes, or use the order: 1, 6, 9, 11, 2, 10.

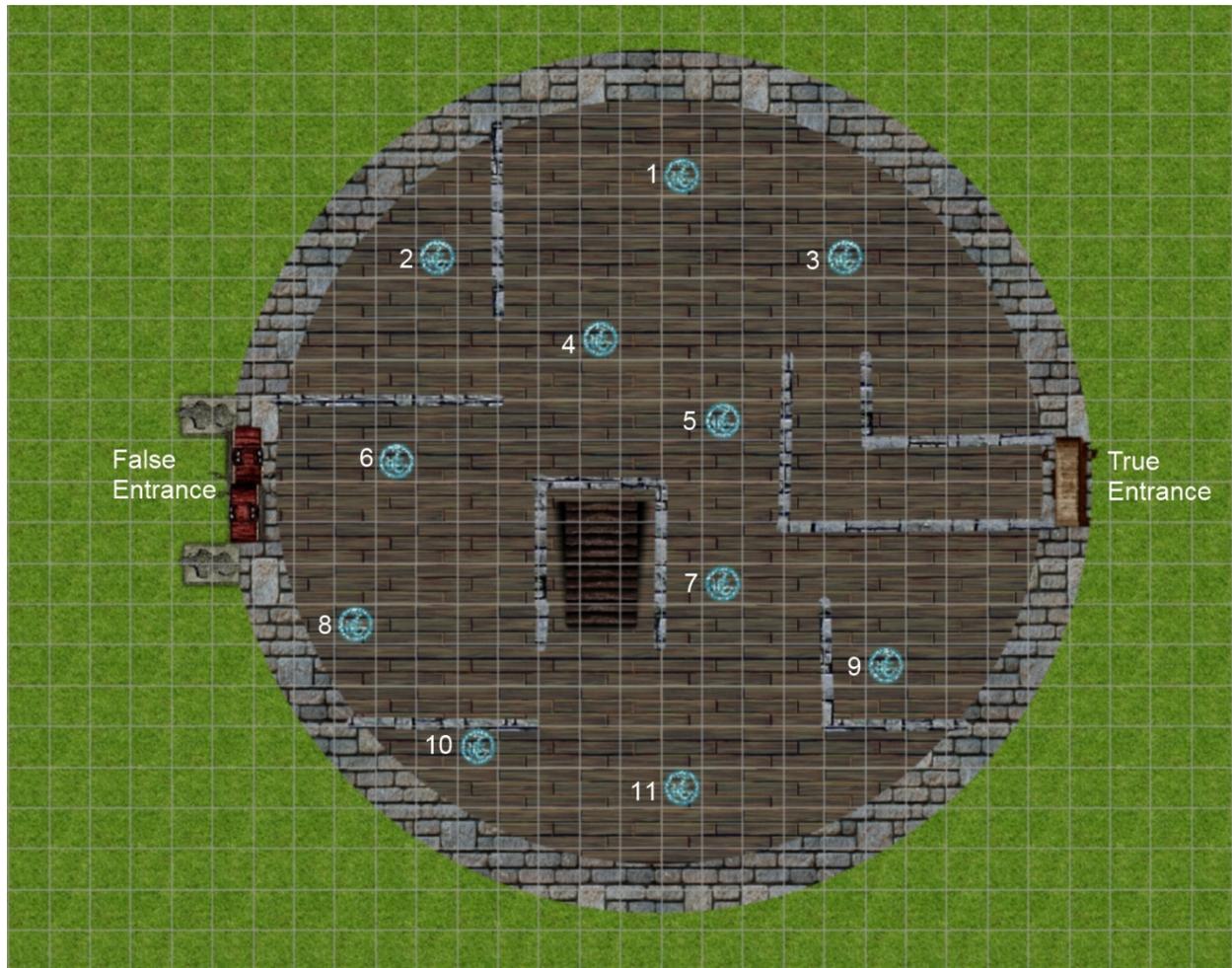
Tactics: Monsters move toward the closest PCs and attack. For the sake of fun in the encounter, monsters do not generally block entire passageways but do take opportunity attacks against PCs that are moving toward runes.

Rewards: The monsters have no treasure. As for experience points, count the entire encounter as a single encounter of a level equal to the Adventure Level rather than counting the summoned monsters individually. The goal is not to reward PCs for waiting extra turns to summon extra monsters before completing the rune sequence.

Note that it is possible to complete this encounter with only a single monster summoned (at the beginning) and without defeating any monsters. The runes are the key, and clever parties will learn to focus on those, even at the cost of provoking opportunity attacks.

Encounter 1 and 2: Tower exterior and first floor (Room of runes)

Note that the stairs leading upward are not visible until the rune puzzle is solved.



Monsters: Start with one in Round 1; add one each time a PC ends a turn without stepping on a rune

- AL2: Shimmering Swarm (level 3)
- AL4: Shimmering Swarm (level 5)
- AL6: Displacer Beast (Monster Vault) – relevelled to level 7
- AL8: Displacer Beast (Monster Vault)
- AL10: Displacer Beast (Monster Vault) – relevelled to level 11

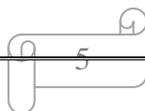
Shimmering Swarm	Level 3 Skirmisher
Medium fey beast	XP 150
HP 46; Bloodied 23	Initiative +4
AC 17; Fortitude 14, Reflex 16, Will 14	Perception +4
Speed 6, teleport 4	
Resist half damage from melee and ranged attacks	
Vulnerable 5 to close and area attacks	
Traits	
Swarm	
The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.	
Attaching	
While the swarm is attached to a creature (the host), the host takes ongoing 5 radiant damage. Any damage dealt to the swarm by a creature other than the host deals half as much damage to the host. Whenever the host moves, the swarm makes an opportunity attack against the host; on a hit, the swarm deals damage as usual and is pulled along with the host. When the host saves against attaching, the swarm shifts to a square adjacent to the host.	
Standard Actions	
<input checked="" type="checkbox"/> Swarming Lights • At-Will	
Attack: Melee 1 (one creature); +6 vs. Reflex (automatic hit if the swarm is attached to the target)	
Hit: 1d6 + 3 radiant damage, and the swarm moves into the target's space and is attached to the target (save ends).	
<input checked="" type="checkbox"/> Burst of Light • Encounter	
Attack: Close Burst 1 (enemies in the burst); +6 vs. Will	
Hit: 1d6 + 3 radiant damage and the target is blinded until the end of the swarm's next turn.	
Str 8 (+0) Dex 17 (+4) Wis 14 (+3)	
Con 10 (+1) Int 15 (+3) Cha 18 (+5)	
Alignment Unaligned Languages -	
A shimmering swarm made of motes of light; it is drawn magnetically to adventurers.	

Shimmering Swarm	Level 5 Skirmisher
Medium fey beast	XP 200
HP 63; Bloodied 31	Initiative +6
AC 19; Fortitude 16, Reflex 18, Will 16	Perception +5
Speed 6, teleport 4	
Resist half damage from melee and ranged attacks	
Vulnerable 5 to close and area attacks	
Traits	
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, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.	
Attaching	
While the swarm is attached to a creature (the host), the host takes ongoing 5 radiant damage. Any damage dealt to the swarm by a creature other than the host deals half as much damage to the host. Whenever the host moves, the swarm makes an opportunity attack against the host; on a hit, the swarm deals damage as usual and is pulled along with the host. When the host saves against attaching, the swarm shifts to a square adjacent to the host.	
Standard Actions	
<input checked="" type="checkbox"/> Swarming Lights • At-Will	
Attack: Melee 1 (one creature); +8 vs. Reflex (automatic hit if the swarm is attached to the target)	
Hit: 1d8 + 4 radiant damage, and the swarm moves into the target's space and is attached to the target (save ends).	
<input checked="" type="checkbox"/> Burst of Light • Encounter	
Attack: Close Burst 1 (enemies in the burst); +8 vs. Will	
Hit: 1d8 + 4 radiant damage and the target is blinded until the end of the swarm's next turn.	
Str 8 (+1) Dex 17 (+5) Wis 14 (+4)	
Con 10 (+2) Int 15 (+4) Cha 18 (+6)	
Alignment Unaligned Languages -	
A shimmering swarm made of motes of light; it is drawn magnetically to adventurers.	

Displacer Beast	Level 7 Skirmisher
Large fey beast	XP 300
HP 80; Bloodied 40	Initiative +9
AC 21; Fortitude 19, Reflex 20, Will 18	Perception +11
Speed 12	
Traits	
Displacement (illusion)	
When a melee or a ranged attack hits the displacer beast, if the player rolled an odd number on the attack roll, the attack misses. If the player rolled an even number on the attack roll, the attack hits as normal, and the beast loses this trait until the start of its next turn.	
Threatening Reach	
The displacer beast can make opportunity attacks against enemies within 2 squares of it.	
Standard Actions	
<input checked="" type="checkbox"/> Tentacle • At-Will	
Attack: Melee 2 (one creature); +12 vs. AC	
Hit: 2d6 + 5 damage.	
<input checked="" type="checkbox"/> Bite • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d10 + 4 damage.	
<input checked="" type="checkbox"/> Cunning Blitz • At-Will	
Effect: The displacer beast shifts up to half its speed. At any point during that movement, it uses tentacle once, or two times against different creatures.	
Triggered Actions	
Shifting Tactics • At-Will	
Trigger: An attack misses the displacer beast.	
Effect (Free Action): The displacer beast shifts 1 square.	
Skills Stealth +12	
Str 17 (+6) Dex 19 (+7) Wis 16 (+6)	
Con 16 (+6) Int 3 (-1) Cha 9 (+2)	
Alignment Unaligned Languages -	

Displacer Beast	Level 9 Skirmisher
Large fey magical beast	XP 400
HP 97; Bloodied 48	Initiative +11
AC 23; Fortitude 21, Reflex 22, Will 20	Perception +12
Speed 12	Low-light vision
Traits	
Displacement (illusion)	
When a melee or a ranged attack hits the displacer beast, if the player rolled an odd number on the attack roll, the attack misses. If the player rolled an even number on the attack roll, the attack hits as normal, and the beast loses this trait until the start of its next turn.	
Threatening Reach	
The displacer beast can make opportunity attacks against enemies within 2 squares of it.	
Standard Actions	
<input checked="" type="checkbox"/> Tentacle • At-Will	
Attack: Melee 2 (one creature); +14 vs. AC	
Hit: 2d6 + 7 damage.	
<input checked="" type="checkbox"/> Bite • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d10 + 6 damage.	
<input checked="" type="checkbox"/> Cunning Blitz • At-Will	
Effect: The displacer beast shifts up to half its speed. At any point during that movement, it uses tentacle once, or two times against different creatures.	
Triggered Actions	
Shifting Tactics • At-Will	
Trigger: An attack misses the displacer beast.	
Effect (Free Action): The displacer beast shifts 1 square.	
Skills Stealth +14	
Str 18 (+8) Dex 20 (+9) Wis 17 (+7)	
Con 17 (+7) Int 4 (+1) Cha 10 (+4)	
Alignment unaligned Languages -	

Displacer Beast	Level 11 Skirmisher
Large fey beast	XP 600
HP 114; Bloodied 57	Initiative +12
AC 25; Fortitude 23, Reflex 24, Will 23	Perception +14
Speed 12	
Traits	
Displacement (illusion)	
When a melee or a ranged attack hits the displacer beast, if the player rolled an odd number on the attack roll, the attack misses. If the player rolled an even number on the attack roll, the attack hits as normal, and the beast loses this trait until the start of its next turn.	
Threatening Reach	
The displacer beast can make opportunity attacks against enemies within 2 squares of it.	
Standard Actions	
<input checked="" type="checkbox"/> Tentacle • At-Will	
Attack: Melee 2 (one creature); +16 vs. AC	
Hit: 2d6 + 9 damage.	
<input checked="" type="checkbox"/> Bite • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 2d10 + 8 damage.	
<input checked="" type="checkbox"/> Cunning Blitz • At-Will	
Effect: The displacer beast shifts up to half its speed. At any point during that movement, it uses tentacle once, or two times against different creatures.	
Triggered Actions	
Shifting Tactics • At-Will	
Trigger: An attack misses the displacer beast.	
Effect (Free Action): The displacer beast shifts 1 square.	
Skills Stealth +16	
Str 19 (+9) Dex 21 (+10) Wis 18 (+9)	
Con 18 (+9) Int 5 (+2) Cha 11 (+5)	
Alignment Unaligned Languages -	



Encounter 3: Second floor: Metal maze

This room is filled with metal walls that form a bit of a maze. Another verse greets the party on the wall opposite the stairs:

*Iron soldiers standing guard;
Would-be worthies, fight them hard.
Dodge the lightning, slay the foes
Find the stairway – up it goes.*

When the players have all stepped into the room, the stairs swing closed behind them, several suits of **Animated Armor** (one per PC) can be heard to start moving, and an electrical hum fills the room. The stairs also swing closed at this point (their squares count as normal terrain for the encounter). If any PCs are not yet on the stairs below, give them a warning that the stairs appear to be starting to close; if they remain below, they are locked out of the encounter.

Monsters: 3/4/6 **Animated Armors** (note: Armors are immune to the Lightning Trap but not to other lightning attacks). Monsters begin spread evenly around the outer wall of the room.

Terrain: The metal walls stretch from floor to ceiling and count as hard corners. The ceilings are 10 feet tall. Lighting is bright.

Tactics: The Animated Armors do not all rush to the center of the floor if they win initiative. One or two will move toward the center, while the PCs can hear the others clanking about in other parts of the maze and will have to hunt them down.

For the first two rounds, lightning arcs across the room in one row on its initiative and stays there. Starting in round three, two bolts arc across the room; a third bolt is added in round 5 (and so on). Non-construct creatures adjacent to metal walls that are hit by lightning are subject to the attack but only take half damage if they are hit and are not knocked prone. On the trap's initiative count, roll 2d6 for each lightning bolt; the bolts appear in those rows and stretch across the entire tower (re-roll any duplicate rows). Animated Armors are unaffected by the lightning. Note that 2d6 makes the lightning more likely to appear in the center rows of the tower.

A PC can move through a lightning bolt without damage with an Acrobatics check (Medium DC) to roll under the bolt or an Athletics check (Hard DC) to jump over. They can also dive and roll with a pair of Easy DC Athletics (jump) and Acrobatics (roll) checks. A prone PC takes half damage from the lightning on a hit, none on a miss. A crawling PC can crawl under a lightning bolt with an Easy DC Athletics or Acrobatics check.

Moving alongside electrified walls does not provoke an attack from the lightning.

Any PC trained in Arcana or Thievery will automatically know that this type of trap is certain to have a control panel somewhere in the room; a minor action Arcana or Thievery check (Medium DC) allows the PC to intuit where the control panel is likely to be. There is in fact a control panel on the south side of the metal wall in row 12 (a character can access it from row 13). Arcana or Thievery (Hard DC as a minor action; Medium DC as a standard action; only one check per round unless the PC uses an action point) can be used to disable the trap for five minutes. Failure by 5 or more causes an extra bolt to arc across the room in a random row.

Aftermath: When the constructs have been destroyed, the stairs on the north side swing down (even if the lightning trap is still active). If any PCs were trapped below, the stairs to level 1 also open.

Lightning Trap - Blaster

Initiative: Equal to AL

Attack: +AL+3 versus Reflex (each non-construct creature in the bolt)

Hit: Medium lightning damage and the target is knocked prone (half damage if the creature is already prone)

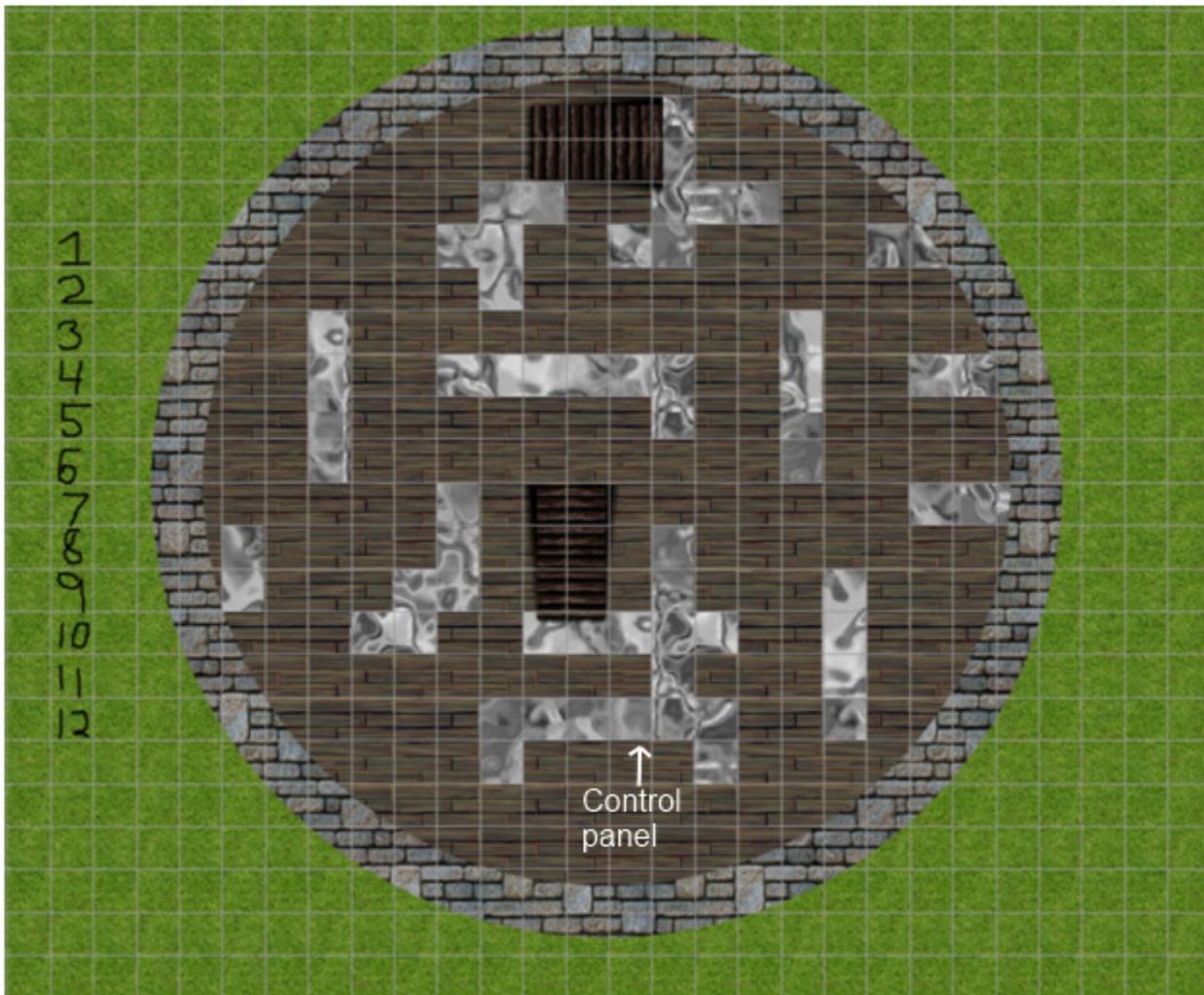
Miss: Half damage (no damage if the creature is already prone)

Countermeasures: Hard DC (minor action) or Medium DC (standard action) Arcana or Thievery to disable for five minutes; requires 2 successful checks (1 per round)

Special: If a PC is adjacent to a metal wall (not including diagonals) when the trap passes through any square of that wall, make the same attack against that PC. If the attack hits, it deals half damage and does not knock the PC prone. If the attack misses, it has no effect.

Encounter 3: Second Floor: Metal maze

Note that the stairs leading upward are not visible until the constructs are destroyed.



Monsters (one per PC) – start them in various niches around the edges of the room, not all visible at first

- AL2: Animated Armor (level 2)
- AL4: Animated Armor (level 4)
- AL6: Animated Armor (level 6)
- AL8: Animated Armor (level 8)
- AL10: Animated Armor (level 10)

Encounter 3 Monsters: Animated Armor

Animated Armor Medium natural animate (construct) Level 2 Controller XP 125	Animated Armor Medium natural animate (construct) Level 4 Controller XP 175	Animated Armor Medium natural animate (construct) Level 6 Controller XP 250
HP 40; Bloodied 20 AC 15; Fortitude 14, Reflex 15, Will 12 Speed 6 Immune disease, poison	HP 56; Bloodied 28 AC 17; Fortitude 16, Reflex 17, Will 14 Speed 6 Immune disease, poison	HP 72; Bloodied 36 AC 19; Fortitude 18, Reflex 19, Will 16 Speed 6 Immune disease, poison
Initiative +2 Perception +2	Initiative +4 Perception +4	Initiative +6 Perception +6
Standard Actions	Standard Actions	Standard Actions
⊗ Longsword (At-will) • Weapon Attack: +7 vs AC Hit: 1d8+5 damage.	⊗ Longsword (At-will) • Weapon Attack: +9 vs AC Hit: 2d6+5 damage.	⊗ Longsword (At-will) • Weapon Attack: +11 vs AC Hit: 2d6+7 damage.
✓ Adjustment Pattern (At-will) • Weapon Attack: Melee 1 (One or two creatures) +5 vs Reflex Hit: 1d6+3 damage, and slide the target 1 square.	✓ Adjustment Pattern (At-will) • Weapon Attack: Melee 1 (One or two creatures) +7 vs Reflex Hit: 1d8+4 damage, and slide the target 1 square.	✓ Adjustment Pattern (At-will) • Weapon Attack: Melee 1 (One or two creatures) +9 vs Reflex Hit: 1d8+6 damage, and slide the target 1 square.
Triggered Actions	Triggered Actions	Triggered Actions
✓ Armored Riposte (immediate reaction) • At-will • Weapon Trigger: A melee attack misses the armor Attack: Melee 1 (the triggering creature) +7 vs AC Hit: 1d8+5 damage, and the target takes a -2 penalty to all defenses until the end of the armor's next turn.	✓ Armored Riposte (immediate reaction) • At-will • Weapon Trigger: A melee attack misses the armor Attack: Melee 1 (the triggering creature) +9 vs AC Hit: 2d6+5 damage, and the target takes a -2 penalty to all defenses until the end of the armor's next turn.	✓ Armored Riposte (immediate reaction) • At-will • Weapon Trigger: A melee attack misses the armor Attack: Melee 1 (the triggering creature) +11 vs AC Hit: 2d6+7 damage, and the target takes a -2 penalty to all defenses until the end of the armor's next turn.
Overbearing Flank (free action)	Overbearing Flank (free action)	Overbearing Flank (free action)
Trigger: The armor hits a creature it flanks with an attack Effect: The creature is knocked prone.	Trigger: The armor hits a creature it flanks with an attack Effect: The creature is knocked prone.	Trigger: The armor hits a creature it flanks with an attack Effect: The creature is knocked prone.
Str 14 (+3) Dex 19 (+5) Wis 14 (+3) Con 16 (+4) Int 2 (-3) Cha 2 (-3)	Str 14 (+4) Dex 19 (+6) Wis 14 (+4) Con 16 (+5) Int 2 (-2) Cha 2 (-2)	Str 14 (+5) Dex 19 (+7) Wis 16 (+6) Con 16 (+6) Int 2 (-1) Cha 2 (-1)
Alignment Unaligned Languages - Equipment : longsword.	Alignment Unaligned Languages - Equipment : longsword.	Alignment Unaligned Languages - Equipment : longsword.

Animated Armor Medium natural animate (construct) Level 8 Controller XP 350	Animated Armor Medium natural animate (construct) Level 10 Controller XP 500
HP 88; Bloodied 44 AC 21; Fortitude 20, Reflex 21, Will 18 Speed 6 Immune disease, poison	HP 104; Bloodied 52 AC 23; Fortitude 22, Reflex 23, Will 20 Speed 6 Immune disease, poison
Initiative +8 Perception +8	Initiative +10 Perception +10
Standard Actions	Standard Actions
⊗ Longsword (At-will) • Weapon Attack: +13 vs AC Hit: 2d8+7 damage.	⊗ Longsword (At-will) • Weapon Attack: +15 vs AC Hit: 2d8+9 damage.
✓ Adjustment Pattern (At-will) • Weapon Attack: Melee 1 (One or two creatures) +11 vs Reflex Hit: 2d6+5 damage, and slide the target 1 square.	✓ Adjustment Pattern (At-will) • Weapon Attack: Melee 1 (One or two creatures) +13 vs Reflex Hit: 2d6+6 damage, and slide the target 1 square.
Triggered Actions	Triggered Actions
✓ Armored Riposte (immediate reaction) • At-will • Weapon Trigger: A melee attack misses the armor Attack: Melee 1 (the triggering creature) +13 vs AC Hit: 2d8+7 damage, and the target takes a -2 penalty to all defenses until the end of the armor's next turn.	✓ Armored Riposte (immediate reaction) • At-will • Weapon Trigger: A melee attack misses the armor Attack: Melee 1 (the triggering creature) +15 vs AC Hit: 2d8+9 damage, and the target takes a -2 penalty to all defenses until the end of the armor's next turn.
Overbearing Flank (free action)	Overbearing Flank (free action)
Trigger: The armor hits a creature it flanks with an attack Effect: The creature is knocked prone.	Trigger: The armor hits a creature it flanks with an attack Effect: The creature is knocked prone.
Str 14 (+6) Dex 19 (+8) Wis 14 (+6) Con 16 (+7) Int 2 (+0) Cha 2 (+0)	Str 14 (+7) Dex 19 (+9) Wis 14 (+7) Con 16 (+8) Int 2 (+1) Cha 2 (+1)
Alignment Unaligned Languages - Equipment : longsword.	Alignment Unaligned Languages - Equipment : longsword.

Encounter 4: Third Floor: Statuary

The room on the third floor is filled with statues of wizards, evidently an homage by the wizardess Tallinn to other illustrious wizards of history. A woman sits on a dais, wearing a heavy cloak. She says, “The wizardess is not seeing visitors today. Begone with you.” The statues are modified by illusion – they’re really statues of other adventurers, turned to stone long ago (Medium DC Insight or Arcana to notice this).

The PCs can attempt to talk to the woman; they may suspect that she is the wizardess (though a Medium DC Arcana check can reveal that she almost certainly is not). Intimidate will provoke an immediate attack against the PC who tries it (surprise round for the medusa). Diplomacy, Bluff or Insight (Hard DC) can persuade the woman that the PC may be worthy, but this will simply cause her to treat that PC as a favorite, smiling and saying, “I’ll be sure to destroy you last.” Perception (Hard DC) will notice the snaky hair beneath the medusa’s hood.

Monsters: The woman is actually a **Medusa** named Arahana. She has numerous serpent allies (3/4/5 **Serpents**) hiding inside various statues that she calls forth (no action) at the beginning of the first full round.

Terrain: As in the rest of the tower, lighting in this chamber is bright and ceilings are 10 feet high. The

statues provide cover. The dais is 5 feet high (difficult terrain to move onto or off of the dais). The stairs leading upward are not visible at the beginning of combat.

Tactics: The medusa stays on the dais and attacks with her bow until PCs get close, at which point she throws back her hood (as a free action) and tries to catch as many PCs as possible in her petrifying gaze. The serpents attempt to harass the PCs and keep them at a distance from the medusa for as long as possible.

When the medusa falls to a quarter of her maximum hit points, she surrenders and says, “Clearly you are persistent and worthy. You may see the mistress.” She mutters a few magic words, and the stairs to the upper floor descend. The same happens if the PCs kill the medusa (in which case Tallinn will be unhappy with them for killing her friend).

Note: The statues in this room are in fact based on adventurers who have been turned to stone by the medusa over the years, but she is soft-hearted and a skilled sculptor. She creates copies of the petrified adventurers out of ordinary stone, after which Tallinn frees the adventurers and lets them go (having failed to prove their worth).

Encounter 4: Statuary

Note that the stairs leading up (near the dais) appear when the medusa is reduced to 1/4 of max HP



Monsters: 1 medusa; 1 serpent per PC minus 1 (so a party of five PCs should have 4 serpents)

- AL2: Medusa (level 5); Serpent (based on Blackwater Serpent from Dungeon 179 – relevelled to level 2, speed changed to 7, size changed to Medium)
- AL4: Medusa (level 7); Serpent (based on Blackwater Serpent – level 4, speed 7, Medium size)
- AL6: Medusa (level 9); Serpent (based on Cobalt Serpent from Dungeon Delve – relevelled to level 6)
- AL8: Medusa (level 11); Serpent (based on Cobalt Serpent – level 8)
- AL10: Medusa (level 13); Serpent (based on Cobalt Serpent – level 10)

Encounter 4: Medusa stat blocks

Medusa		Level 5 Elite Controller	
Medium natural humanoid - medusa		XP 400	
HP 126; Bloodied 63	Initiative +4	AC 19; Fortitude 17, Reflex 17, Will 18	Perception +4
Speed 6	Immune petrification; Resist 10 poison		
Standard Actions			
☒ Hair of Serpents (Poison) • At-Will			
Attack: Melee 1 (one creature); +10 vs. AC			
Hit: 1d8 + 4 damage and the target takes ongoing 5 poison damage and a -2 penalty to Fortitude defense (save ends both).			
☒ Longbow (Poison, Weapon) • At-Will			
Attack: Ranged 20/40 (one creature); +12 vs AC			
Hit: 2d8+6 damage, and the medusa makes a secondary attack against the same creature.			
Secondary Attack: +8 vs Fortitude			
Hit: The target takes ongoing 5 damage and a -2 penalty to Fortitude defense (save ends both).			
◀ Petrifying Gaze (Gaze, Petrification) • At-Will			
Attack: Close Blast 4 (enemies in blast; blind creatures are immune); +8 vs Fortitude			
Hit: 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 (no save)			
Triggered Abilities			
☒ Snaky Smite (immediate reaction) (Poison) • At-Will			
Trigger: An enemy ends its turn adjacent to the medusa			
Attack: Melee 1 (the triggering enemy); +10 vs AC			
Hit: 2d8+4 damage and the target is pushed 1 square and slowed until the end of the medusa's next turn.			
Skills Bluff +10, Diplomacy +10, Intimidate +10, Stealth +11			
Str 16 (+5)	Dex 21 (+7)	Wis 17 (+5)	
Con 18 (+6)	Int 12 (+3)	Cha 22 (+8)	
Alignment Unaligned Languages Common			
Equipment : Hooded cloak, longbow, arrows			

Medusa		Level 9 Elite Controller	
Medium natural humanoid - medusa		XP 800	
HP 194; Bloodied 97	Initiative +7	AC 23; Fortitude 21, Reflex 21, Will 22	Perception +7
Speed 6	Immune petrification; Resist 10 poison		
Standard Actions			
☒ Hair of Serpents (Poison) • At-Will			
Attack: Melee 1 (one creature); +14 vs. AC			
Hit: 2d6 + 3 damage and the target takes ongoing 10 poison damage and a -2 penalty to Fortitude defense (save ends both).			
☒ Longbow (Poison, Weapon) • At-Will			
Attack: Ranged 20/40 (one creature); +14 vs AC			
Hit: 2d10+6 damage, and the medusa makes a secondary attack against the same creature.			
Secondary Attack: +12 vs Fortitude			
Hit: The target takes ongoing 10 damage and a -2 penalty to Fortitude defense (save ends both).			
◀ Petrifying Gaze (Gaze, Petrification) • At-Will			
Attack: Close Blast 5 (enemies in blast; blind creatures are immune); +12 vs Fortitude			
Hit: 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 (no save)			
Triggered Abilities			
☒ Snaky Smite (immediate reaction) (Poison) • At-Will			
Trigger: An enemy ends its turn adjacent to the medusa			
Attack: Melee 1 (the triggering enemy); +14 vs AC			
Hit: 2d10+6 damage and the target is pushed 1 square and slowed until the end of the medusa's next turn.			
Skills Bluff +14, Diplomacy +14, Intimidate +14, Stealth +13			
Str 16 (+7)	Dex 21 (+9)	Wis 17 (+7)	
Con 18 (+8)	Int 12 (+5)	Cha 22 (+10)	
Alignment Unaligned Languages Common			
Equipment : Hooded cloak, longbow, arrows			

Medusa		Level 7 Elite Controller	
Medium natural humanoid - medusa		XP 600	
HP 160; Bloodied 80	Initiative +6	AC 21; Fortitude 19, Reflex 19, Will 20	Perception +6
Speed 6	Immune Petrification; Resist 10 Poison		
Standard Actions			
☒ Hair of Serpents (Poison) • At-Will			
Attack: Melee 1 (one creature); +12 vs. AC			
Hit: 2d6 + 3 damage and the target takes ongoing 5 poison damage and a -2 penalty to Fortitude defense (save ends both).			
☒ Longbow (Poison, Weapon) • At-Will			
Attack: Ranged 20/40 (one creature); +12 vs AC			
Hit: 2d10+6 damage, and the medusa makes a secondary attack against the same creature.			
Secondary Attack: +12 vs Fortitude			
Hit: The target takes ongoing 5 damage and a -2 penalty to Fortitude defense (save ends both).			
◀ Petrifying Gaze (Gaze, Petrification) • At-Will			
Attack: Close Blast 4 (enemies in blast; blind creatures are immune); +10 vs Fortitude			
Hit: 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 (no save)			
Triggered Abilities			
☒ Snaky Smite (immediate reaction) (Poison) • At-Will			
Trigger: An enemy ends its turn adjacent to the medusa			
Attack: Melee 1 (the triggering enemy); +12 vs AC			
Hit: 2d8+6 damage and the target is pushed 1 square and slowed until the end of the medusa's next turn.			
Skills Bluff +12, Diplomacy +12, Intimidate +12, Stealth +13			
Str 16 (+6)	Dex 21 (+8)	Wis 17 (+6)	
Con 18 (+7)	Int 12 (+4)	Cha 22 (+9)	
Alignment Unaligned Languages Common			
Equipment : Hooded cloak, longbow, arrows			

Medusa		Level 11 Elite Controller	
Medium natural humanoid - medusa		XP 1200	
HP 228; Bloodied 114	Initiative +9	AC 25; Fortitude 23, Reflex 23, Will 24	Perception +9
Speed 6	Immune petrification; Resist 10 poison		
Standard Actions			
☒ Hair of Serpents (Poison) • At-Will			
Attack: Melee 1 (one creature); +16 vs. AC			
Hit: 2d6 + 5 damage and the target takes ongoing 10 poison damage and a -2 penalty to Fortitude defense (save ends both).			
☒ Longbow (Poison, Weapon) • At-Will			
Attack: Ranged 20/40 (one creature); +16 vs AC			
Hit: 2d10+8 damage, and the medusa makes a secondary attack against the same creature.			
Secondary Attack: +14 vs Fortitude			
Hit: The target takes ongoing 10 damage and a -2 penalty to Fortitude defense (save ends both).			
◀ Petrifying Gaze (Gaze, Petrification) • At-Will			
Attack: Close Blast 5 (enemies in blast; blind creatures are immune); +14 vs Fortitude			
Hit: 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 (no save)			
Triggered Abilities			
☒ Snaky Smite (immediate reaction) (Poison) • At-Will			
Trigger: An enemy ends its turn adjacent to the medusa			
Attack: Melee 1 (the triggering enemy); +16 vs AC			
Hit: 2d10+8 damage and the target is pushed 1 square and slowed until the end of the medusa's next turn.			
Skills Bluff +16, Diplomacy +16, Intimidate +16, Stealth +15			
Str 16 (+8)	Dex 21 (+10)	Wis 17 (+8)	
Con 18 (+9)	Int 12 (+6)	Cha 22 (+11)	
Alignment Unaligned Languages Common			
Equipment : Hooded cloak, longbow, arrows			

Medusa		Level 13 Elite Controller	
Medium natural humanoid - medusa		XP 1600	
HP 262; Bloodied 131	Initiative +10	AC 27; Fortitude 25, Reflex 25, Will 26	Perception +10
Speed 7	Immune petrification; Resist 10 poison		
Standard Actions			
☒ Hair of Serpents (Poison) • At-Will			
Attack: Melee 1 (one creature); +18 vs. AC			
Hit: 2d6 + 7 damage and the target takes ongoing 10 poison damage and a -2 penalty to Fortitude defense (save ends both).			
☒ Longbow (Poison, Weapon) • At-Will			
Attack: Ranged 20/40 (one creature); +18 vs AC			
Hit: 2d10+10 damage, and the medusa makes a secondary attack against the same creature.			
Secondary Attack: +16 vs Fortitude			
Hit: The target takes ongoing 10 damage and a -2 penalty to Fortitude defense (save ends both).			
◀ Petrifying Gaze (Gaze, Petrification) • At-Will			
Attack: Close Blast 5 (enemies in blast; blind creatures are immune); +16 vs Fortitude			
Hit: 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 (no save)			
Triggered Abilities			
☒ Snaky Smite (immediate reaction) (Poison) • At-Will			
Trigger: An enemy ends its turn adjacent to the medusa			
Attack: Melee 1 (the triggering enemy); +18 vs AC			
Hit: 2d10+10 damage and the target is pushed 1 square and slowed until the end of the medusa's next turn.			
Skills Bluff +18, Diplomacy +18, Intimidate +18, Stealth +19			
Str 16 (+9)	Dex 21 (+11)	Wis 17 (+9)	
Con 18 (+10)	Int 12 (+7)	Cha 22 (+12)	
Alignment Unaligned Languages Common			
Equipment : Hooded cloak, longbow, arrows			

Encounter 4: Serpent stat blocks

Serpent		Level 2 Brute	
Medium natural beast		XP 125	
HP 44; Bloodied 22	Initiative +5		
AC 14; Fortitude 15, Reflex 14, Will 14	Perception +3		
Speed 7			
Immune poison			
Standard Actions			
☑ Bite (poison) • At-Will			
Attack: Melee 1 (one creature); +7 vs. AC			
Hit: 1d8 + 4 damage, and the serpent makes a secondary attack against the same target.			
Secondary Attack: +5 vs Fortitude			
Hit: 1d6+2 poison damage, and ongoing 5 poison damage (save ends).			
Triggered Actions			
☑ Tail Slap (immediate reaction) • Encounter			
Trigger: The serpent is hit by an attack.			
Attack: +7 vs AC			
Hit: 2d8+3 damage.			
Str 17 (+4)	Dex 13 (+2)	Wis 13 (+2)	
Con 13 (+2)	Int 2 (-3)	Cha 9 (+0)	
Alignment Unaligned		Languages -	

Serpent		Level 4 Brute	
Medium natural beast		XP 175	
HP 65; Bloodied 32	Initiative +6		
AC 16; Fortitude 17, Reflex 16, Will 16	Perception +4		
Speed 7			
Immune poison			
Standard Actions			
☑ Bite (poison) • At-Will			
Attack: Melee 1 (one creature); +9 vs. AC			
Hit: 2d6 + 3 damage, and the serpent makes a secondary attack against the same target.			
Secondary Attack: +7 vs Fortitude			
Hit: 2d4+2 poison damage, and ongoing 5 poison damage (save ends).			
Triggered Actions			
☑ Tail Slap (immediate reaction) • Encounter			
Trigger: The serpent is hit by an attack.			
Attack: +9 vs AC			
Hit: 2d8+5 damage.			
Str 17 (+5)	Dex 13 (+3)	Wis 13 (+3)	
Con 13 (+3)	Int 2 (-2)	Cha 9 (+1)	
Alignment Unaligned		Languages -	

Serpent		Level 6 Skirmisher	
Medium natural beast		XP 250	
HP 75; Bloodied 37	Initiative +8		
AC 20; Fortitude 19, Reflex 18, Will 18	Perception +6		
Speed 7			
Immune disease, poison			
Standard Actions			
☑ Bite (poison) • At-Will			
Attack: Melee 1 (one creature); +11 vs. AC			
Hit: 2d6 + 2 damage, and ongoing 5 poison damage (save ends).			
✗ Poison the Mind (poison) • At-Will			
Attack: Ranged 10 (one creature that is taking ongoing poison damage); +9 vs Will			
Hit: The target is blinded and slowed (save ends both)			
Traits			
Combat Advantage			
The serpent deals 1d6 additional damage on attacks against any target it has combat advantage against.			
Move Actions			
Slither • At-Will			
The serpent shifts 3 squares.			
Skills Stealth +10			
Str 16 (+6)	Dex 17 (+6)	Wis 14 (+5)	
Con 20 (+8)	Int 4 (+0)	Cha 11 (+3)	
Alignment Unaligned		Languages -	

Serpent		Level 8 Skirmisher	
Medium natural beast		XP 350	
HP 92; Bloodied 46	Initiative +9		
AC 22; Fortitude 21, Reflex 20, Will 20	Perception +7		
Speed 7	Darkvision		
Immune disease, poison			
Standard Actions			
☑ Bite (poison) • At-Will			
Attack: Melee 1 (one creature); +13 vs. AC			
Hit: 2d6 + 4 damage, and ongoing 5 poison damage (save ends)			
✗ Poison the Mind (poison) • At-Will			
Attack: Ranged 10 (one creature that is taking ongoing poison damage); +11 vs Will			
Hit: The target is blinded and slowed (save ends both)			
Traits			
Combat Advantage			
The serpent deals 1d6 additional damage on attacks against any target it has combat advantage against.			
Move Actions			
Slither • At-Will			
The serpent shifts 3 squares.			
Skills Stealth +12			
Str 17 (+7)	Dex 18 (+8)	Wis 15 (+6)	
Con 21 (+9)	Int 5 (+1)	Cha 12 (+5)	
Alignment Unaligned		Languages -	

Serpent		Level 10 Skirmisher	
Medium natural beast		XP 500	
HP 109; Bloodied 54	Initiative +11		
AC 24; Fortitude 23, Reflex 22, Will 22	Perception +9		
Speed 7	Darkvision		
Immune disease, poison			
Standard Actions			
☑ Bite (poison) • At-Will			
Attack: Melee 1 (one creature); +15 vs. AC			
Hit: 2d8 + 4 damage, and ongoing 5 poison damage (save ends)			
✗ Poison the Mind (poison) • At-Will			
Attack: Ranged 10 (one creature that is taking ongoing poison damage); +13 vs Will			
Hit: The target is blinded and slowed (save ends both)			
Traits			
Combat Advantage			
The serpent deals 1d6 additional damage on attacks against any target it has combat advantage against.			
Move Actions			
Slither • At-Will			
The serpent shifts 3 squares.			
Skills Stealth +14			
Str 17 (+8)	Dex 18 (+9)	Wis 15 (+7)	
Con 21 (+10)	Int 5 (+2)	Cha 12 (+6)	
Alignment Unaligned		Languages -	

Encounter 5: Fourth floor: Study

The medusa (Arahana) leads the way up the stairs. She calls out timidly to her mistress and is met with a resounding, “WHAT NOW?” She explains that the adventurers are most persistent and have proven themselves worthy of her time. She goes back down the stairs (hastily).

The study is filled with wondrous arcane items. Bookshelves sag under the weight of enormous volumes. Lab tables are covered with alchemical equipment. The tang of potion mixing fills the air, and the results of this mixing and other enchantment work on magic items are evident in several glass-fronted cases. A crystal ball rests on a stand; a complicated contraption that might be some kind of orrery stands in another part of the chamber.

The wizardess herself is a human woman of early middle age with dark hair falling to the middle of her back. She is dressed in dark blue robes that shimmer with visible arcane power, as well as a pair of spectacles (also magical). Characters trained in Arcana can detect some faint illusion about Tallinn’s appearance (she uses magic to seem slightly more beautiful and youthful than she really is, in much the same way that non-wizardess women might use makeup).

Tallinn looks up from her spot on the floor where she has been meditating, eyes closed, in front of a gigantic tome. Without even a glance, the tome magically slams shut as Tallinn floats into the air (she’s showing off), turns, and lands on her feet facing the party. She sighs and says, “You’re obviously here for a good reason or you would have turned back before now. What do you want?”

If any PCs have been petrified, they can ask Tallinn for help, which she provides after a dramatic sigh. “Since *most* of you have proved yourselves worthy, I suppose I can help the others.”

Assuming the party tells her about the Staff, her eyes light up. “May I examine this Staff?” She invites anyone with knowledge of Arcana or History (training or high intelligence) to assist her. She clears a space on a table and lays the Staff on it. She starts pulling books off shelves, tosses them to PCs and asks them to look up specific names, dates, formulas, etc. She pulls out alchemical reagents from shelves, under tables and inside her robes and mixes some together, eventually applying them to various parts of the Staff itself.

After an hour or so of study, with Tallinn becoming progressively more excited, she ultimately declares that she knows what this staff is, and what it can do, and who’s after it.

“This staff once belonged to a drow sorcerer called Vorgryn the Damned. He crafted it as a focus for a teleportation ritual. Vorgryn established rule over a large swath of the Underdark several centuries ago, but was unsatisfied with ruling only the below-ground. He built a device that would allow him to teleport his armies of foul dark-dwellers to the surface world, and this Staff was a key piece of the device.

“Vorgryn had horrible success with his device, taking over a small kingdom before anyone even realized what was happening. It took an alliance of several kingdoms to put him down, once he had become comfortable in his above-ground dwelling. Once Vorgryn was killed, the alliance destroyed the teleportation device and suppressed the powers of the key artifacts, dividing them among themselves as trophies.

“Other artifacts were involved in this device – an orb, a chalice, and a shield. Their histories were largely forgotten except by those few of us devoted to the study of arcane history. All three of the other items have gone missing over the past year.

“I believe I have found the source of these thefts; the other three artifacts have ended up in a particular location in the Underdark. It appears someone is trying to recreate Vorgryn’s path to power. I don’t know who it is, but I believe I know where they are.

“If they have the other three artifacts, then the device must be nearing completion. Using the existing Staff would be the simplest way to complete the device, but if the deepplings have failed to acquire it, I expect them to attempt to reconstruct a new version of the Staff.

“This bodes ill for the future of our land. I only hope that whoever is behind this plot can be stopped before they are able to rebuild Vorgryn’s device.”

Conclusion

At this point, the adventure is concluded. Tallinn thanks the party for bringing this valuable artifact to her, and asks if she can keep it for the time being. The party can choose to leave it with Tallinn, return it to Charles, or hang onto it themselves. She is happy to use Sending to communicate with Charles if the PCs want his permission. If it is left with Tallinn, she says that she believes she can use the Staff to power a more limited version of Vorgryn's device which she could use to send a party of adventurers after the dark ones.

She offers to reward the PCs with magic items. She also asks that they share the news of the Staff's true origin with Charles and asks that they seek help in putting together a group to thwart the plan from the Underdark (continued in the *Descent into Darkness* adventure).

In addition to magic items from Tallinn, Charles will reward the party with gold upon their return.

Appendix: Lore of the Staff of Suha

- Arcana Easy DC: It is magical, but the nature of its magic is hard to fathom
- Arcana Hard DC: The magic has something to do with teleportation (it does currently have a daily power that lets a user teleport 5 squares)
- Arcana Hard DC+5: An enchantment has been placed on the Staff to suppress its power
- Arcana Hard DC+10: The Staff can be used to power a ritual to allow instantaneous travel between the surface world and the Underdark, given the proper other pieces.
- History Hard DC: The markings on the Staff are reminiscent of those found on ancient drow artifacts.

Encounter 5: Study

