

The Staff of Suha Cycle



An adventure by Michael Iachini (OnlineDM)

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The Stolen Staff – an adventure for 4-6 heroic tier characters

By Michael Iachini, the OnlineDM (<http://OnlineDungeonMaster.com>)

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

Charles Suha, a minor noble with a small plantation, has called for help, and the party has answered the call. Possible hooks could include a party member being related to or a trusted friend of the Suha family. Charles isn't putting out a wide call for adventurers; he wants to keep the situation quiet if possible.

The party is greeted at the door of the manor by an armed guard (**Laurence**), who looks them over and then brings them into Charles' study.

Charles: “There's been a theft here at the Manor. An important family heirloom, the **Staff of Suha**, was stolen from my Great Hall 3 nights ago. **Marit**, one of the villagers, saw the thieves – a band of orcs. They killed the two gate guards and the house guard on duty that night, came straight to the Hall, stole the Staff from its place on the wall and left. They seemed to know exactly what they were after. Can you help me recover the Staff?”

Additional facts that can be revealed about the Staff and the theft based on questioning:

- The Staff is said to have magical powers, though it is only ever used ceremonially.
- The best guess is that these were orc raiders from a stronghold in the mountains to the south.
- The stronghold is known among regional patrols, who have had trouble from goblins lairing there in years past and had cleaned the place out once. Evidently, it's been reoccupied.

- Charles can put the party in contact with **Noris**, chief of the Manor guard and a former patrolman who had been on the clean-out mission ten years before. Noris will not go with the party, as with the recent deaths the Manor is short on guards, but he will tell the party how to get there.
- Noris shares broad details about the layout of the stronghold (underground river, an unholy aura), but cautions that it's been 10 years and things may have changed with orcs having moved in. With a Medium DC Diplomacy check, he also mentions the **entrance via the garbage pit**.
- If Marit is questioned, he can describe an emblem he saw on the orcs' clothing. A Medium DC Religion or History check will reveal that this emblem incorporates the symbol of Gruumsh (one-eyed god of the orcs), which indicates a potential cult.
- A Hard DC History check reveals stories about this particular band of orcs, and that they are said to be led by a fierce warrior named Grak, as well as the garbage pit entrance.
- A Speak with Dead ritual performed on one of the dead guards requires an exhumation and will reveal the last moments of the guard's life – barring the door; door is smashed down; an orc with a symbol of Gruumsh swings an axe; all is black.

Charles offers a reward if the Staff can be recovered quietly and will supply the party with any mundane supplies they need (trail rations, etc.). He can loan them riding horses if asked but pleads with the party to take good care of them and to not take them into harm's way, as horses are hard for Charles to come by.

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.

It's a three-day journey to the stronghold (a day and a half if mounted).

The party ultimately arrives at the stronghold, carved into the side of a 20-foot cliff (the stronghold itself goes down into the ground). The front door is a big, heavy wooden double door set into the rock. A guard tower with arrow slits stands to the right of the door. A steep slope leads off to the left of the door, heading down into a crevasse in the rock and ending at a pit. The smell coming from that area is terrible.

Encounter 1A: Stronghold Entrance

The party begins 15 squares from the front door. Archers in the guard tower are not paying attention unless the PCs attract their attention.

Some possible approaches to the stronghold include:

- Frontal assault in broad daylight (archers get a surprise round)
- Stealthy assault at night (if the PCs wait until the darkest part of the night, award them a +2 bonus to what is normally a Medium DC Stealth check to approach the door unnoticed)
- Go away from the stronghold along the cliff, climb to the top, and approach from above. In this case, the tower has a secret hatch on the top – Hard DC Perception or Dungeoneering to notice it. Medium DC Athletics or Thievery to open it.
- Have a PC teleport inside the tower, come down the stairs and open the door
- Enter via the garbage pit (see Encounter 1B)

Monsters: 3/4/5 **Orc Archers** (feel free to replace 1 or 2 with **Orc Alchemists** to give the PCs a chance to use the alchemical weapons in later encounters); reinforcements of 8/10/12 **Orc Minions** spread over rounds 3-4

Terrain: A Hard DC Perception check notices that a large stone above and to the right of the door looks like it could be loose (see *Swinging Stone Block Trap*).

The guard tower is 20 feet tall (Medium DC Athletics to climb it). The arrow slits grant superior cover. If the PCs go straight for the door and ignore the tower, the archers get a surprise round.

The door is locked (Hard DC Thievery to open, Medium DC Strength to break it down). The door has 10 hit points per AL, resist 5 all (resist 10 all at AL 8/10), vulnerable 5 fire.

Tactics: Combat begins if the party fails to be stealthy. The archers will fire for two rounds before one leaves to get reinforcements. In round 3, reinforcements (4/5/6 Orc Minions) arrive at the door, at which point they will open the door and attack.

Treasure: If any Orc Alchemists are substituted in place of Orc Archers, their unused alchemical goods are available. Otherwise, there is no treasure in this encounter.

Swinging Stone Block Trap – Minion Lurker, One-shot

Perception: Hard DC to notice from a distance; Medium DC up close

Trigger: A PC attempts to open the door, or an Orc Archer activates the trap

Countermeasures: Medium DC Thievery to disable; requires Medium DC Athletics to climb up to trap (easy DC Athletics with a boost). Failure by 5 or more triggers the trap.

Attack (All creatures within 1 square of doors): AL+5 versus Reflex

Hit: Medium Damage, and the target is knocked prone and pushed 3 squares toward the garbage pit.

Secondary: A PC can make a Medium DC Athletics or Acrobatics check to avoid falling down the slope; failure results in Medium Damage from the fall

Sub-encounter: Garbage pit

If a character is pushed down the slope by the swinging block or by the archers' shots (or by their own actions) and they fail a Medium DC Athletics or Acrobatics check to catch themselves, they tumble down the slope and down to the bottom of a 10-foot pit filled with garbage (Medium Damage from falling and landing on some broken glass). The PC can climb out (Medium DC Athletics; auto-succeed with a rope held securely by an ally).

If a PC ends up in the garbage pit, a Medium DC Perception or Dungeoneering check reveals a passageway

beneath some of the muck that leads up and into the stronghold. If the PCs take this approach into the stronghold rather than dealing with the guard tower, run Encounter 1B.

They may also intentionally try to sneak down into this pit if they know about the alternate entrance. In this case, the PCs will need to succeed on Easy DC Stealth checks to get to the slope without attracting attention from the archers, and Easy DC Acrobatics or Athletics checks to slowly climb down the slope and into the pit.

Encounter 1A: Map and Monsters



PCs begin at the bottom of the map. The Orc Archers begin in the guard tower behind the arrow slits. The Orc Minions come from the tunnel leading to the north during rounds 3-4.

There is one fewer archers than PCs in the tower, and two minions per PC arrive as reinforcements over rounds 3-4.

AL 2 Monsters

Orc Archer	Level 1 Artillery
Medium natural humanoid	XP 100
HP 26; Bloodied 13	Initiative +4
AC 14; Fortitude 14, Reflex 15, Will 14	Perception +3
Speed 6	
Standard Actions	
⚔ Handaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d6 + 3 damage.	
🏹 Longbow (weapon) • At-Will	
Attack: Ranged 30 (one creature); +8 vs. AC	
Hit: 1d10 + 3 damage, and the orc can push the target 1 square.	
💣 Clustered Volley (weapon) • At-Will	
Attack: Area burst 1 within 20 (creatures in the burst); +6 vs. AC	
Hit: 1d10 + 3 damage.	
Triggered Actions	
Savage Demise • Encounter	
Trigger: The orc drops to 0 hit points.	
Effect (Free Action): The orc takes a standard action.	
Str 14 (+2)	Dex 17 (+3)
Con 11 (+0)	Int 7 (-2)
	Wis 9 (-1)
	Cha 8 (-1)
Alignment Chaotic Evil	Languages Common, Giant
Equipment: Arrows, handaxe, leather armor, longbow	

AL 4 Monsters

Orc Archer	Level 3 Artillery
Medium natural humanoid	XP 150
HP 36; Bloodied 18	Initiative +6
AC 16; Fortitude 16, Reflex 18, Will 14	Perception +4
Speed 6	
Standard Actions	
⚔ Handaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d6 + 5 damage.	
🏹 Longbow (weapon) • At-Will	
Attack: Ranged 30 (one creature); +10 vs. AC	
Hit: 1d10 + 5 damage, and the orc can push the target 1 square.	
💣 Clustered Volley (weapon) • At-Will	
Attack: Area burst 1 within 20 (creatures in the burst); +8 vs. AC	
Hit: 1d10 + 5 damage.	
Triggered Actions	
Savage Demise • Encounter	
Trigger: The orc drops to 0 hit points.	
Effect (Free Action): The orc takes a standard action.	
Str 15 (+3)	Dex 18 (+5)
Con 12 (+2)	Int 8 (+0)
	Wis 10 (+1)
	Cha 9 (+0)
Alignment Chaotic Evil	Languages Common, Giant
Equipment: Arrows, Handaxe, Leather armor, Longbow	

AL 6 Monsters

Orc Archer	Level 5 Artillery
Medium natural humanoid	XP 200
HP 52; Bloodied 26	Initiative +7
AC 18; Fortitude 18, Reflex 20, Will 16	Perception +6
Speed 6	
Standard Actions	
⚔ Handaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 4 damage.	
🏹 Longbow (weapon) • At-Will	
Attack: Ranged 30 (one creature); +12 vs. AC	
Hit: 1d10 + 7 damage, and the orc can push the target 1 square.	
💣 Clustered Volley (weapon) • At-Will	
Attack: Area burst 1 within 20 (creatures in the burst); +10 vs. AC	
Hit: 1d10 + 7 damage.	
Triggered Actions	
Savage Demise • Encounter	
Trigger: The orc drops to 0 hit points.	
Effect (Free Action): The orc takes a standard action.	
Str 16 (+5)	Dex 19 (+6)
Con 13 (+3)	Int 9 (+1)
	Wis 11 (+2)
	Cha 10 (+2)
Alignment Chaotic Evil	Languages Common, Giant
Equipment: Arrows, Handaxe, Leather armor, Longbow	

Orc Minion	Level 2 Minion Brute
Medium natural humanoid	XP 31
HP 1; a missed attack never damages a minion.	Initiative +0
AC 14; Fortitude 14, Reflex 14, Will 14	Perception +3
Speed 6	
Standard Actions	
🔪 Club (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 5 damage.	
🔪 Dagger (weapon) • At-Will	
Attack: Ranged 5-10 (one creature); +7 vs. AC	
Hit: 4 damage.	
Str 16 (+4)	Dex 9 (+0)
Con 13 (+2)	Int 5 (-2)
	Wis 9 (+0)
	Cha 7 (-1)
Alignment Chaotic Evil	Languages Common, Giant
Equipment: Club, 3 daggers	

Orc Minion	Level 4 Minion Brute
Medium natural humanoid	XP 44
HP 1; a missed attack never damages a minion.	Initiative +2
AC 16; Fortitude 16, Reflex 16, Will 16	Perception +4
Speed 6	
Standard Actions	
🔪 Club (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 6 damage.	
🔪 Dagger (weapon) • At-Will	
Attack: Ranged 5-10 (one creature); +9 vs. AC	
Hit: 5 damage.	
Str 17 (+5)	Dex 10 (+2)
Con 14 (+4)	Int 6 (+0)
	Wis 10 (+2)
	Cha 8 (+1)
Alignment Chaotic Evil	Languages Common, Giant
Equipment: Club, 3 daggers	

Orc Minion	Level 6 Minion Brute
Medium natural humanoid	XP 63
HP 1; a missed attack never damages a minion.	Initiative +4
AC 18; Fortitude 18, Reflex 18, Will 18	Perception +6
Speed 6	
Standard Actions	
🔪 Club (weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 7 damage.	
🔪 Dagger (weapon) • At-Will	
Attack: Ranged 5-10 (one creature); +11 vs. AC	
Hit: 6 damage.	
Str 18 (+7)	Dex 11 (+3)
Con 15 (+5)	Int 7 (+1)
	Wis 11 (+3)
	Cha 9 (+2)
Alignment Chaotic Evil	Languages Common, Giant
Equipment: Club, 3 daggers	

AL 8 Monsters

Orc Archer	Level 7 Artillery
Medium natural humanoid	XP 300
HP 65; Bloodied 32	Initiative +9
AC 20; Fortitude 20, Reflex 22, Will 18	Perception +7
Speed 6	
Standard Actions	
⚔ Handaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 1d8 + 8 damage.	
🏹 Longbow (weapon) • At-Will	
Attack: Ranged 30 (one creature); +14 vs. AC	
Hit: 1d10 + 8 damage, and the orc can push the target 1 square.	
💣 Clustered Volley (weapon) • At-Will	
Attack: Area burst 1 within 20 (creatures in the burst); +12 vs. AC	
Hit: 1d10 + 8 damage.	
Triggered Actions	
Savage Demise • Encounter	
Trigger: The orc drops to 0 hit points.	
Effect (Free Action): The orc takes a standard action.	
Str 17 (+6)	Dex 20 (+8)
Con 14 (+5)	Int 10 (+3)
	Wis 12 (+4)
	Cha 11 (+3)
Alignment Chaotic Evil Languages Common, Giant	
Equipment : Arrows, Handaxe, Leather armor, Longbow	

Orc Minion	Level 8 Minion Brute
Medium natural humanoid	XP 88
HP 1; a missed attack never damages a minion.	Initiative +6
AC 20; Fortitude 20, Reflex 20, Will 20	Perception +7
Speed 6	
Standard Actions	
⚔ Club (weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 8 damage.	
🗡 Dagger (weapon) • At-Will	
Attack: Ranged 5-10 (one creature); +13 vs. AC	
Hit: 7 damage.	
Str 19 (+8)	Dex 12 (+5)
Con 16 (+7)	Int 8 (+3)
	Wis 12 (+5)
	Cha 10 (+4)
Alignment Chaotic Evil Languages Common, Giant	
Equipment : Club, 3 daggers	

AL 10 Monsters

Orc Archer	Level 9 Artillery
Medium natural humanoid	XP 400
HP 78; Bloodied 39	Initiative +10
AC 22; Fortitude 22, Reflex 24, Will 20	Perception +9
Speed 6	
Standard Actions	
⚔ Handaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d6 + 6 damage.	
🏹 Longbow (weapon) • At-Will	
Attack: Ranged 30 (one creature); +16 vs. AC	
Hit: 1d10 + 10 damage, and the orc can push the target 1 square.	
💣 Clustered Volley (weapon) • At-Will	
Attack: Area burst 1 within 20 (creatures in the burst); +14 vs. AC	
Hit: 1d10 + 10 damage.	
Triggered Actions	
Savage Demise • Encounter	
Trigger: The orc drops to 0 hit points.	
Effect (Free Action): The orc takes a standard action.	
Str 18 (+8)	Dex 21 (+9)
Con 15 (+6)	Int 11 (+4)
	Wis 13 (+5)
	Cha 12 (+5)
Alignment Chaotic Evil Languages Common, Giant	
Equipment : Arrows, Handaxe, Leather armor, Longbow	

Orc Minion	Level 10 Minion Brute
Medium natural humanoid	XP 125
HP 1; a missed attack never damages a minion.	Initiative +8
AC 22; Fortitude 22, Reflex 22, Will 22	Perception +9
Speed 6	
Standard Actions	
⚔ Club (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 9 damage.	
🗡 Dagger (weapon) • At-Will	
Attack: Ranged 5-10 (one creature); +15 vs. AC	
Hit: 8 damage.	
Str 20 (+10)	Dex 13 (+6)
Con 17 (+8)	Int 9 (+4)
	Wis 13 (+6)
	Cha 11 (+5)
Alignment Chaotic Evil Languages Common, Giant	
Equipment : Club, 3 daggers	

Encounter 1B: Through the garbage pit

Note: This encounter is only run if the PCs decide to enter the stronghold via the secret entrance in the garbage pit rather than dealing with the archers in the guard tower.

The PCs push through the muck in the garbage pit and find themselves in some tunnels beneath the main stronghold. These tunnels seem to be unused by the orcs, and they smell terrible. The tunnel from the garbage pit drains into this area, feeding some garbage monsters. Disgusting muck covers the ground in many areas.

Monsters: 2/3/4 Otyughs, 1 Gelatinous Cube.

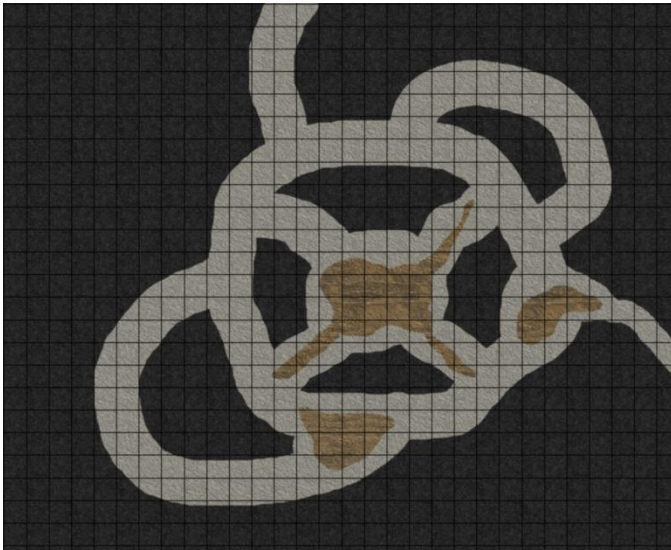
Terrain: The tunnels are 10 feet high and mostly circular in cross-section. The passage to the northwest leads up and eventually emerges on the main stronghold level behind a rockfall that the PCs can easily clear (this connection to the lower tunnels is apparently unknown to the orcs). The central chamber is the low point of the caverns, and the muck is quite thick here (concealing the

Otyughs at the beginning of combat). The areas of brown muck are difficult terrain (the thin streams of muck are normal terrain).

Tactics: The Gelatinous Cube spends the first round doing nothing in the northwest passage; in round 2 it begins oozing toward the sounds of battle (looking for lunch). The Otyughs lurk in the muck of the central chamber, lying in wait for unwary adventurers. They attempt to grab and bite PCs and know their lair well enough to take advantage of the circular side passages to try to surround adventurers.

Treasure: Searching through the muck of the central chamber (Medium DC Perception or Arcana) reveals a discarded tattered cloth that is actually a +2 Elven Cloak (+3 at AL 6/8/10).

Map – Through the Garbage Pit



The PCs come from the tunnel to the east and begin in the eastern muddy chamber. The otyughs are lurking in the central muddy chamber, while the gelatinous cube waits in the northern tunnel leading to the rest of the stronghold.

Encounter 1B Monsters

AL 2 Monsters

Otyugh	Level 2 Soldier
Large natural beast	XP 125
HP 38; Bloodied 19	Initiative +4
AC 18; Fortitude 17, Reflex 11, Will 14	Perception +8
Speed 5, swim 5	Darkvision
Traits	
☉ Otyugh Stench • Aura 1 Living enemies take a -2 penalty to attack rolls while in the aura.	
Standard Actions	
☑ Tentacle • At-Will Attack: Melee 3 (one creature); +7 vs. AC Hit: 2d6 + 3 damage, and the otyugh pulls the target up to 2 squares and grabs it (escape DC14).	
✗ Diseased Bite • At-Will Attack: Melee 1 (one creature); +7 vs. AC Hit: 2d6 + 3 damage (+4 additional damage if the target is grabbed). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts Lesser Otyugh Filth Fever (stage 1).	
Str 20 (+6)	Dex 9 (+0)
Con 16 (+4)	Int 1 (-4)
	Wis 14 (+3)
	Cha 3 (-3)
Alignment Unaligned Languages -	

Gelatinous Cube	Level 3 Elite Brute
Large natural beast ooze	XP 300
HP 114; Bloodied 57	Initiative +2
AC 15; Fortitude 16, Reflex 15, Will 14	Blindsight 5
Speed 3, climb 3	
Immune blinded, gaze effects	
Resist 5 acid	
Standard Actions	
☑ Slam (acid) • At-Will Attack: Melee 1 (one creature); +6 vs. Fortitude Hit: 2d8 + 5 acid damage, and the target is immobilized (save ends).	
✗ Engulf (acid) • At-Will Special: The cube can have no more than two creatures engulfed at any time. Attack: Melee 1 (one or two creatures); +6 vs. Reflex Hit: The cube grabs the target (escape DC 14) and pulls the target into its space. Until the grab ends, the target takes ongoing 5 acid damage and is dazed. When the cube moves, it pulls with it any creature grabbed by it, and the creature remains grabbed and within the cube's space. This movement does not provoke an opportunity attack from the grabbed creature.	
Traits	
Ooze	
While squeezing, the ooze moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.	
Translucent	
The cube is invisible until spotted (Perception DC23) or until it attacks. A character that fails to notice the cube might walk into it, automatically being hit with Engulf.	
Str 13 (+2)	Dex 13 (+2)
Con 17 (+4)	Int 1 (-4)
	Wis 12 (+2)
	Cha 1 (-4)
Alignment Unaligned Languages -	

AL 4 Monsters

Otyugh	Level 4 Soldier
Large natural beast	XP 175
HP 55; Bloodied 27	Initiative +8
AC 20; Fortitude 19, Reflex 13, Will 16	Perception +10
Speed 5, swim 5	Darkvision
Traits	
☉ Otyugh Stench • Aura 1 Living enemies take a -2 penalty to attack rolls while in the aura.	
Standard Actions	
☑ Tentacle • At-Will Attack: Melee 3 (one creature); +9 vs. AC Hit: 2d6 + 5 damage, and the otyugh pulls the target up to 2 squares and grabs it (escape DC15).	
✗ Diseased Bite • At-Will Attack: Melee 1 (one creature); +9 vs. AC Hit: 2d6 + 5 damage (+4 additional damage if the target is grabbed). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts Lesser Otyugh Filth Fever (stage 1).	
Str 21 (+7)	Dex 10 (+2)
Con 17 (+5)	Int 2 (-2)
	Wis 15 (+4)
	Cha 3 (-2)
Alignment Unaligned Languages -	

Gelatinous Cube	Level 5 Elite Brute
Large natural beast ooze	XP 400
HP 156; Bloodied 78	Initiative +4
AC 17; Fortitude 18, Reflex 17, Will 16	Blindsight 5
Speed 3, climb 3	
Immune blinded, gaze effects	
Resist 5 acid	
Standard Actions	
☑ Slam (acid) • At-Will Attack: Melee 1 (one creature); +8 vs. Fortitude Hit: 2d8 + 7 acid damage, and the target is immobilized (save ends).	
✗ Engulf (acid) • At-Will Special: The cube can have no more than two creatures engulfed at any time. Attack: Melee 1 (one or two creatures); +8 vs. Reflex Hit: The cube grabs the target (escape DC 15) and pulls the target into its space. Until the grab ends, the target takes ongoing 10 acid damage and is dazed. When the cube moves, it pulls with it any creature grabbed by it, and the creature remains grabbed and within the cube's space. This movement does not provoke an opportunity attack from the grabbed creature.	
Traits	
Ooze	
While squeezing, the ooze moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.	
Translucent	
The cube is invisible until spotted (Perception DC25) or until it attacks. A character that fails to notice the cube might walk into it, automatically being hit with Engulf.	
Str 14 (+4)	Dex 14 (+4)
Con 18 (+6)	Int 1 (-3)
	Wis 13 (+3)
	Cha 1 (-3)
Alignment Unaligned Languages -	

AL 6 Monsters

Otyugh	Level 6 Soldier
Large natural beast	XP 250
HP 72; Bloodied 36	Initiative +10
AC 22; Fortitude 21, Reflex 15, Will 18	Perception +12
Speed 5, swim 5	Darkvision
Traits	
☉ Otyugh Stench • Aura 1 Living enemies take a -2 penalty to attack rolls while in the aura.	
Standard Actions	
☑ Tentacle • At-Will Attack: Melee 3 (one creature); +11 vs. AC Hit: 2d8 + 5 damage, and the otyugh pulls the target up to 2 squares and grabs it (escape DC16).	
✗ Diseased Bite • At-Will Attack: Melee 1 (one creature); +11 vs. AC Hit: 2d8 + 5 damage (+4 additional damage if the target is grabbed). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts Lesser Otyugh Filth Fever (stage 1).	
Str 22 (+9)	Dex 11 (+3)
Con 18 (+7)	Int 3 (-1)
	Wis 16 (+6)
	Cha 4 (+0)
Alignment Unaligned Languages -	

Gelatinous Cube	Level 7 Elite Brute
Large natural beast ooze	XP 600
HP 198; Bloodied 99	Initiative +6
AC 19; Fortitude 20, Reflex 19, Will 18	Blindsight 5
Speed 3, climb 3	
Immune blinded, gaze effects	
Resist 5 acid	
Standard Actions	
☑ Slam (acid) • At-Will Attack: Melee 1 (one creature); +10 vs. Fortitude Hit: 2d10 + 8 acid damage, and the target is immobilized (save ends).	
✗ Engulf (acid) • At-Will Special: The cube can have no more than two creatures engulfed at any time. Attack: Melee 1 (one or two creatures); +10 vs. Reflex Hit: The cube grabs the target (escape DC 16) and pulls the target into its space. Until the grab ends, the target takes ongoing 10 acid damage and is dazed. When the cube moves, it pulls with it any creature grabbed by it, and the creature remains grabbed and within the cube's space. This movement does not provoke an opportunity attack from the grabbed creature.	
Traits	
Ooze	
While squeezing, the ooze moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.	
Translucent	
The cube is invisible until spotted (Perception DC27) or until it attacks. A character that fails to notice the cube might walk into it, automatically being hit with Engulf.	
Str 15 (+5)	Dex 15 (+5)
Con 19 (+7)	Int 2 (-1)
	Wis 14 (+5)
	Cha 2 (-1)
Alignment Unaligned Languages -	

AL 8 Monsters

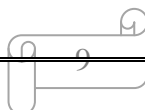
Otyugh	Level 8 Soldier
Large natural beast	XP 350
HP 89; Bloodied 44	Initiative +11
AC 24; Fortitude 23, Reflex 17, Will 20	Perception +13
Speed 5, swim 5	Darkvision
Traits	
☉ Otyugh Stench • Aura 1 Living enemies take a -2 penalty to attack rolls while in the aura.	
Standard Actions	
⊗ Tentacle • At-Will Attack: Melee 3 (one creature); +13 vs. AC Hit: 2d8 + 7 damage, and the otyugh pulls the target up to 2 squares and grabs it (escape DC17).	
✓ Diseased Bite • At-Will Attack: Melee 1 (one creature); +13 vs. AC Hit: 2d8 + 7 damage (+4 additional damage if the target is grabbed). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts Lesser Otyugh Filth Fever (stage 1).	
Str 23 (+10)	Dex 12 (+5)
Con 19 (+8)	Int 4 (+1)
	Wis 17 (+7)
	Cha 5 (+1)
Alignment Unaligned	Languages -

Gelatinous Cube	Level 9 Elite Brute
Large natural beast ooze	XP 800
HP 240; Bloodied 120	Initiative +8
AC 21; Fortitude 22, Reflex 21, Will 20	Blindsight 5
Speed 3, climb 3	
Immune blinded, gaze effects	
Resist 5 acid	
Standard Actions	
⊗ Slam (acid) • At-Will Attack: Melee 1 (one creature); +12 vs. Fortitude Hit: 2d10 + 10 acid damage, and the target is immobilized (save ends).	
✓ Engulf (acid) • At-Will Special: The cube can have no more than two creatures engulfed at any time. Attack: Melee 1 (one or two creatures); +12 vs. Reflex Hit: The cube grabs the target (escape DC 17) and pulls the target into its space. Until the grab ends, the target takes ongoing 10 acid damage and is dazed. When the cube moves, it pulls with it any creature grabbed by it, and the creature remains grabbed and within the cube's space. This movement does not provoke an opportunity attack from the grabbed creature.	
Traits	
Ooze While squeezing, the ooze moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.	
Translucent	
The cube is invisible until spotted (Perception DC28) or until it attacks. A character that fails to notice the cube might walk into it, automatically being hit with Engulf.	
Str 16 (+7)	Dex 16 (+7)
Con 20 (+9)	Int 3 (+0)
	Wis 15 (+6)
	Cha 3 (+0)
Alignment Unaligned	Languages -

AL 10 Monsters

Otyugh	Level 10 Soldier
Large natural beast	XP 500
HP 106; Bloodied 53	Initiative +13
AC 26; Fortitude 25, Reflex 19, Will 22	Perception +15
Speed 5, swim 5	Darkvision
Traits	
☉ Otyugh Stench • Aura 1 Living enemies take a -2 penalty to attack rolls while in the aura.	
Standard Actions	
⊗ Tentacle • At-Will Attack: Melee 3 (one creature); +15 vs. AC Hit: 2d8 + 9 damage, and the otyugh pulls the target up to 2 squares and grabs it (escape DC18).	
✓ Diseased Bite • At-Will Attack: Melee 1 (one creature); +15 vs. AC Hit: 2d8 + 9 damage (+4 additional damage if the target is grabbed). At the end of the encounter, the target makes a saving throw. On a failure, the target contracts Lesser Otyugh Filth Fever (stage 1).	
Str 24 (+12)	Dex 13 (+6)
Con 20 (+10)	Int 5 (+2)
	Wis 18 (+9)
	Cha 6 (+3)
Alignment Unaligned	Languages -

Gelatinous Cube	Level 11 Elite Brute
Large natural beast ooze	XP 1200
HP 282; Bloodied 141	Initiative +10
AC 23; Fortitude 24, Reflex 23, Will 22	Blindsight 10
Speed 3, climb 3	
Immune blinded, gaze effects	
Resist 10 acid	
Standard Actions	
⊗ Slam (acid) • At-Will Attack: Melee 1 (one creature); +14 vs. Fortitude Hit: 2d12 + 11 acid damage, and the target is immobilized (save ends).	
✓ Engulf (acid) • At-Will Special: The cube can have no more than two creatures engulfed at any time. Attack: Melee 1 (one or two creatures); +14 vs. Reflex Hit: The cube grabs the target (escape DC 18) and pulls the target into its space. Until the grab ends, the target takes ongoing 15 acid damage and is dazed. When the cube moves, it pulls with it any creature grabbed by it, and the creature remains grabbed and within the cube's space. This movement does not provoke an opportunity attack from the grabbed creature.	
Traits	
Ooze While squeezing, the ooze moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.	
Translucent	
The cube is invisible until spotted (Perception DC30) or until it attacks. A character that fails to notice the cube might walk into it, automatically being hit with Engulf.	
Str 17 (+8)	Dex 17 (+8)
Con 21 (+10)	Int 4 (+2)
	Wis 16 (+8)
	Cha 4 (+2)
Alignment Unaligned	Languages -



Encounter 2: Skill challenge: Navigating the stronghold

This challenge takes place after the *Stronghold Entrance/Garbage Pit* encounter and will continue after the Shrine to Gruumsh encounter.

The party is in hostile territory and is trying to evade detection, subdue enemies without much of a fight, and prevent the alarm from being raised. Creative use of skills is encouraged (and can give a +2 bonus to the check). Aiding another should be limited by reasonableness within the world. The second and third use of any particular skill will typically be at +2 and +5 difficulty from the first.

The challenge is presented as a series of different scenes, which the DM can choose among and repeat as he or she sees fit. For each scene, the DM has some choices for the **consequences of failure**:

- One of the failures (generally the first) should trigger the *Shrine to Gruumsh* encounter (Encounter 3)
- The party stumbles into a trapped passage or triggers a natural cave-in. Attack: AL+3 vs Reflex; High Damage on a hit, Low Damage on a miss.
- An abstract combat encounter with an orc patrol occurs. The party wins, but each PC loses a healing surge.

If the party fails three scenes, the *Grak's Chamber* encounter will begin with the orcs on high alert; enemies will get a surprise round, and one group of orcs will be coming at the PCs from behind.

If the party completes eight scenes with no failures, run the *Shrine of Gruumsh* encounter with the party getting a surprise round and the hell hound beginning asleep. In addition, Ulnath will have been writing notes at his desk about worship attendance, which include the roster of orcs that the party will face in the final encounter (they'll know what they're up against) and he will have the key to Grak's chamber in his pocket.

- **Scene A:** The passages in the lair are twisty and confusing. Medium DC Dungeoneering or Hard DC Insight (understanding the ways of orcs) or Nature (analyzing growth patterns of moss) will give clues as to which passages are likely to lead deeper into the stronghold.

- **Scene B:** The passage leads by a room full of orcs. Medium DC Stealth will allow a PC to lead the party through without being detected.
- **Scene C:** The party is traveling along an upper passage and sees some orcs below. Medium DC Dungeoneering can cause a cave-in on enemies. Medium DC Stealth avoids them. Medium DC Athletics allows for a climb to a higher tunnel to go around.
- **Scene D:** The passage forks, and sounds of approaching orcs can be heard. Medium DC Perception allows the group to tell which passage is safe. Medium DC Bluff (or something like Ghost Sound) allows the PC to throw their voice to redirect the orcs down a side passage.
- **Scene E:** A smelly underground river flows across the passage. Medium DC Athletics will allow a PC to swim it; Hard DC Athletics will jump it. Medium DC Endurance will let a PC wade across without succumbing to the cold or the stench.
- **Scene F:** More twisty passages as in Scene A. Similar skills apply, but PCs can also use Religion (Hard DC if they don't know the orcs worship Gruumsh; Medium DC if they do) to predict the likely layout. Hard DC History will allow a PC to recall a nearly-forgotten manuscript of long-ago explorers who had been in these caverns, and a mention in a sidebar of a secret passage (counts as two successes).
- **Scene G:** A trap has been laid across the current passage (trip wires rigged to rocks overhead). Hard DC Thievery will disable it (less than Medium triggers the trap – see the cave-in failure above). Medium DC Acrobatics will allow a PC to step over the wires safely.
- **Scene H:** The PCs stumble into a lone orc sentry (named Jort). If they attack, the sentry blows a whistle as he dies (Medium DC Perception notices the whistle beforehand) and summons a troop of orc brutes (abstract combat – all PCs lose a healing surge). Medium DC Intimidate or Bluff or Hard DC Diplomacy can win the PCs passage without the sentry raising an alarm.
- **Scene I:** The party has successfully approached the door to Grak's chamber without attracting much attention; however, the door is locked. Hard DC Thievery (or the key from Ulnath) can open the door without attracting attention.

Encounter 3: Shrine to Gruumsh

The PCs enter the Shrine to Gruumsh as some orcs are worshipping at the bloody altar. Have the PCs position themselves inside the chamber rather than in a bottleneck in the hallway.

Monsters: 1/2/3 **orc reavers** flank the altar, while a **hell hound** is in front of it (unless the PCs made noise in the skill challenge). The priest (**Ulnath**) is in the chamber north of the temple.

Terrain: The shrine has dim light from torches in sconces on the pillars. The ceiling is 25 feet high.

The altar itself is 10 feet high; stairs to the altar are difficult terrain going up. The altar blocks line of sight and provides cover.

Any character who speaks Giant and stands on the altar can use a minor action to dip a weapon or implement in the damp blood, say a prayer to Gruumsh, and get +1 to attack, +2 to damage for their next attack with that weapon or implement.

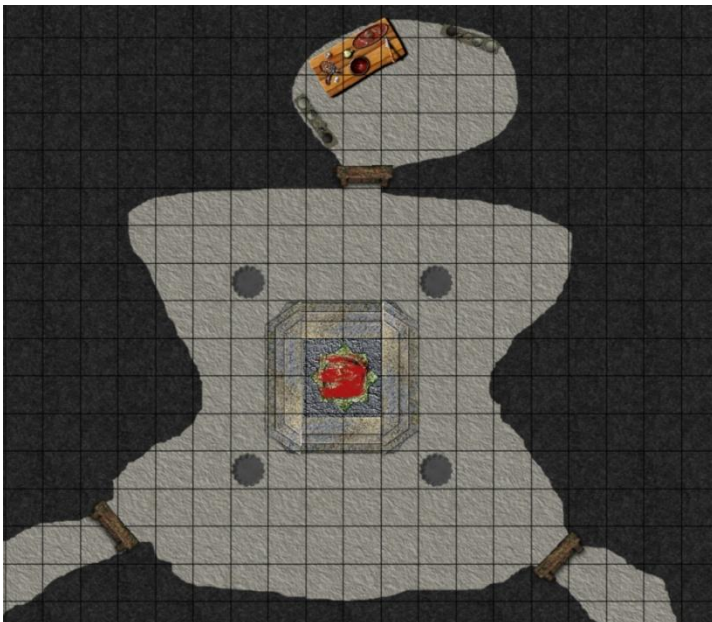
Tactics: Unless the party has aced the skill challenge, the reavers will see the players enter and there will not be a surprise round. They will cry out, the hell hound will

stand up, and everyone will roll initiative. The hell hound will try to catch as many adventurers as possible in his fiery breath. The reavers wield a battleaxe in one hand and a javelin in the other and begin by throwing a javelin and following with a Blood-Crazed Charge if they hit. Ulnath starts by coming out of his chamber and leads with Chaos Hammer and then Swift Arm of Destruction from the back ranks. He uses Eye of Wrath every round if possible. The reavers and Hell Hound take advantage of Death Strike upon death if Ulnath is still alive.

Treasure: The priest wears a Symbol of Perseverance (+2 at AL2/4, +3 at AL6/8, +4 at AL10). The altar contains a golden idol, crudely crafted and blood-encrusted, worth some gold pieces. The priest's shelves in his chamber contain vials and vials of blood, but a careful search (Hard DC Perception) reveals a secret compartment in the desk with a bag containing additional gold (offerings that he had skimmed from the till) and, if Ulnath was not taken alive, a key to Grak's chamber.

Aftermath: If Ulnath is taken alive, he can be persuaded (Medium DC Intimidate, Hard DC Diplomacy) to reveal that there is a secret passage that can help them surprise Grak and his men (1 success in the skill challenge) and to give the party the key to Grak's chamber.

Map: Shrine to Gruumsh



The PCs begin in the southwest portion of the chamber. The Hell Hound is on the southern steps of the altar while the reavers are on the other sides. Ulnath begins in the chamber behind the closed door to the north and emerges from the chamber in the first round.

AL 2 Monsters – Shrine to Gruumsh

Hell Hound	Level 3 Elite Soldier
Large elemental beast	XP 300
HP 92; Bloodied 46	Initiative +3
AC 19; Fortitude 16, Reflex 16, Will 14	Perception +3
Speed 6	Low-light vision
Resist 5 fire	
Standard Actions	
☒ Bite • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d6 + 4 damage (+3 additional damage if the target is prone).	
☒ Claw • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d6 + 4 damage, and the target falls prone.	
☒ Savage Attack • At-Will	
Effect: The Hell Hound makes a Claw attack and a Bite attack in any order, shifting 1 square between the attacks.	
◀ Fiery Breath • Recharge 5,6	
Attack: Close Blast 3 (creatures in the blast); +8 vs. Reflex	
Hit: 2d6 + 4 fire damage, and ongoing 5 fire damage (save ends).	
Special: When the Hell Hound becomes bloodied, this power recharges.	
Traits	
☉ Fire Shield • Aura 1	
Any enemy that starts its turn in the aura takes 5 fire damage.	
Str 17 (+4)	Dex 15 (+3)
Con 13 (+2)	Int 7 (-1)
	Wis 9 (+0)
	Cha 11 (+1)
Alignment Evil	Languages -

Ulnath	Level 2 Controller
Medium natural humanoid	XP 125
HP 38; Bloodied 19	Initiative +3
AC 16; Fortitude 14, Reflex 13, Will 16	Perception +4
Speed 6	Low-light vision
Standard Actions	
☒ Spear (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 2d4 + 2 damage.	
☒ Swift Arm of Destruction(healing) • Recharge 5,6	
Effect: Ranged 10 (one ally); The target makes a melee basic attack as a free action and regains 15 hit points on a hit or 5 hit points on a miss.	
★ Chaos Hammer (implement) • Encounter	
Attack: Area Burst 1 within 10 (enemies in the burst); +7 vs. Reflex	
Hit: 2d8 + 3 force damage, and the target is knocked prone.	
Miss: Half damage, and the target is not knocked prone.	
Minor Actions	
☒ Eye of Wrath • At-Will	
Attack: Ranged 5 (one creature); +7 vs. Will	
Hit: The target takes a -4 penalty to AC (save ends).	
Triggered Actions	
Death Strike • Encounter	
Trigger: The orc drops to 0 hit points.	
Effect: The orc makes a melee basic attack.	
Traits	
☉ Wrath of Gruumsh • Aura 10	
Allies in the aura can use Death Strike	
Str 9 (+0)	Dex 9 (+0)
Con 11 (+1)	Int 9 (+0)
	Wis 17 (+4)
	Cha 11 (+1)
Alignment Chaotic Evil	Languages Common, Giant
Equipment: Holy symbol, robes, spear	

Orc Reaver	Level 3 Skirmisher
Medium natural humanoid	XP 150
HP 46; Bloodied 23	Initiative +6
AC 17; Fortitude 16, Reflex 16, Will 14	Perception +3
Speed 6	
Standard Actions	
☒ Battleaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d6 + 4 damage.	
Effect: After the attack, the orc can shift 1 square.	
☒ Javelin (weapon) • At-Will	
Attack: Ranged 10 (one creature); +8 vs. AC	
Hit: 2d6 + 4 damage, and the orc can push the target 1 square.	
Triggered abilities	
Blood-Crazed Charge • Encounter	
Trigger: The orc hits with an attack.	
Effect (free action): The orc charges an enemy.	
Traits	
Charging Mobility	
When charging, the orc gets a +4 bonus to all defenses.	
Str 17 (+4)	Dex 16 (+4)
Con 14 (+3)	Int 7 (-1)
	Wis 12 (+2)
	Cha 7 (-1)
Alignment Chaotic Evil	Languages Common, Giant
Equipment: Battleaxe, hide armor, javelin x4	

AL 4 Monsters – Shrine to Gruumsh

Hell Hound	Level 5 Elite Soldier
Large elemental beast	XP 400
HP 126; Bloodied 63	Initiative +5
AC 21; Fortitude 18, Reflex 18, Will 16	Perception +4
Speed 6	Low-light vision
Resist 5 fire	
Standard Actions	
☒ Bite • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 6 damage (+5 additional damage if the target is prone).	
☒ Claw • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 6 damage, and the target falls prone.	
☒ Savage Attack • At-Will	
Effect: The Hell Hound makes a Claw attack and a Bite attack in any order, shifting 1 square between the attacks.	
◀ Fiery Breath • Recharge 5,6	
Attack: Close Blast 3 (creatures in the blast); +10 vs. Reflex	
Hit: 2d6 + 6 fire damage, and ongoing 5 fire damage (save ends).	
Special: When the Hell Hound becomes bloodied, this power recharges.	
Traits	
☉ Fire Shield • Aura 1	
Any enemy that starts its turn in the aura takes 6 fire damage.	
Str 18 (+6)	Dex 16 (+5)
Con 14 (+4)	Int 8 (+1)
	Wis 10 (+2)
	Cha 12 (+3)
Alignment Evil	Languages -

Ulnath	Level 4 Controller
Medium natural humanoid	XP 175
HP 55; Bloodied 27	Initiative +4
AC 18; Fortitude 16, Reflex 16, Will 17	Perception +6
Speed 6	Low-light vision
Standard Actions	
☒ Spear (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d4 + 4 damage.	
☒ Swift Arm of Destruction(healing) • Recharge 5,6	
Effect: Ranged 10 (one ally); The target makes a melee basic attack as a free action and regains 15 hit points on a hit or 5 hit points on a miss.	
★ Chaos Hammer (implement) • Encounter	
Attack: Area Burst 1 within 10 (enemies in the burst); +9 vs. Reflex	
Hit: 2d8 + 5 force damage, and the target is knocked prone.	
Miss: Half damage, and the target is not knocked prone.	
Minor Actions	
☒ Eye of Wrath • At-Will	
Attack: Ranged 5 (one creature); +9 vs. Will	
Hit: The target takes a -4 penalty to AC (save ends).	
Triggered Actions	
Death Strike • Encounter	
Trigger: The orc drops to 0 hit points.	
Effect: The orc makes a melee basic attack.	
Traits	
☉ Wrath of Gruumsh • Aura 10	
Allies in the aura can use Death Strike	
Str 10 (+2)	Dex 10 (+2)
Con 12 (+3)	Int 10 (+2)
	Wis 18 (+6)
	Cha 12 (+3)
Alignment Chaotic Evil	Languages Common, Giant
Equipment: Holy symbol, robes, spear	

Orc Reaver	Level 5 Skirmisher
Medium natural humanoid	XP 200
HP 63; Bloodied 31	Initiative +7
AC 19; Fortitude 18, Reflex 18, Will 16	Perception +4
Speed 6	Low-light vision
Standard Actions	
☒ Battleaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 6 damage.	
Effect: After the attack, the orc can shift 1 square.	
☒ Javelin (weapon) • At-Will	
Attack: Ranged 10 (one creature); +10 vs. AC	
Hit: 2d6 + 6 damage, and the orc can push the target 1 square.	
Triggered abilities	
Blood-Crazed Charge • Encounter	
Trigger: The orc hits with an attack.	
Effect (free action): The orc charges an enemy.	
Traits	
Charging Mobility	
When charging, the orc gets a +4 bonus to all defenses.	
Str 18 (+6)	Dex 17 (+5)
Con 15 (+4)	Int 8 (+1)
	Wis 13 (+3)
	Cha 8 (+1)
Alignment Chaotic Evil	Languages Common, Giant
Equipment: Battleaxe, hide armor, javelin x4	

AL 6 Monsters – Shrine to Gruumsh

Hell Hound Large elemental beast	Level 7 Elite Soldier XP 600
HP 160; Bloodied 80 AC 23; Fortitude 20, Reflex 20, Will 18 Speed 6 Resist 5 fire	Initiative +7 Perception +6 Low-light vision
Standard Actions	
☒ Bite • At-Will Attack: Melee 1 (one creature); +12 vs. AC Hit: 2d8 + 6 damage (+6 additional damage if the target is prone).	
☒ Claw • At-Will Attack: Melee 1 (one creature); +12 vs. AC Hit: 2d8 + 6 damage, and the target falls prone.	
☒ Savage Attack • At-Will Effect: The Hell Hound makes a Claw attack and a Bite attack in any order, shifting 1 square between the attacks.	
◀ Fiery Breath • Recharge 5,6 Attack: Close Blast 3 (creatures in the blast); +12 vs. Reflex Hit: 2d8 + 6 fire damage, and ongoing 5 fire damage (save ends). Special: When the Hell Hound becomes bloodied, this power recharges.	
Traits	
☉ Fire Shield • Aura 1 Any enemy that starts its turn in the aura takes 7 fire damage.	
Str 19 (+7) Con 15 (+5)	Dex 17 (+6) Int 9 (+2) Wis 11 (+3) Cha 13 (+4)
Alignment Evil Languages -	

Ulnath Medium natural humanoid	Level 6 Controller XP 250
HP 72; Bloodied 36 AC 20; Fortitude 19, Reflex 17, Will 19 Speed 6	Initiative +6 Perception +6 Low-light vision
Standard Actions	
☒ Spear (weapon) • At-Will Attack: Melee 1 (one creature); +11 vs. AC Hit: 2d6 + 4 damage.	
☒ Swift Arm of Destruction (healing) • Recharge 5,6 Effect: Ranged 10 (one ally); The target makes a melee basic attack as a free action and regains 15 hit points on a hit or 5 hit points on a miss.	
★ Chaos Hammer (implement) • Encounter Attack: Area Burst 1 within 10 (enemies in the burst); +11 vs. Reflex Hit: 2d8 + 7 force damage, and the target is knocked prone. Miss: Half damage, and the target is not knocked prone.	
Minor Actions	
☒ Eye of Wrath • At-Will Attack: Ranged 5 (one creature); +11 vs. Will Hit: The target takes a -4 penalty to AC (save ends).	
Triggered Actions	
Death Strike • Encounter Trigger: The orc drops to 0 hit points. Effect: The orc makes a melee basic attack.	
Traits	
☉ Wrath of Gruumsh • Aura 10 Allies in the aura can use Death Strike	
Str 11 (+3) Con 13 (+4)	Dex 11 (+3) Int 11 (+3) Wis 19 (+7) Cha 13 (+4)
Alignment Chaotic Evil Languages Common, Giant Equipment : Holy symbol, robes, spear	

Orc Reaver Medium natural humanoid	Level 7 Skirmisher XP 300
HP 80; Bloodied 40 AC 21; Fortitude 20, Reflex 20, Will 18 Speed 6	Initiative +8 Perception +6 Low-light vision
Standard Actions	
☒ Battleaxe (weapon) • At-Will Attack: Melee 1 (one creature); +12 vs. AC Hit: 2d8 + 6 damage. Effect: After the attack, the orc can shift 1 square.	
☒ Javelin (weapon) • At-Will Attack: Ranged 10 (one creature); +12 vs. AC Hit: 2d8 + 6 damage, and the orc can push the target 1 square.	
Triggered abilities	
Blood-Crazed Charge • Encounter Trigger: The orc hits with an attack. Effect (free action): The orc charges an enemy.	
Traits	
Charging Mobility When charging, the orc gets a +4 bonus to all defenses.	
Str 19 (+7) Con 15 (+5)	Dex 18 (+7) Int 9 (+2) Wis 14 (+5) Cha 9 (+2)
Alignment Chaotic Evil Languages Common, Giant Equipment : Battleaxe, hide armor, javelins x4	

AL 8 Monsters – Shrine to Gruumsh

Hell Hound Large elemental beast	Level 9 Elite Soldier XP 800
HP 194; Bloodied 97 AC 25; Fortitude 22, Reflex 22, Will 20 Speed 6 Resist 10 fire	Initiative +9 Perception +7 Low-light vision
Standard Actions	
☒ Bite • At-Will Attack: Melee 1 (one creature); +14 vs. AC Hit: 2d8 + 8 damage (+7 additional damage if the target is prone).	
☒ Claw • At-Will Attack: Melee 1 (one creature); +14 vs. AC Hit: 2d8 + 8 damage, and the target falls prone.	
☒ Savage Attack • At-Will Effect: The Hell Hound makes a Claw attack and a Bite attack in any order, shifting 1 square between the attacks.	
◀ Fiery Breath • Recharge 5,6 Attack: Close Blast 3 (creatures in the blast); +14 vs. Reflex Hit: 2d8 + 8 fire damage, and ongoing 5 fire damage (save ends). Special: When the Hell Hound becomes bloodied, this power recharges.	
Traits	
☉ Fire Shield • Aura 1 Any enemy that starts its turn in the aura takes 8 fire damage.	
Str 20 (+9) Con 16 (+7)	Dex 18 (+8) Int 10 (+4) Wis 12 (+5) Cha 14 (+6)
Alignment Evil Languages -	

Ulnath Medium natural humanoid	Level 8 Controller XP 350
HP 89; Bloodied 44 AC 22; Fortitude 20, Reflex 19, Will 22 Speed 6	Initiative +7 Perception +9 Low-light vision
Standard Actions	
☒ Spear (weapon) • At-Will Attack: Melee 1 (one creature); +13 vs. AC Hit: 2d6 + 6 damage.	
☒ Swift Arm of Destruction (healing) • Recharge 5,6 Effect: Ranged 10 (one ally); The target makes a melee basic attack as a free action and regains 20 hit points on a hit or 8 hit points on a miss.	
★ Chaos Hammer (implement) • Encounter Attack: Area Burst 1 within 10 (enemies in the burst); +13 vs. Reflex Hit: 2d10 + 7 force damage, and the target is knocked prone. Miss: Half damage, and the target is not knocked prone.	
Minor Actions	
☒ Eye of Wrath • At-Will Attack: Ranged 5 (one creature); +13 vs. Will Hit: The target takes a -4 penalty to AC (save ends).	
Triggered Actions	
Death Strike • Encounter Trigger: The orc drops to 0 hit points. Effect: The orc makes a melee basic attack.	
Traits	
☉ Wrath of Gruumsh • Aura 10 Allies in the aura can use Death Strike	
Str 12 (+5) Con 14 (+6)	Dex 12 (+5) Int 12 (+5) Wis 20 (+9) Cha 14 (+6)
Alignment Chaotic Evil Languages Common, Giant Equipment : Holy symbol, robes, spear	

Orc Reaver Medium natural humanoid	Level 9 Skirmisher XP 400
HP 97; Bloodied 48 AC 23; Fortitude 22, Reflex 22, Will 20 Speed 6	Initiative +9 Perception +7 Low-light vision
Standard Actions	
☒ Battleaxe (weapon) • At-Will Attack: Melee 1 (one creature); +14 vs. AC Hit: 2d8 + 8 damage. Effect: After the attack, the orc can shift 1 square.	
☒ Javelin (weapon) • At-Will Attack: Ranged 10 (one creature); +14 vs. AC Hit: 2d8 + 8 damage, and the orc can push the target 1 square.	
Triggered abilities	
Blood-Crazed Charge • Encounter Trigger: The orc hits with an attack. Effect (free action): The orc charges an enemy.	
Traits	
Charging Mobility When charging, the orc gets a +4 bonus to all defenses.	
Str 20 (+9) Con 16 (+7)	Dex 19 (+8) Int 10 (+4) Wis 15 (+6) Cha 10 (+4)
Alignment Chaotic Evil Languages Common, Giant Equipment : Battleaxe, hide armor, javelin x4	

AL 10 Monsters – Shrine to Gruumsh

Hell Hound		Ulnath		Orc Reaver	
Level 11 Elite Soldier Large elemental beast XP 1200		Level 10 Controller Medium natural humanoid XP 500		Level 11 Skirmisher Medium natural humanoid XP 600	
HP 228; Bloodied 114 AC 27; Fortitude 24, Reflex 24, Will 22 Speed 6 Resist 10 fire		HP 106; Bloodied 53 AC 24; Fortitude 22, Reflex 21, Will 24 Speed 6		HP 114; Bloodied 57 AC 25; Fortitude 24, Reflex 24, Will 22 Speed 6	
Initiative +11 Perception +9 Low-light vision		Initiative +9 Perception +10 Low-light vision		Initiative +11 Perception +9 Low-light vision	
Standard Actions		Standard Actions		Standard Actions	
☒ Bite • At-Will Attack: Melee 1 (one creature); +16 vs. AC Hit: 2d10 + 8 damage (+9 additional damage if the target is prone).		☒ Spear (weapon) • At-Will Attack: Melee 1 (one creature); +15 vs. AC Hit: 2d8 + 6 damage.		☒ Battleaxe (weapon) • At-Will Attack: Melee 1 (one creature); +16 vs. AC Hit: 2d10 + 8 damage. Effect: After the attack, the orc can shift 1 square.	
☑ Claw • At-Will Attack: Melee 1 (one creature); +16 vs. AC Hit: 2d10 + 8 damage, and the target falls prone.		☑ Swift Arm of Destruction (healing) • Recharge 5,6 Effect: Ranged 10 (one ally); The target makes a melee basic attack as a free action and regains 25 hit points on a hit or 10 hit points on a miss.		☑ Javelin (weapon) • At-Will Attack: Ranged 10 (one creature); +16 vs. AC Hit: 2d10 + 8 damage, and the orc can push the target 1 square.	
☑ Savage Attack • At-Will Effect: The Hell Hound makes a Claw attack and a Bite attack in any order, shifting 1 square between the attacks.		★ Chaos Hammer (implement) • Encounter Attack: Area Burst 1 within 10 (enemies in the burst); +15 vs. Reflex Hit: 2d10 + 9 force damage, and the target is knocked prone. Miss: Half damage, and the target is not knocked prone.		Triggered abilities	
◀ Fiery Breath • Recharge 5,6 Attack: Close Blast 3 (creatures in the blast); +16 vs. Reflex Hit: 2d10 + 3 fire damage, and ongoing 10 fire damage (save ends). Special: When the Hell Hound becomes bloodied, this power recharges.		Minor Actions		Blood-Crazed Charge • Encounter	
Traits ☉ Fire Shield • Aura 1 Any enemy that starts its turn in the aura takes 9 fire damage.		☑ Eye of Wrath • At-Will Attack: Ranged 5 (one creature); +15 vs. Will Hit: The target takes a -4 penalty to AC (save ends).		Trigger: The orc hits with an attack. Effect (free action): The orc charges an enemy.	
Str 21 (+10) Dex 19 (+9) Wis 13 (+6) Con 17 (+8) Int 11 (+5) Cha 15 (+7)		Triggered Actions		Traits	
Alignment Evil Languages -		Death Strike • Encounter Trigger: The orc drops to 0 hit points. Effect: The orc makes a melee basic attack.		Charging Mobility	
		Traits		When charging, the orc gets a +4 bonus to all defenses.	
		☉ Wrath of Gruumsh • Aura 10 Allies in the aura can use Death Strike		Str 21 (+10) Dex 20 (+10) Wis 16 (+8) Con 17 (+8) Int 11 (+5) Cha 11 (+5)	
		Alignment Chaotic Evil Languages Common, Giant Equipment : Holy symbol, robes, spear		Alignment Chaotic Evil Languages Common, Giant	
				Equipment : Battleaxe, hide armor, javelin x4	

Encounter 4: Grak's chamber

Grak, the orc leader, is sitting in his chamber, speaking to his contact **Arin** via a Sending Stone. Arin, a drow, is in a far-off city at the moment. He works for **Ergoptis**, a creature trapped in the Underdark who wants to take over a kingdom in the overworld to claim as its own. Grak has two Orc Alchemists at the table with him, and a few Orc Minions near the door, standing guard.

If the party succeeds on the skill challenge, they will get a surprise round, and the rest of the orcs are below the trap door. If they failed, they will get no surprise round and the rest of the orcs will come from behind them.

Monsters: Grak, 2/3/4 Orc Alchemists, 8/10/12 Orc Minions (Level AL+2)

Terrain: A double trap door leads down to a chamber with extra guards. A second double trap door is an actual trap (AL+3 versus Reflex; High Damage as the PC falls into a 15-foot pit with spikes at the bottom).

A filthy underground river runs through this chamber. The squares on each side of the river are slimy (difficult terrain unless the PC makes a Medium DC Acrobatics check). A footbridge crosses the river; two characters can work together to use a standard action each to pull the bridge across the river or push it into the river. The river moves at 2 squares per round (beginning of turn, any creature in the river is moved 2 squares downstream, provoking opportunity attacks from adjacent enemies as they sputter along). Any creature who falls in the river is

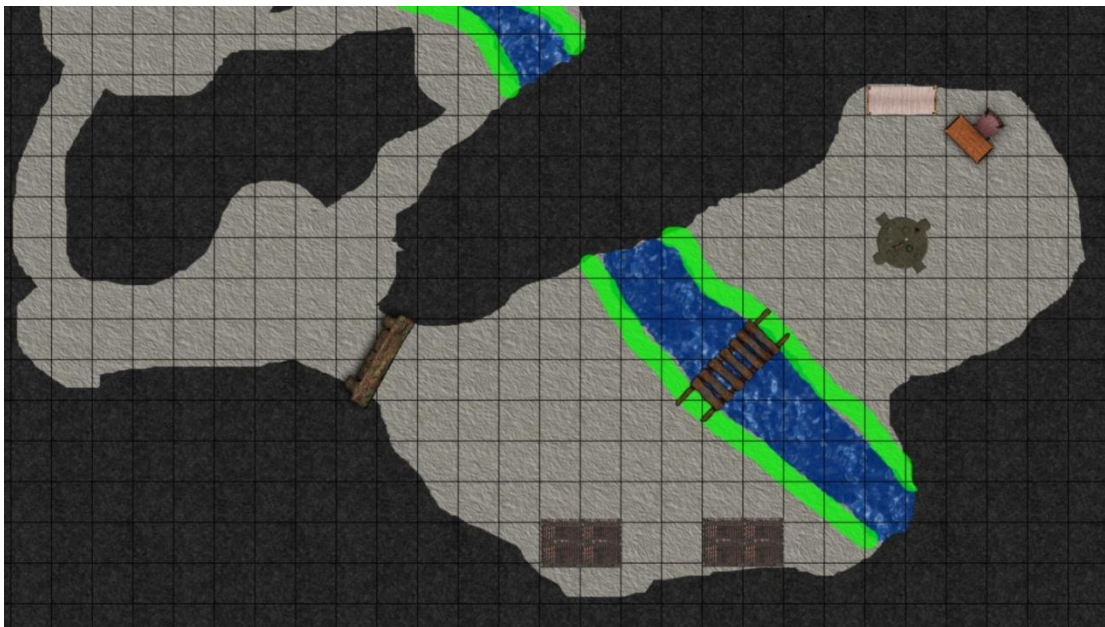
covered in disgusting filth that gives it -2 to all attacks and slows it. Once a creature escapes from the river, it has -2 to all attacks and is slowed (save ends both). Note that Grak wears magic boots that allow him to walk across the river and ignore the difficult terrain from the slime.

Tactics: Grak puts down the stone on the table as the battle begins and starts to command his troops. Generally, Grak and the minions charge ahead and the alchemists try to stay in the back and lob their attacks from afar (they'll try to pull the bridge across the river if possible). If the party failed the skill challenge, half of the forces come from behind and try to pin the PCs down.

Grak is mainly a warrior, but the Staff of Suha has given him some druidic powers. He dual-wields his battleaxe and the Staff and casts snake spells while attacking with the axe. He leads with Sibilation and then enters melee. When he becomes bloodied, he starts yelling at the Staff to save his orcs, uncovering a teleport power.

Treasure: The room contains the *Sending Stone* (Medium DC Arcana to identify what it is, Hard DC Arcana to determine that it has been used recently, Hard DC+5 Arcana to get a general idea of where the other one is and to activate this one). There is also a chest containing some *gold* and a *letter* from Arin (in Common) saying that he will be coming to get the Staff from Grak in three days' time. Grak wields the *Staff of Suha* and wears boots that function as *Silt Sandals*.

Map – Grak's Chamber – PCs begin near the doorway



AL 2 Monsters

Grak Medium natural humanoid	Level 3 Elite Soldier XP 300
HP 92; Bloodied 46 AC 19; Fortitude 16, Reflex 15, Will 16 Speed 6	Initiative +2 Perception +3 Low-light vision
Standard Actions	
⚔ Battleaxe (weapon) • At-Will Attack: Melee 1 (one creature); +8 vs. AC Hit: 2d6 + 4 damage, and the target is marked by Grak until the end of Grak's next turn.	
⚔ Paralyzing Poison (implement) • At-Will Attack: Ranged 10 (one creature); +6 vs. Fortitude Hit: 5 poison damage, and the target is restrained (save ends). The target may take damage equal to its healing surge value as a free action to end this effect.	
Ferocious Barrage (weapon, implement) • At-Will Grak makes a Battleaxe attack and a Paralyzing Poison attack in any order, shifting 1 square between attacks.	
⚔ Battleaxe Sweep (weapon) • Encounter Attack: Close Burst 1 (enemies in burst); +8 vs. AC Hit: 2d6 + 4 damage, and the target is pushed 1 square and knocked prone.	
★ Sibilation (implement) • Encounter Attack: Area Burst 1 within 10 (enemies in burst); +6 vs. Reflex Hit: 2d6 + 4 damage, and each square adjacent to the target becomes difficult terrain until the end of Grak's next turn.	
✓ Warrior's Surge (weapon, healing) • Encounter Requirement: Grak must be bloodied Effect: Grak makes a Battleaxe attack and regains 15 hit points.	
Move Actions	
Staff Teleport • Encounter Requirement: Grak must be bloodied Effect: Grak teleports 5 squares	
Triggered Actions	
Inspire Ferocity • Recharge 5,6 Trigger: An ally within 10 squares drops to 0 hit points Effect (Immediate Interrupt): That ally makes a melee basic attack as a free action.	
Traits	
⦿ Intimidating Aura • Aura 10 Whenever an ally in the aura hits with a melee attack, the attack deals an additional 2 damage.	
Str 19 (+5) Con 12 (+2)	Dex 9 (+0) Int 7 (-1) Wis 13 (+2) Cha 9 (+0)
Alignment Chaotic Evil Languages Common, Giant Equipment : Battleaxe, Staff of Suha, Scale armor	

AL 4 Monsters

Grak Medium natural humanoid	Level 5 Elite Soldier XP 400
HP 126; Bloodied 63 AC 21; Fortitude 18, Reflex 17, Will 18 Speed 6	Initiative +4 Perception +4 Low-light vision
Standard Actions	
⚔ Battleaxe (weapon) • At-Will Attack: Melee 1 (one creature); +10 vs. AC Hit: 2d6 + 6 damage, and the target is marked by Grak until the end of Grak's next turn.	
⚔ Paralyzing Poison (implement) • At-Will Attack: Ranged 10 (one creature); +8 vs. Fortitude Hit: 6 poison damage, and the target is restrained (save ends). The target may take damage equal to its healing surge value as a free action to end this effect.	
Ferocious Barrage (weapon, implement) • At-Will Grak makes a Battleaxe attack and a Paralyzing Poison attack in any order, shifting 1 square between attacks.	
⚔ Battleaxe Sweep (weapon) • Encounter Attack: Close Burst 1 (enemies in burst); +10 vs. AC Hit: 2d6 + 6 damage, and the target is pushed 1 square and knocked prone.	
★ Sibilation (implement) • Encounter Attack: Area Burst 1 within 10 (enemies in burst); +8 vs. Reflex Hit: 2d8 + 6 damage, and each square adjacent to the target becomes difficult terrain until the end of Grak's next turn.	
✓ Warrior's Surge (weapon, healing) • Encounter Requirement: Grak must be bloodied Effect: Grak makes a Battleaxe attack and regains 20 hit points.	
Move Actions	
Staff Teleport • Encounter Requirement: Grak must be bloodied Effect: Grak teleports 5 squares	
Triggered Actions	
Inspire Ferocity • Recharge 5,6 Trigger: An ally within 10 squares drops to 0 hit points Effect (Immediate Interrupt): That ally makes a melee basic attack as a free action.	
Traits	
⦿ Intimidating Aura • Aura 10 Whenever an ally in the aura hits with a melee attack, the attack deals an additional 2 damage.	
Str 20 (+7) Con 13 (+3)	Dex 10 (+2) Int 8 (+1) Wis 14 (+4) Cha 10 (+2)
Alignment Chaotic Evil Languages Common, Giant Equipment : Battleaxe, Staff of Suha, Scale armor	

AL 6 Monsters

Grak Medium natural humanoid	Level 7 Elite Soldier XP 600
HP 160; Bloodied 80 AC 23; Fortitude 20, Reflex 19, Will 20 Speed 6	Initiative +6 Perception +6 Low-light vision
Standard Actions	
⚔ Battleaxe (weapon) • At-Will Attack: Melee 1 (one creature); +12 vs. AC Hit: 2d8 + 6 damage, and the target is marked by Grak until the end of Grak's next turn.	
⚔ Paralyzing Poison (implement) • At-Will Attack: Ranged 10 (one creature); +10 vs. Fortitude Hit: 7 poison damage, and the target is restrained (save ends). The target may take damage equal to its healing surge value as a free action to end this effect.	
Ferocious Barrage (weapon, implement) • At-Will Grak makes a Battleaxe attack and a Paralyzing Poison attack in any order, shifting 1 square between attacks.	
⚔ Battleaxe Sweep (weapon) • Encounter Attack: Close Burst 1 (enemies in burst); +12 vs. AC Hit: 2d8 + 6 damage, and the target is pushed 1 square and knocked prone.	
★ Sibilation (implement) • Encounter Attack: Area Burst 1 within 10 (enemies in burst); +10 vs. Reflex Hit: 2d8 + 6 damage, and each square adjacent to the target becomes difficult terrain until the end of Grak's next turn.	
✓ Warrior's Surge (weapon, healing) • Encounter Requirement: Grak must be bloodied Effect: Grak makes a Battleaxe attack and regains 26 hit points.	
Move Actions	
Staff Teleport • Encounter Requirement: Grak must be bloodied Effect: Grak teleports 5 squares	
Triggered Actions	
Inspire Ferocity • Recharge 5,6 Trigger: An ally within 10 squares drops to 0 hit points Effect (Immediate Interrupt): That ally makes a melee basic attack as a free action.	
Traits	
⦿ Intimidating Aura • Aura 10 Whenever an ally in the aura hits with a melee attack, the attack deals an additional 3 damage.	
Str 21 (+8) Con 14 (+5)	Dex 11 (+3) Int 9 (+2) Wis 15 (+5) Cha 11 (+3)
Alignment Chaotic Evil Languages Common, Giant Equipment : Battleaxe, Staff of Suha, Scale armor	

Orc Alchemist Medium natural humanoid	Level 6 Controller XP 250
HP 72; Bloodied 36 AC 20; Fortitude 18, Reflex 19, Will 18 Speed 6	Initiative +6 Perception +6
Standard Actions	
⚔ Club (weapon) • At-Will Attack: Melee 1 (one creature); +11 vs. AC Hit: 2d6 + 4 damage.	
★ Caustic Glue (5 ammunition) • At-Will Attack: Area Burst 1 in 10 (creature in burst); +9 vs. Reflex Hit: 7 acid damage, and the target is slowed (save ends).	
⚔ Acid Jar (5 ammunition) • At-Will Attack: Ranged 5 (one creature); +9 vs. Reflex Hit: 2d6 + 3 acid damage, and each creature adjacent to the target takes 3 acid damage.	
⚔ Stink Bomb (5 ammunition, zone) • At-Will Effect: Close Blast 3; The blast creates a zone that lasts until the end of the orc's next turn. Creatures within the zone take a -2 penalty to attack rolls and to all defenses.	
Alchemical Barrage • Recharge 6 Effect: The orc alchemist makes two attacks, choosing any combination of acid jar, caustic glue, and stink bomb.	
Str 11 (+3) Con 15 (+5)	Dex 13 (+4) Int 11 (+3) Wis 15 (+5) Cha 9 (+2)
Alignment Chaotic Evil Languages Common, Giant	

AL 8 Monsters

AL 10 Monsters

Minons (AL4-10)

For AL 2, use Level 4 minion on page 4

Grak	Level 9 Elite Soldier
Medium natural humanoid	XP 800
HP 194; Bloodied 97	Initiative +8
AC 25; Fortitude 22, Reflex 21, Will 21	Perception +7
Speed 6	Low-light vision
Standard Actions	
⚔ Battleaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d8 + 8 damage, and the target is marked by Grak until the end of Grak's next turn.	
⚔ Paralyzing Poison (implement) • At-Will	
Attack: Ranged 10 (one creature); +12 vs. Fortitude	
Hit: 8 poison damage, and the target is restrained (save ends). The target may take damage equal to its healing surge value as a free action to end this effect.	
Ferocious Barrage (weapon, implement) • At-Will	
Grak makes a Battleaxe attack and a Paralyzing Poison attack in any order, shifting 1 square between attacks.	
⚔ Battleaxe Sweep (weapon) • Encounter	
Attack: Close Burst 1 (enemies in burst); +14 vs. AC	
Hit: 2d8 + 8 damage, and the target is pushed 1 square and knocked prone.	
★ Sibilation (implement) • Encounter	
Attack: Area Burst 1 within 10 (enemies in burst); +12 vs. Reflex	
Hit: 2d8 + 8 damage, and each square adjacent to the target becomes difficult terrain until the end of Grak's next turn.	
⚔ Warrior's Surge (weapon, healing) • Encounter	
Requirement: Grak must be bloodied	
Effect: Grak makes a Battleaxe attack and regains 31 hit points.	
Move Actions	
Staff Teleport • Encounter	
Requirement: Grak must be bloodied	
Effect: Grak teleports 5 squares	
Triggered Actions	
Inspire Ferocity • Recharge 5,6	
Trigger: An ally within 10 squares drops to 0 hit points	
Effect (Immediate Interrupt): That ally makes a melee basic attack as a free action.	
Traits	
⦿ Intimidating Aura • Aura 10	
Whenever an ally in the aura hits with a melee attack, the attack deals an additional 3 damage.	
Str 22 (+10)	Dex 12 (+5)
Con 15 (+6)	Int 10 (+4)
	Wis 16 (+7)
	Cha 12 (+5)
Alignment Chaotic Evil Languages Common, Giant	
Equipment : Battleaxe, Staff of Suha, Scale armor	
Orc Alchemist	Level 8 Controller
Medium natural humanoid	XP 350
HP 89; Bloodied 44	Initiative +7
AC 22; Fortitude 20, Reflex 21, Will 20	Perception +7
Speed 6	
Standard Actions	
⚔ Club (weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d6 + 6 damage.	
★ Caustic Glue (5 ammunition) • At-Will	
Attack: Area Burst 1 in 10 (creature in burst); +11 vs. Reflex	
Hit: 8 acid damage, and the target is slowed (save ends).	
⚔ Acid Jar (5 ammunition) • At-Will	
Attack: Ranged 5 (one creature); +11 vs. Reflex	
Hit: 2d6 + 4 acid damage, and each creature adjacent to the target takes 4 acid damage.	
⚔ Stink Bomb (5 ammunition, zone) • At-Will	
Effect: Close Blast 3; The blast creates a zone that lasts until the end of the orc's next turn. Creatures within the zone take a -2 penalty to attack rolls and to all defenses.	
Alchemical Barrage • Recharge 6	
Effect: The orc alchemist makes two attacks, choosing any combination of acid jar, caustic glue, and stink bomb.	
Str 12 (+5)	Dex 14 (+6)
Con 16 (+7)	Int 12 (+5)
	Wis 16 (+7)
	Cha 10 (+4)
Alignment Chaotic Evil Languages Common, Giant	

Grak	Level 11 Elite Soldier
Medium natural humanoid	XP 1200
HP 228; Bloodied 114	Initiative +10
AC 27; Fortitude 24, Reflex 23, Will 24	Perception +9
Speed 6	Low-light vision
Standard Actions	
⚔ Battleaxe (weapon) • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 2d10 + 8 damage, and the target is marked by Grak until the end of Grak's next turn.	
⚔ Paralyzing Poison (implement) • At-Will	
Attack: Ranged 10 (one creature); +14 vs. Fortitude	
Hit: 9 poison damage, and the target is restrained (save ends). The target may take damage equal to its healing surge value as a free action to end this effect.	
Ferocious Barrage (weapon, implement) • At-Will	
Grak makes a Battleaxe attack and a Paralyzing Poison attack in any order, shifting 1 square between attacks.	
⚔ Battleaxe Sweep (weapon) • Encounter	
Attack: Close Burst 1 (enemies in burst); +16 vs. AC	
Hit: 2d10 + 8 damage, and the target is pushed 1 square and knocked prone.	
★ Sibilation (implement) • Encounter	
Attack: Area Burst 1 within 10 (enemies in burst); +14 vs. Reflex	
Hit: 2d10 + 8 damage, and each square adjacent to the target becomes difficult terrain until the end of Grak's next turn.	
⚔ Warrior's Surge (weapon, healing) • Encounter	
Requirement: Grak must be bloodied	
Effect: Grak makes a Battleaxe attack and regains 37 hit points.	
Move Actions	
Staff Teleport • Encounter	
Requirement: Grak must be bloodied	
Effect: Grak teleports 5 squares	
Triggered Actions	
Inspire Ferocity • Recharge 5,6	
Trigger: An ally within 10 squares drops to 0 hit points	
Effect (Immediate Interrupt): That ally makes a melee basic attack as a free action.	
Traits	
⦿ Intimidating Aura • Aura 10	
Whenever an ally in the aura hits with a melee attack, the attack deals an additional 3 damage.	
Str 22 (+11)	Dex 13 (+6)
Con 16 (+8)	Int 11 (+5)
	Wis 17 (+8)
	Cha 13 (+6)
Alignment Chaotic Evil Languages Common, Giant	
Equipment : Battleaxe, Staff of Suha, Scale armor	
Orc Alchemist	Level 10 Controller
Medium natural humanoid	XP 500
HP 106; Bloodied 53	Initiative +9
AC 24; Fortitude 22, Reflex 23, Will 22	Perception +9
Speed 6	
Standard Actions	
⚔ Club (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d6 + 8 damage.	
★ Caustic Glue (5 ammunition) • At-Will	
Attack: Area Burst 1 in 10 (creature in burst); +13 vs. Reflex	
Hit: 9 acid damage, and the target is slowed (save ends).	
⚔ Acid Jar (5 ammunition) • At-Will	
Attack: Ranged 5 (one creature); +13 vs. Reflex	
Hit: 2d6 + 6 acid damage, and each creature adjacent to the target takes 4 acid damage.	
⚔ Stink Bomb (5 ammunition, zone) • At-Will	
Effect: Close Blast 3; The blast creates a zone that lasts until the end of the orc's next turn. Creatures within the zone take a -2 penalty to attack rolls and to all defenses.	
Alchemical Barrage • Recharge 6	
Effect: The orc alchemist makes two attacks, choosing any combination of acid jar, caustic glue, and stink bomb.	
Str 13 (+6)	Dex 15 (+7)
Con 17 (+8)	Int 13 (+6)
	Wis 17 (+8)
	Cha 11 (+5)
Alignment Chaotic Evil Languages Common, Giant	

Orc Minion	Level 6 Minion Brute
Medium natural humanoid	XP 63
HP 1; a missed attack never damages a minion.	Initiative +4
AC 18; Fortitude 18, Reflex 18, Will 18	Perception +6
Speed 6	
Standard Actions	
⚔ Club (weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 7 damage.	
⚔ Dagger (weapon) • At-Will	
Attack: Ranged 5-10 (one creature); +11 vs. AC	
Hit: 6 damage.	
Str 18 (+7)	Dex 11 (+3)
Con 15 (+5)	Int 7 (+1)
	Wis 11 (+3)
	Cha 9 (+2)
Alignment Chaotic Evil Languages Common, Giant	
Equipment : Club, 3 daggers	
Orc Minion	Level 8 Minion Brute
Medium natural humanoid	XP 88
HP 1; a missed attack never damages a minion.	Initiative +6
AC 20; Fortitude 20, Reflex 20, Will 20	Perception +7
Speed 6	
Standard Actions	
⚔ Club (weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 8 damage.	
⚔ Dagger (weapon) • At-Will	
Attack: Ranged 5-10 (one creature); +13 vs. AC	
Hit: 7 damage.	
Str 19 (+8)	Dex 12 (+5)
Con 16 (+7)	Int 8 (+3)
	Wis 12 (+5)
	Cha 10 (+4)
Alignment Chaotic Evil Languages Common, Giant	
Equipment : Club, 3 daggers	
Orc Minion	Level 10 Minion Brute
Medium natural humanoid	XP 125
HP 1; a missed attack never damages a minion.	Initiative +8
AC 22; Fortitude 22, Reflex 22, Will 22	Perception +9
Speed 6	
Standard Actions	
⚔ Club (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 9 damage.	
⚔ Dagger (weapon) • At-Will	
Attack: Ranged 5-10 (one creature); +15 vs. AC	
Hit: 8 damage.	
Str 20 (+10)	Dex 13 (+6)
Con 17 (+8)	Int 9 (+4)
	Wis 13 (+6)
	Cha 11 (+5)
Alignment Chaotic Evil Languages Common, Giant	
Equipment : Club, 3 daggers	
Orc Minion	Level 12 Minion Brute
Medium natural humanoid	XP 175
HP 1; a missed attack never damages a minion.	Initiative +10
AC 24; Fortitude 25, Reflex 24, Will 24	Perception +10
Speed 6	
Standard Actions	
⚔ Club (weapon) • At-Will	
Attack: Melee 1 (one creature); +17 vs. AC	
Hit: 11 damage.	
⚔ Dagger (weapon) • At-Will	
Attack: Ranged 5-10 (one creature); +17 vs. AC	
Hit: 9 damage.	
Str 21 (+11)	Dex 14 (+8)
Con 18 (+10)	Int 10 (+6)
	Wis 14 (+8)
	Cha 12 (+7)
Alignment Chaotic Evil Languages Common, Giant	
Equipment : Club, 3 daggers	

Aftermath

If Grak is taken alive, he refuses to cooperate no matter what. His followers don't know any details about Arin or why Grak ordered the theft of the Staff.

Assuming the party takes the Staff back to Charles, they are richly praised and feasted (as well as rewarded with gold). If they explain what they learned about the mysterious Arin and the sending stone, Charles will

suggest that they visit a wizardess named **Tallinn** in a not-too-distant city to see if she can figure out where the stone's mate is. Charles is willing to let them take the Staff with them to try to find out what its powers truly are. (See the adventure **Tallinn's Tower** for the continuation in this line.) Alternatively, they could consider returning to the stronghold to lay a trap for Arin.

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.

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

By Michael Iachini, the OnlineDM (<http://onlinedungeonmaster.com>)

- 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.

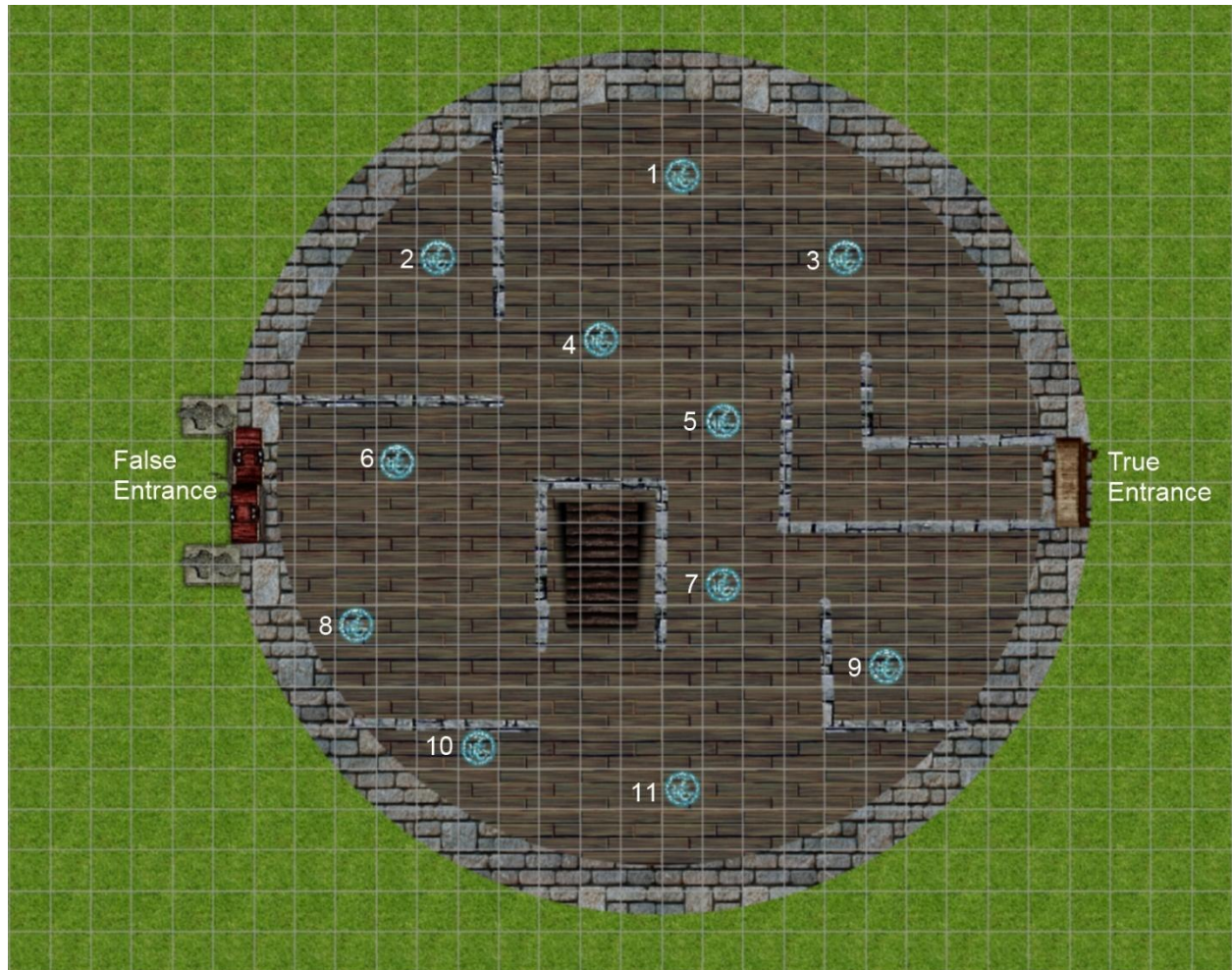
Tactics: Monsters move toward the closest PCs and attack. For the sake of fun in the encounter, monsters do not generally block entire passageways but do take opportunity attacks against PCs that are moving toward runes.

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) – releveled to level 7
- AL8: Displacer Beast (Monster Vault)
- AL10: Displacer Beast (Monster Vault) – releveled 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	
⊗ 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).	
◀ 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	
⊗ 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).	
◀ 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	
⊗ Tentacle • At-Will	
Attack: Melee 2 (one creature); +12 vs. AC	
Hit: 2d6 + 5 damage.	
✓ Bite • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 2d10 + 4 damage.	
✓ 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	
⊗ Tentacle • At-Will	
Attack: Melee 2 (one creature); +14 vs. AC	
Hit: 2d6 + 7 damage.	
✓ Bite • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 2d10 + 6 damage.	
✓ 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	
⊗ Tentacle • At-Will	
Attack: Melee 2 (one creature); +16 vs. AC	
Hit: 2d6 + 9 damage.	
✓ Bite • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 2d10 + 8 damage.	
✓ 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)

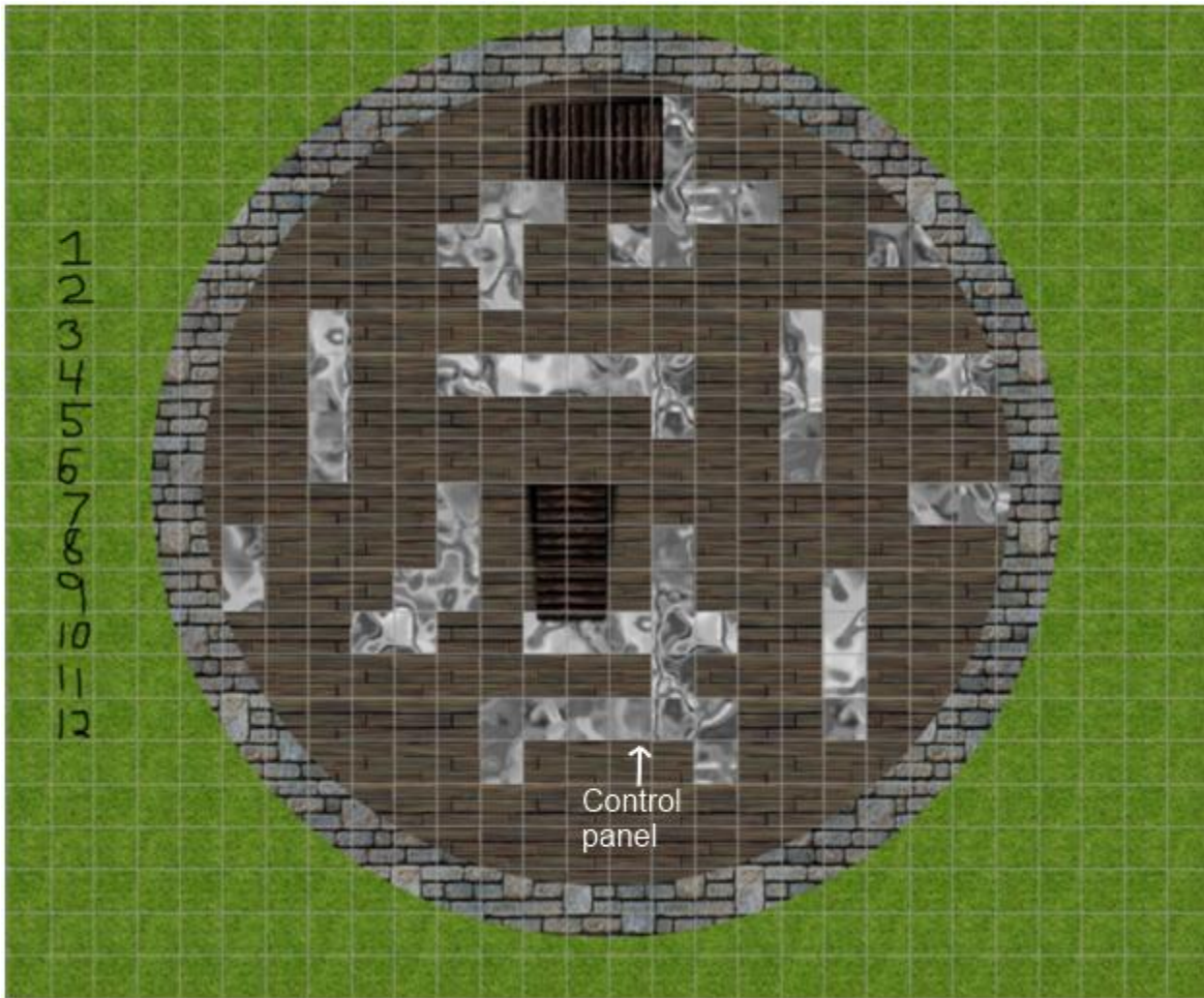
Miss: Half damage (no damage if the creature is already prone)

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 Initiative +2 Perception +2	HP 56; Bloodied 28 AC 17; Fortitude 16, Reflex 17, Will 14 Speed 6 Immune disease, poison Initiative +4 Perception +4	HP 72; Bloodied 36 AC 19; Fortitude 18, Reflex 19, Will 16 Speed 6 Immune disease, poison 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) Trigger: The armor hits a creature it flanks with an attack Effect: The creature is knocked prone.	Overbearing Flank (free action) Trigger: The armor hits a creature it flanks with an attack Effect: The creature is knocked prone.	Overbearing Flank (free action) 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 Initiative +8 Perception +8	HP 104; Bloodied 52 AC 23; Fortitude 22, Reflex 23, Will 20 Speed 6 Immune disease, poison 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) Trigger: The armor hits a creature it flanks with an attack Effect: The creature is knocked prone.	Overbearing Flank (free action) 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 – releveled 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 – releveled 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 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 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 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 : Hooked 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)
Con 13 (+2)	Int 2 (-3)
Wis 13 (+2)	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)
Con 13 (+3)	Int 2 (-2)
Wis 13 (+3)	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)
Con 20 (+8)	Int 4 (+0)
Wis 14 (+5)	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)
Con 21 (+9)	Int 5 (+1)
Wis 15 (+6)	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)
Con 21 (+10)	Int 5 (+2)
Wis 15 (+7)	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 deeplings 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



Descent into Darkness – an adventure for 4-6 heroic tier characters

By Michael Iachini, the OnlineDM (<http://onlinedungeonmaster.com>)

Special thanks to playtesters / editors Jeff Zepeda and Jon Barnhart for fantastic 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 clay statues”, this means that a party of 4 PCs will face 2 statues, 5 PCs will face 3 statues and 6 PCs will face 4 statues.

Adventure Background

Centuries ago, an evil drow sorcerer known as Vorgryn the Damned constructed a device using four artifacts that allowed him to teleport his armies from the Underdark to the surface world. He used this device to conquer a small kingdom, but was ultimately defeated by an alliance of four other kingdoms, each of which kept an artifact as a trophy.

Now, a beholder named Ergoptis has found itself in the Underdark and has used its mind control powers to enslave large numbers of drow and duergar. It has learned

the history of the ancient device, and sent its lieutenant drow, Arin, to the surface world to collect the artifacts. Arin recruited some skilled halfling thieves (later enslaved by Ergoptis) to steal the artifacts, and they succeeded in getting all but one – the Staff of Suha, which is currently in the possession of a wizardess named Tallinn.

Tallinn recruits the adventurers to go into the Underdark, recover the artifacts, and defeat whatever power has been collecting them (though she does not know who it is).

Introduction: The coming invasion

The adventure begins with the players answering a call from a powerful wizardess named Tallinn, who has summoned the heroes to her laboratory on the top of her research tower (see the adventure [Tallinn's Tower](#) for more background).

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: “I’m glad you’ve answered my call. I’m looking for adventurers for a dangerous mission. Over the past year, three items have gone missing from nearby kingdoms: the Chalice of Chale, the Orb of Oradia and the Shield of Shalimar. All three items had sentimental meaning to the rulers of these kingdoms, but none of the rulers remembered the items’ true history.

“All three objects are powerful artifacts that were possessed hundreds of years ago by a drow sorcerer called Vorgryn the Damned. Vorgryn established rule over a large swath of the Underdark centuries ago, but was unsatisfied with ruling only below ground. He built a device that would allow him to teleport his armies of foul

dark-dwellers to the surface world, and these artifacts were key pieces 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 power of the key artifacts, dividing them among themselves as trophies.

“I believe I have found the source of the thefts of these items; the three artifacts have ended up somewhere 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 can zero in on their location.

“If they have the three artifacts, then the device must be nearing completion. However, there was a fourth artifact needed for the device: this Staff, the Staff of Suha. It was stolen recently from a nobleman, and it came into my possession thanks to some brave adventurers. Using this existing Staff would be the simplest way to complete the device, but since the thieves have failed to acquire it, I fear they will attempt to reconstruct a replacement Staff.

“Thus, my call for you. It is of vital importance that whatever force is reconstructing Vorgryn’s device not be allowed to complete it with a new artifact. The perpetrator must be sought out and vanquished and the other three artifacts recovered or destroyed.

“I have been studying the powers of this Staff, and have managed to break the rituals that previously bound its power. It can now be used as a teleportation focus, though I don’t have the power needed to make a device as strong as Vorgryn’s. I have the ability to teleport the bearers of the staff to the area of the Underdark where the other artifacts have ended up, and then to teleport them back...

but only within an hour. Beyond that time, my link to the Staff will be broken.

“What say you – are you brave enough to venture into the darkness to confront whatever awaits?”

If the PCs ask about rewards, Tallinn promises to create magic items for them if they are successful in their mission. She expects the party to return the artifacts themselves to her and/or their rightful owners.

The Staff of Suha itself is now unleashed as an artifact. Its power card can be found in the appendix. In addition, the Staff functions as the focus for a teleportation ritual that Tallinn can cast. All creatures that are touching the Staff when the ritual is completed will be teleported to the ritual’s destination location. Touching a certain sequence of runes on the Staff will alert Tallinn that the adventurers are ready to return, and all creatures touching the Staff at that point will be teleported back to Tallinn’s Tower. This ability expires an hour after the first teleportation. Five minutes before the hour is up, the Staff will glow green; one minute before, it will glow red. After that, the ritual can no longer bring the PCs out of the Underdark.

Tallinn knows nothing of the creatures who have been collecting the artifacts, except that they dwell in the Underdark and evidently have some way of getting in and out, though likely not in great numbers (or else the mass teleportation device would not be needed).

When the PCs are ready, Tallinn instructs them all to touch the Staff and stand in a magic circle surrounded by various implements and gewgaws. She burns some incense, tosses some powder into the circle, reads from a tome, waves a wand and gives a shout... and the PCs are transported.

Make a note of which PC will be wielding or at least bearing the Staff in a pack (this will be important in Encounter 3).

The time limit

The heroes have only an hour to complete their mission before Tallinn’s hold on the return ritual is broken and they are stranded in the Underdark. The following list is intended to help the DM track the time:

- Each combat: 1 minute

- Each short rest: 5 minutes
- Search a room: No additional time if part of short rest; otherwise 2 minutes
- Walk from one chamber to the next: 5 minutes
- Walk down a wrong passage: 5 minutes
- Detect magic: 1 minute
- Use a skill in a skill challenge: 1 minute
- Conversation with NPCs: DM discretion

Encounter 1: The mine

As the PCs travel the long distance through the ether, they can spot a bit of their landing area at the last second. A Medium DC Arcana, Athletics or Acrobatics check will allow a PC to have some say over their landing spot. A failed check means the PC will appear somewhere on the lower brown level (DM discretion – spread them out).

The PCs find themselves in a pit that is quickly revealed to be a mine. There are no lights in the area; if the PCs haven't come with lights ready they begin in darkness. They can at least hear movement in the darkness.

The mine captain shouts in Elven, "What? Intruders!" Allow some role-playing if the PCs wish; ultimately roll initiative.

Monsters: 1 Drow Miner, 1 Drow Mine Captain, 10 Diggers. Half the diggers begin the battle below ground or inside the walls and join during round 2.

- **4 PCs:** Remove 5 diggers (use 5 instead of 10)
- **6 PCs:** Add one Drow Miner (use 2 instead of 1)

Terrain: The brown terrain is the mine pit, 10 feet below the gray stone areas. The rounded gray areas on the left and right are pillars; the gray area between them is a bridge. Ladders connect the pit with the stone above in several places (a standard action can be used to remove a ladder from either end; this can be done as a minor action with a Medium DC Athletics check).

In several places the miners have piled up rocks from the mine operations. The piles of rocks on the upper passages can be pushed (by PCs or drow) onto other creatures as a standard action, or as a minor action with a Medium DC Athletics or Dungeoneering check. Climbing a ladder is

difficult terrain, or normal terrain with a Medium DC Athletics check.

Tactics: The PCs are immediately recognized as invaders and are treated by the drow as hostile (unless they can come up with an amazing story). The captain calls the shots and both he and the miners command the digger beasts to attack. The drow try to have the beasts do the dirty work. If things look bad, the captain will try to flee. If a PC is in a digger hole from Burrow Beneath, other diggers can come at the PC from underground (so only the PC in the hole would have line of sight/effect to the tunneling diggers). When the drow are defeated, the diggers withdraw.

Aftermath: The drow are digging for a unique metal that they call mana-metal in Elven. Dungeoneering or Arcana can reveal that it's the same unusual metal inlaid into the runes of the Staff. In addition, the captain has been using the orb to help find the metal; the orb in question is the Orb of Oradia (see power card in the appendix). The drow wear insignia shaped like a giant eye.

If any drow is taken alive, they can be questioned (though they only speak Elven). A Medium DC Intimidate or Hard DC Diplomacy or Bluff check will get the drow to reveal that they are seeking mana-metal using the Orb. They don't know where the other artifacts are, and they say that Ergoptis would destroy them if... and at this point they die with a rictus of pain on their faces (Ergoptis's mind control destroys them if they talk too much).

Rock Slide – Single-use terrain feature

Activation: Standard action (no check) or minor action (Medium DC Athletics or Dungeoneering)

Attack (Close Blast 3); Creatures in the blast: AL+3 versus Reflex

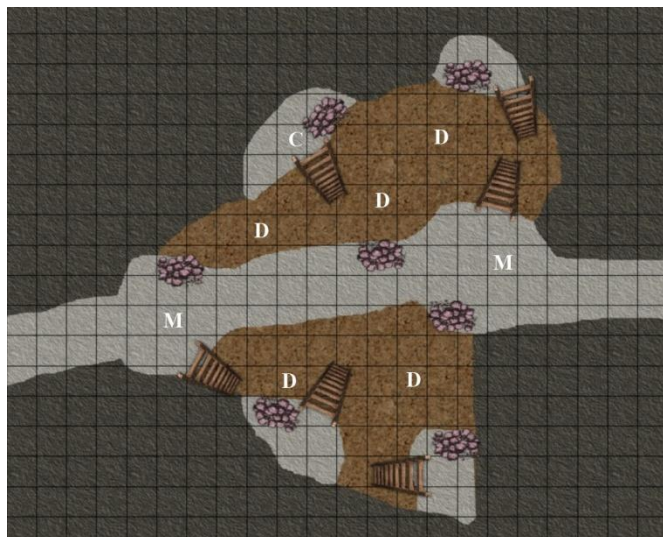
Hit: High Damage, and the target is knocked prone

Miss: Low Damage

Map: The Mine

The party will land around the middle of the gray bridge if they succeed on their skill checks; otherwise, they will land scattered on the lower brown level. The drow mine captain begins at the location marked C. The drow miners begin at the locations marked M (if only one is present, use the location on the right side of the map). The diggers begin with some on the lower brown level (locations marked D) and some within the walls and floor, to emerge in round 2.

Note that diggers can tunnel up through the bridge pillars and the walls of the room to emerge on upper levels if desired.



AL 2 Monsters – The Mine

Digger	Level 1 Minion Skirmisher
Medium natural beast	XP 25
HP 1; a missed attack never damages a minion.	Initiative +1
AC 15; Fortitude 14, Reflex 13, Will 12	Perception +1
Speed 6, burrow 4	Darkvision
Standard Actions	
✗ Pincer • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 4 damage, and the target is grabbed.	
✗ Burrow Beneath • Encounter	
Effect: Before the attack, the Digger moves its burrow speed, including at least one square beneath the target. This movement does not provoke opportunity attacks from the target.	
Attack: Melee 1 (one creature); +4 vs. Reflex	
Hit: 5 damage, and the target falls prone in a 5-foot pit (difficult terrain to escape).	
Move Actions	
Drag Off	
The digger moves up to half its speed (either walking or burrowing) with a grabbed target.	
Str 13 (+1)	Dex 13 (+1)
Con 16 (+3)	Int 13 (+1)
	Wis 13 (+1)
	Cha 13 (+1)
Alignment Unaligned	Languages Understands Elven
A large insectoid creature with prominent front pincers designed for digging.	

Drow Mine Captain	Level 2 Artillery
Medium fey humanoid (drow)	XP 125
HP 32; Bloodied 16	Initiative +5
AC 14; Fortitude 14, Reflex 15, Will 14	Perception +3
Speed 6	Darkvision
Standard Actions	
✗ Long Knife (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 5 damage.	
✗ Arrow Cluster (weapon, poison) • At-Will	
Attack: Area burst 1 within 10 (enemies in burst); +7 vs. AC	
Hit: 1d8 + 3 damage, and the drow makes a secondary attack	
Secondary Attack: +5 vs. Fortitude	
Hit: The target takes a -2 penalty to attack rolls (save ends)	
First failed saving throw: The target is weakened instead (save ends)	
Second failed saving throw: The target is unconscious instead (save ends)	
✗ Explosive Arrow Cluster (weapon, fire) • Encounter	
Attack: Area burst 1 within 10 (enemies in burst); +7 vs. AC	
Hit: 2d8 + 3 damage, and ongoing 5 fire damage (save ends)	
Miss: Half damage.	
Minor Actions	
✗ Darkfire • Encounter	
Attack: Ranged 10 (one creature); +5 vs. Reflex	
Hit: The target grants combat advantage and cannot benefit from invisibility or concealment until the end of the drow's next turn.	
Triggered Actions	
Avenge the Fallen • At-Will	
Trigger: An ally within 10 squares drops to 0 hit points	
Effect (immediate reaction): Another ally within 10 squares makes a basic attack or a charge attack as a free action	
Str 10 (+1)	Dex 17 (+4)
Con 12 (+2)	Int 14 (+3)
	Wis 11 (+1)
	Cha 17 (+4)
Alignment Evil	Languages Elven

Drow Miner	Level 2 Soldier
Medium natural humanoid	XP 125
HP 38; Bloodied 19	Initiative +3
AC 18; Fortitude 15, Reflex 13, Will 15	Perception +3
Speed 6	Darkvision
Standard Actions	
✗ Miner's Pick (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 2d6 + 3 damage, and the target is marked by the drow until the beginning of the drow's next turn.	
✗ Thrown Rock (weapon) • At-Will	
Attack: Ranged 10 (one creature); +7 vs. AC	
Hit: 2d4 + 2 damage.	
◀ Whirling Pick (weapon) • Recharge 5,6	
Attack: Close Burst 1 (enemies in the burst); +7 vs. Reflex	
Hit: 2d8 + 3 damage, and the target is pushed one square and knocked prone.	
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 zone blocks line of sight for all creatures except the drow. Any creature entirely within the zone (except the drow) is blinded until it exits.	
Str 14 (+3)	Dex 11 (+1)
Con 9 (+0)	Int 11 (+1)
	Wis 13 (+2)
	Cha 8 (+0)
Alignment Evil	Languages Elven
Equipment : Miner's Pick	

AL 4 Monsters – The Mine

Digger	Level 3 Minion Skirmisher
Medium natural beast	XP 38
HP 1; a missed attack never damages a minion.	Initiative +2
AC 17; Fortitude 16, Reflex 15, Will 14	Perception +3
Speed 6, burrow 4	Darkvision
Standard Actions	
✗ Pincer • At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 5 damage, and the target is grabbed.	
✗ Burrow Beneath • Encounter	
Effect: Before the attack, the Digger moves its burrow speed, including at least one square beneath the target. This movement does not provoke opportunity attacks from the target.	
Attack: Melee 1 (one creature); +6 vs. Reflex	
Hit: 7 damage, and the target falls prone in a 5-foot pit (difficult terrain to escape).	
Move Actions	
Drag Off	
The digger moves up to half its speed (either walking or burrowing) with a grabbed target.	
Str 14 (+3)	Dex 14 (+3)
Con 17 (+4)	Int 14 (+3)
	Wis 14 (+3)
	Cha 14 (+3)
Alignment Unaligned	Languages Understands Elven
A large insectoid creature with prominent front pincers designed for digging.	

Drow Mine Captain	Level 4 Artillery
Medium fey humanoid (drow)	XP 175
HP 45; Bloodied 22	Initiative +7
AC 16; Fortitude 16, Reflex 17, Will 16	Perception +4
Speed 6	Darkvision
Standard Actions	
✗ Long Knife (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 5 damage.	
✗ Arrow Cluster (weapon, poison) • At-Will	
Attack: Area burst 1 within 10 (enemies in burst); +9 vs. AC	
Hit: 2d6 + 2 damage, and the drow makes a secondary attack	
Secondary Attack: +7 vs. Fortitude	
Hit: The target takes a -2 penalty to attack rolls (save ends)	
First failed saving throw: The target is weakened instead (save ends)	
Second failed saving throw: The target is unconscious instead (save ends)	
✗ Explosive Arrow Cluster (weapon, fire) • Encounter	
Attack: Area burst 1 within 10 (enemies in burst); +9 vs. AC	
Hit: 2d8 + 6 damage, and ongoing 5 fire damage (save ends)	
Miss: Half damage.	
Minor Actions	
✗ Darkfire • Encounter	
Attack: Ranged 10 (one creature); +7 vs. Reflex	
Hit: The target grants combat advantage and cannot benefit from invisibility or concealment until the end of the drow's next turn.	
Triggered Actions	
Avenge the Fallen • At-Will	
Trigger: An ally within 10 squares drops to 0 hit points	
Effect (immediate reaction): Another ally within 10 squares makes a basic attack or a charge attack as a free action	
Str 11 (+2)	Dex 18 (+6)
Con 13 (+3)	Int 15 (+4)
	Wis 12 (+3)
	Cha 18 (+6)
Alignment Evil	Languages Elven

Drow Miner	Level 4 Soldier
Medium natural humanoid	XP 175
HP 55; Bloodied 27	Initiative +5
AC 20; Fortitude 17, Reflex 15, Will 17	Perception +4
Speed 6	Darkvision
Standard Actions	
✗ Miner's Pick (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 5 damage, and the target is marked by the drow until the beginning of the drow's next turn.	
✗ Thrown Rock (weapon) • At-Will	
Attack: Ranged 10 (one creature); +9 vs. AC	
Hit: 2d4 + 3 damage.	
◀ Whirling Pick (weapon) • Recharge 5,6	
Attack: Close Burst 1 (enemies in the burst); +9 vs. Reflex	
Hit: 2d8 + 6 damage, and the target is pushed one square and knocked prone.	
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 zone blocks line of sight for all creatures except the drow. Any creature entirely within the zone (except the drow) is blinded until it exits.	
Str 15 (+4)	Dex 14 (+4)
Con 12 (+3)	Int 10 (+2)
	Wis 12 (+3)
	Cha 9 (+1)
Alignment Evil	Languages Elven
Equipment : Miner's Pick	

AL 6 Monsters – The Mine

Digger	Level 5 Minion Skirmisher
Medium natural beast	XP 50
HP 1; a missed attack never damages a minion.	Initiative +4
AC 19; Fortitude 18, Reflex 17, Will 16	Perception +4
Speed 6, burrow 4	Darkvision
Standard Actions	
✂ Pincer • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 6 damage, and the target is grabbed.	
✂ Burrow Beneath • Encounter	
Effect: Before the attack, the Digger moves its burrow speed, including at least one square beneath the target. This movement does not provoke opportunity attacks from the target.	
Attack: Melee 1 (one creature); +8 vs. Reflex	
Hit: 9 damage, and the target falls prone in a 5-foot pit (difficult terrain to escape).	
Move Actions	
Drag Off	
The digger moves up to half its speed (either walking or burrowing) with a grabbed target.	
Str 15 (+4)	Dex 15 (+4)
Con 18 (+6)	Int 15 (+4)
	Wis 15 (+4)
	Cha 15 (+4)
Alignment Unaligned	Languages Understands Elven
A large insectoid creature with prominent front pincers designed for digging.	

Drow Mine Captain	Level 6 Artillery
Medium fey humanoid (drow)	XP 250
HP 58; Bloodied 29	Initiative +8
AC 18; Fortitude 18, Reflex 19, Will 18	Perception +6
Speed 6	Darkvision
Standard Actions	
✂ Long Knife (weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d8 + 5 damage.	
✂ Arrow Cluster (weapon, poison) • At-Will	
Attack: Area burst 1 within 10 (enemies in burst); +11 vs. AC	
Hit: 2d6 + 3 damage, and the drow makes a secondary attack	
Secondary Attack: +9 vs. Fortitude	
Hit: The target takes a -2 penalty to attack rolls (save ends)	
First failed saving throw: The target is weakened instead (save ends)	
Second failed saving throw: The target is unconscious instead (save ends)	
✂ Explosive Arrow Cluster (weapon, fire) • Encounter	
Attack: Area burst 1 within 10 (enemies in burst); +11 vs. AC	
Hit: 2d10 + 6 damage, and ongoing 5 fire damage (save ends)	
Miss: Half damage.	
Minor Actions	
✂ Darkfire • Encounter	
Attack: Ranged 10 (one creature); +9 vs. Reflex	
Hit: The target grants combat advantage and cannot benefit from invisibility or concealment until the end of the drow's next turn.	
Triggered Actions	
Avenge the Fallen • At-Will	
Trigger: An ally within 10 squares drops to 0 hit points	
Effect (immediate reaction): Another ally within 10 squares makes a basic attack or a charge attack as a free action	
Str 12 (+4)	Dex 19 (+7)
Con 14 (+5)	Int 16 (+6)
	Wis 13 (+4)
	Cha 19 (+7)
Alignment Evil	Languages Elven

Drow Miner	Level 6 Soldier
Medium natural humanoid	XP 250
HP 72; Bloodied 36	Initiative +7
AC 22; Fortitude 19, Reflex 17, Will 19	Perception +6
Speed 6	Darkvision
Standard Actions	
✂ Miner's Pick (weapon) • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d8 + 5 damage, and the target is marked by the drow until the beginning of the drow's next turn.	
✂ Thrown Rock (weapon) • At-Will	
Attack: Ranged 10 (one creature); +11 vs. AC	
Hit: 2d4 + 5 damage.	
◀ Whirling Pick (weapon) • Recharge 5,6	
Attack: Close Burst 1 (enemies in the burst); +11 vs. Reflex	
Hit: 2d10 + 6 damage, and the target is pushed one square and knocked prone.	
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 zone blocks line of sight for all creatures except the drow. Any creature entirely within the zone (except the drow) is blinded until it exits.	
Str 16 (+6)	Dex 15 (+5)
Con 13 (+4)	Int 11 (+3)
	Wis 13 (+4)
	Cha 10 (+3)
Alignment Evil	Languages Elven
Equipment : Miner's Pick	

AL 8 Monsters – The Mine

Digger	Level 7 Minion Skirmisher
Medium natural beast	XP 75
HP 1; a missed attack never damages a minion.	Initiative +6
AC 21; Fortitude 20, Reflex 19, Will 18	Perception +6
Speed 6, burrow 4	Darkvision
Standard Actions	
✂ Pincer • At-Will	
Attack: Melee 1 (one creature); +12 vs. AC	
Hit: 7 damage, and the target is grabbed.	
✂ Burrow Beneath • Encounter	
Effect: Before the attack, the Digger moves its burrow speed, including at least one square beneath the target. This movement does not provoke opportunity attacks from the target.	
Attack: Melee 1 (one creature); +10 vs. Reflex	
Hit: 11 damage, and the target falls prone in a 5-foot pit (difficult terrain to escape).	
Move Actions	
Drag Off	
The digger moves up to half its speed (either walking or burrowing) with a grabbed target.	
Str 16 (+6)	Dex 16 (+6)
Con 19 (+7)	Int 16 (+6)
	Wis 16 (+6)
	Cha 16 (+6)
Alignment Unaligned	Languages Understands Elven
A large insectoid creature with prominent front pincers designed for digging.	

Drow Mine Captain	Level 8 Artillery
Medium fey humanoid	XP 350
HP 71; Bloodied 35	Initiative +10
AC 20; Fortitude 20, Reflex 21, Will 20	Perception +7
Speed 6	Darkvision
Standard Actions	
✂ Long Knife (weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d8 + 7 damage.	
✂ Arrow Cluster (weapon, poison) • At-Will	
Attack: Area burst 1 within 10 (enemies in burst); +13 vs. AC	
Hit: 2d6 + 5 damage, and the drow makes a secondary attack	
Secondary Attack: +11 vs. Fortitude	
Hit: The target takes a -2 penalty to attack rolls (save ends)	
First failed saving throw: The target is weakened instead (save ends)	
Second failed saving throw: The target is unconscious instead (save ends)	
✂ Explosive Arrow Cluster (weapon, fire) • Encounter	
Attack: Area burst 1 within 10 (enemies in burst); +13 vs. AC	
Hit: 2d10 + 4 damage, and ongoing 10 fire damage (save ends)	
Miss: Half damage.	
Minor Actions	
✂ Darkfire • Encounter	
Attack: Ranged 10 (one creature); +11 vs. Reflex	
Hit: The target grants combat advantage and cannot benefit from invisibility or concealment until the end of the drow's next turn.	
Triggered Actions	
Avenge the Fallen • At-Will	
Trigger: An ally within 10 squares drops to 0 hit points	
Effect (immediate reaction): Another ally within 10 squares makes a basic attack or a charge attack as a free action	
Str 13 (+5)	Dex 20 (+9)
Con 15 (+6)	Int 17 (+7)
	Wis 14 (+6)
	Cha 20 (+9)
Alignment Evil	Languages Elven

Drow Miner	Level 8 Soldier
Medium natural humanoid	XP 350
HP 89; Bloodied 44	Initiative +9
AC 24; Fortitude 21, Reflex 19, Will 21	Perception +7
Speed 6	Darkvision
Standard Actions	
✂ Miner's Pick (weapon) • At-Will	
Attack: Melee 1 (one creature); +13 vs. AC	
Hit: 2d8 + 7 damage, and the target is marked by the drow until the beginning of the drow's next turn.	
✂ Thrown Rock (weapon) • At-Will	
Attack: Ranged 10 (one creature); +13 vs. AC	
Hit: 2d4 + 6 damage.	
◀ Whirling Pick (weapon) • Recharge 5,6	
Attack: Close Burst 1 (enemies in the burst); +13 vs. Reflex	
Hit: 2d10 + 9 damage, and the target is pushed one square and knocked prone.	
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 zone blocks line of sight for all creatures except the drow. Any creature entirely within the zone (except the drow) is blinded until it exits.	
Str 17 (+7)	Dex 16 (+7)
Con 14 (+6)	Int 12 (+5)
	Wis 14 (+6)
	Cha 11 (+4)
Alignment Evil	Languages Elven
Equipment : Miner's Pick	

AL 10 Monsters – The Mine

Digger	Level 9 Minion Skirmisher
Medium natural beast	XP 100
HP 1; a missed attack never damages a minion.	Initiative +9
AC 23; Fortitude 22, Reflex 21, Will 20	Perception +7
Speed 6, burrow 4	Darkvision
Standard Actions	
⊗ Pincer • At-Will	
Attack: Melee 1 (one creature); +14 vs. AC	
Hit: 8 damage, and the target is grabbed.	
✂ Burrow Beneath • Encounter	
Effect: Before the attack, the Digger moves its burrow speed, including at least one square beneath the target. This movement does not provoke opportunity attacks from the target.	
Attack: Melee 1 (one creature); +12 vs. Reflex	
Hit: 13 damage, and the target falls prone in a 5-foot pit (difficult terrain to escape).	
Move Actions	
Drag Off	
The digger moves up to half its speed (either walking or burrowing) with a grabbed target.	
Str 17 (+7)	Dex 17 (+7)
Con 20 (+9)	Int 17 (+7)
	Wis 17 (+7)
	Cha 17 (+7)
Alignment Unaligned Languages Understands Elven	
A large insectoid creature with prominent front pincers designed for digging.	

Drow Mine Captain	Level 10 Artillery
Medium fey humanoid	XP 500
HP 84; Bloodied 42	Initiative +11
AC 22; Fortitude 22, Reflex 23, Will 22	Perception +9
Speed 6	Darkvision
Standard Actions	
⊗ Long Knife (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d8 + 9 damage.	
✂ Arrow Cluster (weapon, poison) • At-Will	
Attack: Area burst 1 within 10 (enemies in burst); +15 vs. AC	
Hit: 2d6 + 6 damage, and the drow makes a secondary attack	
Secondary Attack: +13 vs. Fortitude	
Hit: The target takes a -2 penalty to attack rolls (save ends)	
First failed saving throw: The target is weakened instead (save ends)	
Second failed saving throw: The target is unconscious instead (save ends)	
✂ Explosive Arrow Cluster (weapon, fire) • Encounter	
Attack: Area burst 1 within 10 (enemies in burst); +15 vs. AC	
Hit: 2d10 + 6 damage, and ongoing 10 fire damage (save ends)	
Miss: Half damage.	
Minor Actions	
✂ Darkfire • Encounter	
Attack: Ranged 10 (one creature); +13 vs. Reflex	
Hit: The target grants combat advantage and cannot benefit from invisibility or concealment until the end of the drow's next turn.	
Triggered Actions	
Avenge the Fallen • At-Will	
Trigger: An ally within 10 squares drops to 0 hit points	
Effect (immediate reaction): Another ally within 10 squares makes a basic attack or a charge attack as a free action	
Str 14 (+7)	Dex 21 (+10)
Con 16 (+8)	Int 18 (+9)
	Wis 15 (+7)
	Cha 21 (+10)
Alignment Evil Languages Elven	

Drow Miner	Level 10 Soldier
Medium natural humanoid	XP 500
HP 106; Bloodied 53	Initiative +11
AC 26; Fortitude 23, Reflex 21, Will 23	Perception +9
Speed 6	Darkvision
Standard Actions	
⊗ Miner's Pick (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d8 + 9 damage, and the target is marked by the drow until the beginning of the drow's next turn.	
✂ Thrown Rock (weapon) • At-Will	
Attack: Ranged 10 (one creature); +15 vs. AC	
Hit: 2d6 + 6 damage.	
◀ Whirling Pick (weapon) • Recharge 5,6	
Attack: Close Burst 1 (enemies in the burst); +15 vs. Reflex	
Hit: 2d10 + 11 damage, and the target is pushed one square and knocked prone.	
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 zone blocks line of sight for all creatures except the drow. Any creature entirely within the zone (except the drow) is blinded until it exits.	
Str 21 (+10)	Dex 18 (+9)
Con 18 (+9)	Int 18 (+9)
	Wis 18 (+9)
	Cha 18 (+9)
Alignment ? Languages -	

Encounter 2: Navigating the caverns

If any drow in the first battle escaped, the PCs can begin by trying to track them down (Nature, Dungeoneering, Perception, Insight, Endurance) before taking a short rest. If they succeed, you can run an impromptu combat. Otherwise, continue below.

Scene A: Wayfinding. The party is alone in unfamiliar caverns. They need to find their way toward the stolen artifacts. Medium DC Arcana, Dungeoneering, Perception or Nature can give a clue as to which way to go. If they choose incorrectly, they *lose 5 minutes* and trigger a **falling rock trap**; **Attack:** AL+3 versus Reflex. **Hit:** High Damage (see table on page 1). **Miss:** Half damage.

(5 minute walk to next room)

Scene B: The room of runes. The party enters a square chamber (6 squares by 6 squares) with runes carved on the floor. Certain squares are safe, but others will trigger a psychic punishment attack.

Rune Trap – Blaster Trap

Trigger: A PC steps on an incorrect rune

Attack: AL+3 versus Will

Hit: High Damage (psychic), and the target is pushed back 1 square

Miss: Half damage

In a far corner of the room, a sword hangs suspended from a rope, dangling near waist height. This is in fact a magic longsword +2 (AL2/4/6) or +3 (AL8/10), but it is surrounded by painful runes (purely bait for the trap). Arcana (Medium DC) from the entrance reveals that the sword is magical; Hard DC reveals its exact nature.

This room can be handled either via skills or as a puzzle.

- **Skills:** Two Medium DC checks in any combination of Perception, Insight, Arcana or Dungeoneering can be used to discern which squares are safe and which are not (Failure = Rune Trap attack). Each check takes *1 minute* (plus *1 additional minute* to recover from a failed check). Then, each PC needs to make either an Athletics check (Easy DC) to jump from safe square to safe square (triple jump style) or an Acrobatics check (Easy DC) to step carefully from one safe square to

the next (*1 minute total*). If a PC makes it across, they can use a rope to help the others stay on course (+2 to checks; takes *1 extra minute*).

- **Puzzle:** Give the players a minute to figure out that there are trapped squares and that the runes on the tiles are a way to figure out which squares are safe and which are not (allow Easy DC Insight, Arcana, Dungeoneering or Thievery checks to figure out the nature of the puzzle). Once they are on this track, hand them the puzzle sheet (Player Handout: Rune Tiles). (Time to solve: *5 minutes*)

(5 minute walk to next room)

Scene C: The way is closed. The PCs are following a twisty corridor that abruptly comes to an end. There is an illusion covering a closed stone door to one side. Medium DC Dungeoneering/Arcana/Insight reveals the illusion and the door (*2 minutes*). Perception (Medium DC) reveals that the stone door behind the illusion reflects the party's light in a distracting way, but that there seems to be writing on the door (which would be visible in the dark with darkvision). If a PC feels the door carefully (*1 minute*), they discover that the script across the middle of the door reads "Closed" in Elven. To open the door, the PCs must either make a Medium DC Thievery check (*2 minutes per attempt*) or an Insight/History check (Medium DC – *no time*) to realize that the door will open to anyone who says "Open" in Elven (at which point the text magically changes to read "Open"). If the PC doesn't speak Elven, this is a Hard DC Insight/History check to figure out the right word (*2 minutes*). The door can also be bashed down, given enough time, but it will take *10 minutes* of hacking (unless the PCs have something creative that can shorten the time).

(5 minute walk to next room)

Scene D: Hurry along

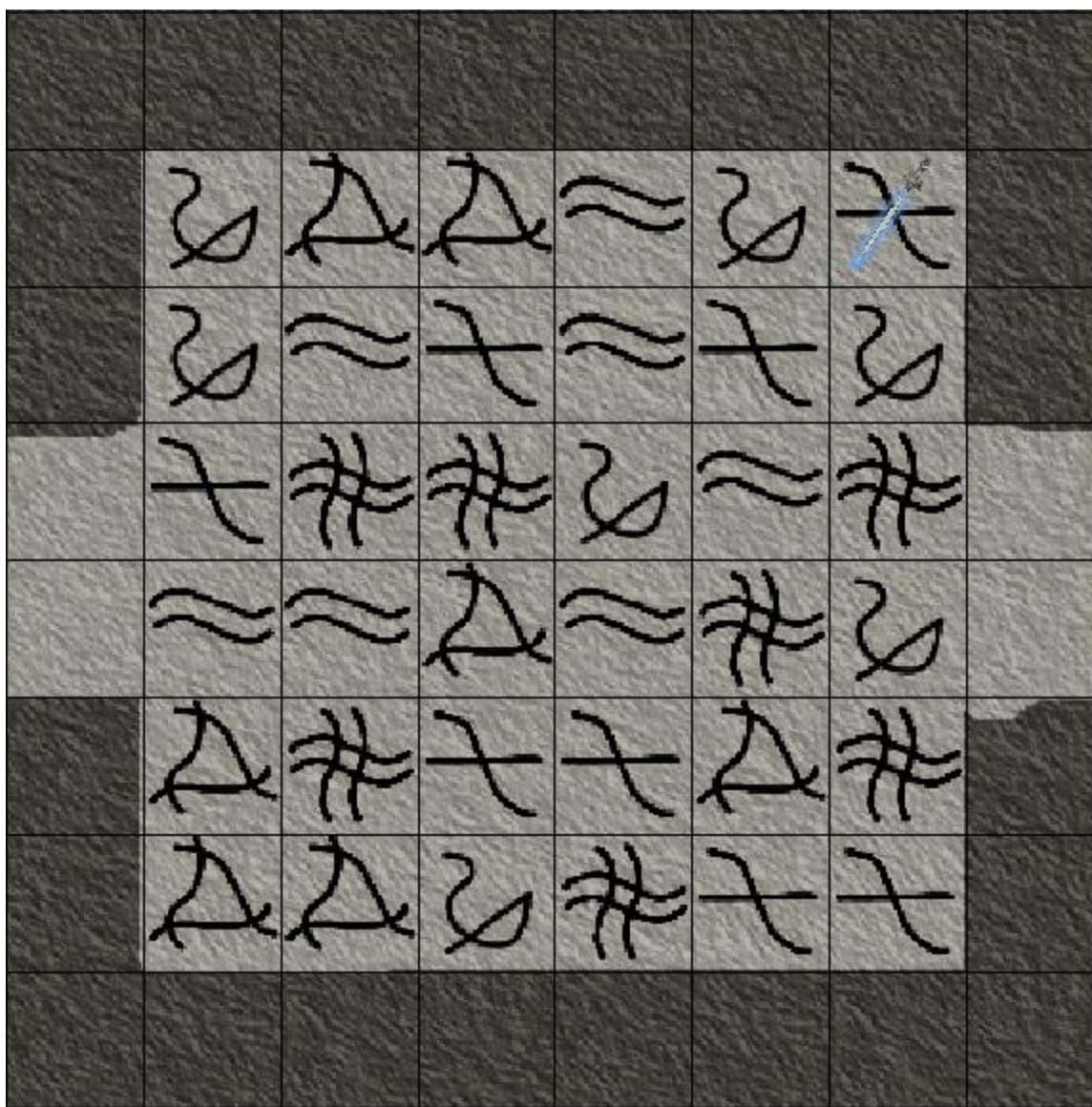
Remember that time is of the essence. The PCs have only an hour in total before Tallinn teleports the Staffbearers back to her tower. Have the PCs make a group Endurance check (Medium DC) to keep moving at a fast pace. If at least half the party succeeds, add no extra time to the running total. Otherwise, add *another five minutes* to reflect the need for occasional rests.

This encounter counts toward a milestone.

Player Handout: Rune Tiles

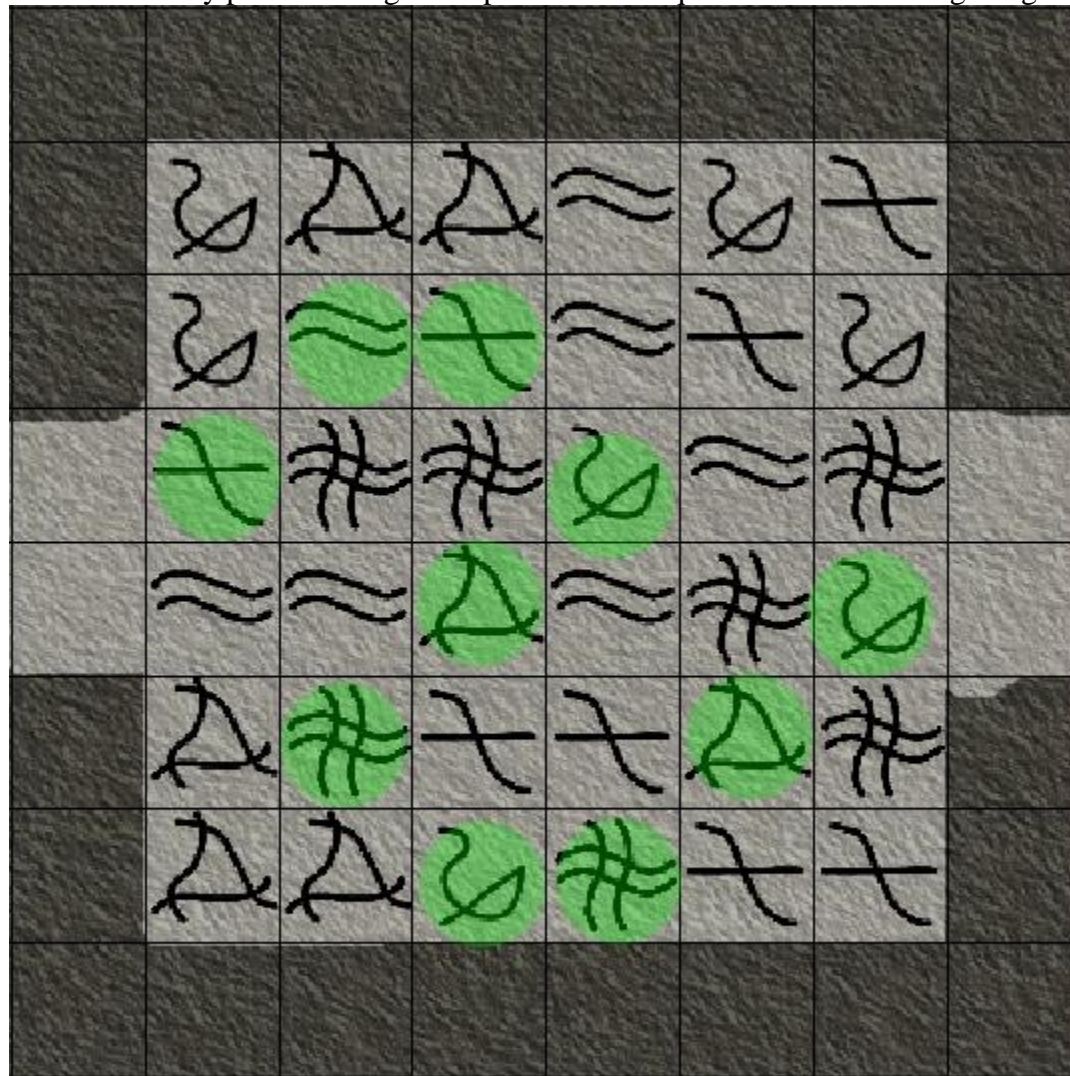
The tiles in this chamber are inscribed with runes. The party is entering from the tunnel to the left.

A sword dangles at waist height from a rope tied to an iron ring in the top right corner of the map.



DM Handout: Rune Tiles solution

The tiles highlighted in green are safe. The solution is that any tile whose rune borders no other tiles with the same rune (including diagonals) is safe; all other tiles result in a Rune Trap attack (even if a character merely passes through the space above a square without touching the ground).



Allow the players a few minutes to talk over the possibilities, perhaps experimenting with stepping on a few tiles (suffering the Rune Trap Attack as appropriate). As they start to get stuck, call for Perception or Dungeoneering checks from whatever PCs seem to be searching for clues. On an Easy DC check, those PCs notice a motto carved in Elven over the tunnel exiting the room to the right: “Embrace uniqueness.”

If a PC moves at least one square into the room, call for a Perception or Dungeoneering check from that PC. On an Easy DC, the PC notices some writing above the tunnel entering the room from the left but can’t make it out. On a Medium DC check, a PC standing inside the room can make out the writing: “Neighbors the same, death is thy name.”

At any time, the players can switch to using skills and powers rather than puzzle solving if they desire.

Encounter 3: Meet the thieves

The halflings who have stolen the artifacts on behalf of Ergoptis are down here. They're working on a ritual that will be used to build a new Staff (one halfling, Niko, is a mage). Niko has detected the original Staff by using his device that is built around the Chalice of Chale.

If the players are clever enough to anticipate that someone down here might want the Staff, they can put it in a pack and make a Medium DC Arcana check to hide its aura.

The encounter can begin with some social interaction if the PCs are interested (though keep the time constraint in mind). The halfling mage, Niko, is more curious than furious about the possible intruders. His allies, Tera and Fred, are startled and shout for Niko when they spot the intruders, but Niko calms them.

Niko: "Hold, travelers; who are you, and what brings you to this dark place?"

Niko and the other halflings were originally captives of Ergoptis, kidnapped by Arin the drow on behalf of the beholder. Ergoptis put them under its sway via mind control. Niko has since learned how to resist the mind control, but hides this fact. He voluntarily continues to work for Ergoptis because of his curiosity about powerful magic and the proximity he's given to these artifacts.

Useful skills in analyzing the situation include:

- Arcana (Medium DC) to detect the presence of another artifact (the Chalice). If this check is made by a PC already holding the Staff or Orb, this is an Easy DC check. A Hard DC reveals that Niko's contraption is designed to pull power into artifacts and could be used to pull existing artifacts to him.
- Insight (Easy DC) reveals that Niko is not being very forthcoming about his interest in the travelers (he wants information but isn't being forthright about asking). Medium DC reveals that all the halflings are acting under some outside influence; it also reveals that Niko knows about the artifacts and is trying to get at whether the PCs have any; Hard DC reveals that Niko is *pretending* to act as Tera and Fred are (under an outside influence).
- Perception (Hard DC) notices the Chalice as a part of the contraption behind Niko. Perception (Medium DC) notices that the statues around the walls of the room are standing in niches but not firmly attached (they can move if animated).

Niko will try to convince the PCs to willingly part with their artifacts (he figures out that they have them within a few rounds of discussion thanks to his machine). He tries to

convince them that to oppose Ergoptis is certain death (he will use Ergoptis's name, though he won't tell them exactly what Ergoptis is – just references to "the powerful eye" and "the all-seeing" and so on). If they are willing to give up the Staff, well, they're going to be stranded in the Underdark when Tallinn teleports the Staff out. If they are unwilling they can either start combat voluntarily with a surprise round (if they can coordinate an attack without the halflings catching on) or Niko will start combat by having his constructs jump out to try to barricade the PCs in the room.

Truly creative and insightful PCs may be able to take advantage of Ergoptis's lack of control over Niko to convince the mage not to oppose them. Niko will not fight against his fellow halflings, but he could be turned into a non-combatant if the PCs' arguments are persuasive enough (skill challenge, 4 successes before 3 failures). He will still activate his statues in this case, out of a sense of pride.

Monsters: Niko (**halfling mage**), Tera and Fred (**2 halfling thieves**), 2/3/4 **clay statues** for 4/5/6 PCs.

Terrain: The halflings' platform is brightly lit with lanterns; the rest of the chamber is dimly lit. The brown platform is 10 feet above the gray floor level. Niches with statues line the walls near the entrance to the chamber. The black crevasse in the cavern is 10 feet deep (relative to the gray floor level) at AL2-4, 20 feet deep at AL6-8 and 30 feet deep at AL10. A PC at the bottom of the crevasse can find a dead drow with a level-appropriate treasure parcel. The stone stairs leading up to the platform are difficult terrain when walking upward, but normal terrain coming down, and they provide cover. The narrow bridge across the crevasse requires a Medium DC Acrobatics check to successfully cross at full speed, or it can be safely crossed with no check by counting each square of the bridge as 3 squares of movement. A character that fails the check to cross the bridge is allowed a saving throw to land prone and granting combat advantage (clinging to the bridge for dear life).

Tactics: Niko begins by shouting a command to the statues on the walls (free action at the beginning of combat), which activate and roll their own initiative. He then attempts to pull artifacts from any PCs who hold them. The thieves attempt to shoot PCs with their hand crossbows, taking advantage of flanking or prone conditions provided by their allies (seeking combat advantage). Once in melee, the thieves will flank at every opportunity. The statues simply attack the nearest PCs, with some focus on keeping the PCs from easily climbing the stairs.

Skill Challenge: PCs can attempt to turn the statues against the halflings. An adjacent PC can attempt a Medium DC Arcana or Thievery check or a Hard DC Intimidate check to influence a statue (they have magical control panels in their backs) as a minor action (once per round per PC, barring

action points). Three successes will turn a statue into an ally. Any PC trained in Arcana or Thievery who is adjacent to a statue can tell this.

Aftermath: If the PCs defeat the halflings, they will be able to find the Chalice of Chale on Niko's contraption. It is attached to a pair of poles (one on each side of the contraption) around which are wound wires made of mana-metal, which are attached to the Chalice. A Medium DC Arcana check can reveal the nature of Niko's contraption – he was studying the artifacts and trying to draw in power (in part using mana-metal) to create a replacement for the Staff of Suha. A Medium DC Arcana or Thievery check will allow a PC to remove the Chalice (*1 minute*); a failed check succeeds in getting the Chalice but deals Medium Damage to the PC (arcane shock – lightning damage).

If Niko is left alive, he will reveal the same information with a Medium DC Intimidate or Diplomacy check, or a Hard DC Bluff check. A successful check will also convince him to mention that the glowing mushrooms in Encounter 3.5 will set off an alarm if light is brought near them.

Like the drow, the halfling thieves will be killed by psychic pain (Ergoptis's mind control) if they reveal too much information. This does not apply to Niko, who has broken Ergoptis's control (though he does not treat the PCs as allies and will not fight alongside them).

As always, remember that the clock is ticking. The longer the PCs spend talking with the halflings or searching the room, the less time they have to destroy Ergoptis.

Map: Meet the Thieves



The PCs enter from the passageway on the bottom of the map. Niko (N) is standing next to his contraption on the upper brown level. The thieves (T) are also standing on the upper level, on either side of the bridge over the crevasse.

The statues (S) are not immediately obvious as threats when the PCs first enter the chamber. For four-PC parties, use the two statues nearest the entrance first.

The passage to the right leads deeper into the caverns.

AL 2 Monsters – Meet the Thieves

Halfling Thief	Level 2 Skirmisher
Small natural humanoid (halfling)	XP 125
HP 38; Bloodied 19	Initiative +6
AC 16; Fortitude 13, Reflex 15, Will 14	Perception +3
Speed 6	
Standard Actions	
Short Sword (weapon) • At-Will Effect: The halfling can shift 1 square before or after the attack. Attack: Melee 1 (one creature); +7 vs. AC Hit: 2d6 + 3 damage.	
Hand Crossbow (weapon) • At-Will Attack: Ranged 10/20 (one creature); +7 vs. AC Hit: 2d6 + 3 damage.	
Move Actions	
Nimble Feet • At-Will The halfling can either shift 2 squares or move its speed over narrow spaces or difficult terrain.	
Triggered Abilities	
Second Chance • Encounter Trigger: An enemy hits the halfling with an attack Effect (immediate interrupt): The attacker must reroll the attack and use the second roll, even if it is lower.	
Traits	
Sneak Attack The thief deals an additional 1d6 damage on any attack for which it has combat advantage.	
Thief's Advantage The halfling has combat advantage for ranged attacks against any creature flanked by its allies and against any prone creature.	
Str 12 (+2)	Dex 17 (+4)
Con 14 (+3)	Int 12 (+2)
	Wis 14 (+3)
	Cha 10 (+1)
Alignment Unaligned	Languages Common

Niko, Halfling Mage	Level 3 Controller
Small natural humanoid (halfling)	XP 150
HP 45; Bloodied 22	Initiative +3
AC 17; Fortitude 14, Reflex 16, Will 16	Perception +3
Speed 6	
Standard Actions	
Arcane Fist (implement, force) • At-Will Attack: Melee 1 (one creature); +6 vs. Fortitude Hit: 1d6 + 5 damage, and the target is pushed 1 square.	
Lightning Strike (implement, lightning) • At-Will Attack: Ranged 10 (one creature); +6 vs. Reflex Hit: 1d8 + 6 lightning damage. If the target moves more than 2 squares on its next turn, it takes an additional 5 lightning damage.	
Empowered Lightning (implement, force, lightning) • Encounter Attack: Area burst 1 within 10 (creatures in burst); +6 vs. Reflex Hit: 2d8 + 5 force and lightning damage and the target is pushed 2 squares from the origin of the burst and is knocked prone. Miss: Half damage.	
Summon Artifact (implement) • At-Will Attack: Ranged 20 (one creature holding an artifact); +6 vs. Will Hit: The mage pulls the target 5 squares (including into the air) and the target is restrained (Arcana or Acrobatics DC 13 as a move action to escape). The target can release the artifact as a free action, falling prone and allowing the mage to take the artifact. If the target was already restrained by this power, the mage takes the artifact on a hit and the target is no longer restrained (the target falls if it was suspended).	
Triggered Abilities	
Arcane Push (implement, force) • At-Will Trigger: An enemy hits or misses the mage with a melee attack. Attack (immediate reaction): Melee 1 (the triggering enemy); +6 vs. Fortitude Hit: The mage pushes the target 3 squares.	
Second Chance • Encounter Trigger: The halfling is hit by an attack Effect (immediate interrupt): The attacker must reroll the attack and use the second roll, even if it is lower.	
Str 10 (+1)	Dex 11 (+1)
Con 14 (+3)	Int 18 (+5)
	Wis 13 (+2)
	Cha 15 (+3)
Alignment Unaligned	Languages Common, Elven

Clay Statue	Level 2 Controller
Medium natural animate (construct)	XP 125
HP 38; Bloodied 19	Initiative +3
AC 17; Fortitude 15, Reflex 13, Will 14	Perception +3
Speed 6	
Standard Actions	
Clay Fist • At-Will Attack: Melee 1 (one creature); +7 vs. AC Hit: 2d6 + 3 damage.	
Spinning Top Fists • At-Will Attack: Close Burst 1 (enemies in the burst); +7 vs. AC Hit: 1d6 + 4 damage, and the target is pushed 1 square and knocked prone.	
Triggered Abilities	
Clay Explosion Trigger: The statue is reduced to 0 hit points Attack (no action): Close Burst 1 (creatures in the burst); +5 vs. Reflex Hit: 1d4 + 2 damage and the target is knocked prone.	
Str 17 (+4)	Dex 14 (+3)
Con 14 (+3)	Int 4 (-2)
	Wis 10 (+1)
	Cha 8 (+0)
Alignment Unaligned	Languages -

AL 4 Monsters – Meet the Thieves

Halfling Thief	Level 4 Skirmisher
Small natural humanoid (halfling)	XP 175
HP 55; Bloodied 27	Initiative +8
AC 18; Fortitude 15, Reflex 17, Will 16	Perception +4
Speed 6	
Standard Actions	
Short Sword (weapon) • At-Will Effect: The halfling can shift 1 square before or after the attack. Attack: Melee 1 (one creature); +9 vs. AC Hit: 2d6 + 5 damage.	
Hand Crossbow (weapon) • At-Will Attack: Ranged 10/20 (one creature); +9 vs. AC Hit: 2d6 + 5 damage.	
Move Actions	
Nimble Feet • At-Will The halfling can either shift 2 squares or move its speed over narrow spaces or difficult terrain.	
Triggered Abilities	
Second Chance • Encounter Trigger: An enemy hits the halfling with an attack Effect (immediate interrupt): The attacker must reroll the attack and use the second roll, even if it is lower.	
Traits	
Sneak Attack The thief deals an additional 2d6 damage on any attack for which it has combat advantage.	
Thief's Advantage The halfling has combat advantage for ranged attacks against any creature flanked by its allies and against any prone creature.	
Str 13 (+3)	Dex 18 (+6)
Con 15 (+4)	Int 13 (+3)
	Wis 15 (+4)
	Cha 11 (+2)
Alignment Unaligned	Languages Common

Niko, Halfling Mage	Level 5 Controller
Small natural humanoid (halfling)	XP 200
HP 63; Bloodied 31	Initiative +4
AC 19; Fortitude 16, Reflex 18, Will 18	Perception +4
Speed 6	
Standard Actions	
Arcane Fist (implement, force) • At-Will Attack: Melee 1 (one creature); +8 vs. Fortitude Hit: 1d8 + 6 damage, and the target is pushed 1 square.	
Lightning Strike (implement, lightning) • At-Will Attack: Ranged 10 (one creature); +8 vs. Reflex Hit: 2d6 + 6 lightning damage. If the target moves more than 2 squares on its next turn, it takes an additional 5 lightning damage.	
Empowered Lightning (implement, force, lightning) • Encounter Attack: Area burst 1 within 10 (creatures in burst); +8 vs. Reflex Hit: 2d8 + 7 force and lightning damage and the target is pushed 2 squares from the origin of the burst and is knocked prone. Miss: Half damage.	
Summon Artifact (implement) • At-Will Attack: Ranged 20 (one creature holding an artifact); +8 vs. Will Hit: The mage pulls the target 5 squares (including into the air) and the target is restrained (Arcana or Acrobatics DC 14 as a move action to escape). The target can release the artifact as a free action, falling prone and allowing the mage to take the artifact. If the target was already restrained by this power, the mage takes the artifact on a hit and the target is no longer restrained (the target falls if it was suspended).	
Triggered Abilities	
Arcane Push (implement, force) • At-Will Trigger: An enemy hits or misses the mage with a melee attack. Attack (immediate reaction): Melee 1 (the triggering enemy); +8 vs. Fortitude Hit: The mage pushes the target 3 squares.	
Second Chance • Encounter Trigger: The halfling is hit by an attack Effect (immediate interrupt): The attacker must reroll the attack and use the second roll, even if it is lower.	
Str 11 (+2)	Dex 12 (+3)
Con 15 (+4)	Int 19 (+6)
	Wis 14 (+4)
	Cha 16 (+5)
Alignment Unaligned	Languages Common, Elven

Clay Statue	Level 4 Controller
Medium natural animate construct	XP 175
HP 55; Bloodied 27	Initiative +4
AC 19; Fortitude 17, Reflex 15, Will 16	Perception +4
Speed 6	
Standard Actions	
Clay Fist • At-Will Attack: Melee 1 (one creature); +9 vs. AC Hit: 2d6 + 5 damage.	
Spinning Top Fists • At-Will Attack: Close Burst 1 (enemies in the burst); +9 vs. AC Hit: 2d6 + 2 damage, and the target is pushed 1 square and knocked prone.	
Triggered Abilities	
Clay Explosion Trigger: The statue is reduced to 0 hit points Attack (no action): Close Burst 1 (creatures in the burst); +7 vs. Reflex Hit: 1d6 + 3 damage and the target is knocked prone.	
Str 18 (+6)	Dex 15 (+4)
Con 15 (+4)	Int 5 (-1)
	Wis 11 (+2)
	Cha 7 (+0)
Alignment Unaligned	Languages -

AL 6 Monsters – Meet the Thieves

Halfling Thief	Level 6 Skirmisher
Small natural humanoid (halfling)	XP 250
HP 72; Bloodied 36	Initiative +9
AC 20; Fortitude 17, Reflex 19, Will 18	Perception +6
Speed 6	
Standard Actions	
⚔ Short Sword (weapon) • At-Will	
Effect: The halfling can shift 1 square before or after the attack.	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d8 + 5 damage.	
⚔ Hand Crossbow (weapon) • At-Will	
Attack: Ranged 10/20 (one creature); +11 vs. AC	
Hit: 2d8 + 5 damage.	
Move Actions	
👣 Nimble Feet • At-Will	
The halfling can either shift 2 squares or move its speed over narrow spaces or difficult terrain.	
Triggered Abilities	
🎲 Second Chance • Encounter	
Trigger: An enemy hits the halfling with an attack	
Effect (immediate interrupt): The attacker must reroll the attack and use the second roll, even if it is lower.	
Traits	
🦏 Sneak Attack	
The thief deals an additional 2d6 damage on any attack for which it has combat advantage.	
Thief's Advantage	
The halfling has combat advantage for ranged attacks against any creature flanked by its allies and against any prone creature.	
Str 14 (+5)	Dex 19 (+7)
Con 16 (+6)	Int 16 (+6)
	Wis 14 (+5)
	Cha 12 (+4)
Alignment Unaligned	Languages Common

Niko, Halfling Mage	Level 7 Controller
Small natural humanoid (halfling)	XP 300
HP 80; Bloodied 40	Initiative +6
AC 21; Fortitude 18, Reflex 20, Will 20	Perception +6
Speed 6	
Standard Actions	
⚔ Arcane Fist (implement, force) • At-Will	
Attack: Melee 1 (one creature); +10 vs. Fortitude	
Hit: 2d6 + 4 damage, and the target is pushed 1 square.	
⚡ Lightning Strike (implement, lightning) • At-Will	
Attack: Ranged 10 (one creature); +10 vs. Reflex	
Hit: 2d8 + 6 lightning damage. If the target moves more than 2 squares on its next turn, it takes an additional 5 lightning damage.	
⚡ Empowered Lightning (implement, force, lightning) • Encounter	
Attack: Area burst 1 within 10 (creatures in burst); +10 vs. Reflex	
Hit: 2d10 + 8 force and lightning damage and the target is pushed 2 squares from the origin of the burst and is knocked prone.	
Miss: Half damage.	
🔮 Summon Artifact (implement) • At-Will	
Attack: Ranged 20 (one creature holding an artifact); +8 vs. Will	
Hit: The mage pulls the target 5 squares (including into the air) and the target is restrained (Arcana or Acrobatics DC 15 as a move action to escape). The target can release the artifact as a free action, falling prone and allowing the mage to take the artifact.	
If the target was already restrained by this power, the mage takes the artifact on a hit and the target is no longer restrained (the target falls if it was suspended).	
Triggered Abilities	
👊 Arcane Push (implement, force) • At-Will	
Trigger: An enemy hits or misses the mage with a melee attack.	
Attack (immediate reaction): Melee 1 (the triggering enemy); +10 vs. Fortitude	
Hit: The mage pushes the target 3 squares.	
🎲 Second Chance • Encounter	
Trigger: The halfling is hit by an attack	
Effect (immediate interrupt): The attacker must reroll the attack and use the second roll, even if it is lower.	
Str 12 (+4)	Dex 13 (+4)
Con 16 (+6)	Int 19 (+7)
	Wis 15 (+5)
	Cha 19 (+7)
Alignment Unaligned	Languages Common, Elven

Clay Statue	Level 6 Controller
Medium natural animate construct	XP 250
HP 72; Bloodied 36	Initiative +6
AC 21; Fortitude 19, Reflex 17, Will 18	Perception +6
Speed 6	
Standard Actions	
⚔ Clay Fist • At-Will	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d8 + 5 damage.	
🌀 Spinning Top Fists • At-Will	
Attack: Close Burst 1 (enemies in the burst); +11 vs. AC	
Hit: 2d6 + 4 damage, and the target is pushed 1 square and knocked prone.	
Triggered Abilities	
💣 Clay Explosion	
Trigger: The statue is reduced to 0 hit points	
Attack (no action): Close Burst 1 (creatures in the burst); +9 vs. Reflex	
Hit: 1d6 + 4 damage and the target is knocked prone.	
Str 19 (+7)	Dex 16 (+6)
Con 16 (+6)	Int 6 (+1)
	Wis 12 (+4)
	Cha 8 (+2)
Alignment Unaligned	Languages -

AL 8 Monsters – Meet the Thieves

Halfling Thief	Level 8 Skirmisher
Small natural humanoid (halfling)	XP 350
HP 89; Bloodied 44	Initiative +11
AC 22; Fortitude 19, Reflex 21, Will 20	Perception +7
Speed 6	
Standard Actions	
Short Sword (weapon) • At-Will Effect: The halfling can shift 1 square before or after the attack. Attack: Melee 1 (one creature); +13 vs. AC Hit: 2d8 + 7 damage.	
Hand Crossbow (weapon) • At-Will Attack: Ranged 10/20 (one creature); +13 vs. AC Hit: 2d8 + 7 damage.	
Move Actions	
Nimble Feet • At-Will The halfling can either shift 2 squares or move its speed over narrow spaces or difficult terrain.	
Triggered Abilities	
Second Chance • Encounter Trigger: An enemy hits the halfling with an attack Effect (immediate interrupt): The attacker must reroll the attack and use the second roll, even if it is lower.	
Traits	
Sneak Attack The thief deals an additional 2d8 damage on any attack for which it has combat advantage.	
Thief's Advantage The halfling has combat advantage for ranged attacks against any creature flanked by its allies and against any prone creature.	
Str 15 (+6)	Dex 20 (+9)
Con 17 (+7)	Int 17 (+7)
	Wis 15 (+6)
	Cha 13 (+5)
Alignment Unaligned	Languages Common

Niko, Halfling Mage	Level 9 Controller
Small natural humanoid (halfling)	XP 400
HP 97; Bloodied 48	Initiative +7
AC 23; Fortitude 20, Reflex 22, Will 22	Perception +7
Speed 6	
Standard Actions	
Arcane Fist (implement, force) • At-Will Attack: Melee 1 (one creature); +12 vs. Fortitude Hit: 2d6 + 5 damage, and the target is pushed 1 square.	
Lightning Strike (implement, lightning) • At-Will Attack: Ranged 10 (one creature); +12 vs. Reflex Hit: 2d8 + 8 lightning damage. If the target moves more than 2 squares on its next turn, it takes an additional 5 lightning damage.	
Empowered Lightning (implement, force, lightning) • Encounter Attack: Area burst 1 within 10 (creatures in burst); +12 vs. Reflex Hit: 2d10 + 10 force and lightning damage and the target is pushed 2 squares from the origin of the burst and is knocked prone. Miss: Half damage.	
Summon Artifact (implement) • At-Will Attack: Ranged 20 (one creature holding an artifact); +12 vs. Will Hit: The mage pulls the target 5 squares (including into the air) and the target is restrained (Arcana or Acrobatics DC 16 as a move action to escape). The target can release the artifact as a free action, falling prone and allowing the mage to take the artifact. If the target was already restrained by this power, the mage takes the artifact on a hit and the target is no longer restrained (the target falls if it was suspended).	
Triggered Abilities	
Arcane Push (implement, force) • At-Will Trigger: An enemy hits or misses the mage with a melee attack. Attack (immediate reaction): Melee 1 (the triggering enemy); +12 vs. Fortitude Hit: The mage pushes the target 3 squares.	
Second Chance • Encounter Trigger: The halfling is hit by an attack Effect (immediate interrupt): The attacker must reroll the attack and use the second roll, even if it is lower.	
Str 13 (+5)	Dex 14 (+6)
Con 17 (+7)	Int 20 (+9)
	Wis 16 (+7)
	Cha 20 (+9)
Alignment Unaligned	Languages Common, Elven

Clay Statue	Level 8 Controller
Medium natural animate construct	XP 350
HP 89; Bloodied 44	Initiative +7
AC 23; Fortitude 21, Reflex 19, Will 20	Perception +7
Speed 6	
Standard Actions	
Clay Fist • At-Will Attack: Melee 1 (one creature); +13 vs. AC Hit: 2d8 + 7 damage.	
Spinning Top Fists • At-Will Attack: Close Burst 1 (enemies in the burst); +13 vs. AC Hit: 2d6 + 5 damage, and the target is pushed 1 square and knocked prone.	
Triggered Abilities	
Clay Explosion Trigger: The statue is reduced to 0 hit points Attack (no action): Close Burst 1 (creatures in the burst); +11 vs. Reflex Hit: 1d6 + 5 damage and the target is knocked prone.	
Str 20 (+9)	Dex 17 (+7)
Con 17 (+7)	Int 7 (+2)
	Wis 13 (+5)
	Cha 9 (+3)
Alignment Unaligned	Languages -

AL 10 Monsters – Meet the Thieves

Halfling Thief	Level 10 Skirmisher
Small natural humanoid (halfling)	XP 500
HP 106; Bloodied 53	Initiative +12
AC 24; Fortitude 21, Reflex 23, Will 22	Perception +9
Speed 6	
Standard Actions	
⚔ Short Sword (weapon) • At-Will	
Effect: The halfling can shift 1 square before or after the attack.	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d8 + 9 damage.	
⚔ Hand Crossbow (weapon) • At-Will	
Attack: Ranged 10/20 (one creature); +15 vs. AC	
Hit: 2d8 + 9 damage.	
Move Actions	
👣 Nimble Feet • At-Will	
The halfling can either shift 2 squares or move its speed over narrow spaces or difficult terrain.	
Triggered Abilities	
Second Chance • Encounter	
Trigger: An enemy hits the halfling with an attack	
Effect (immediate interrupt): The attacker must reroll the attack and use the second roll, even if it is lower.	
Traits	
Sneak Attack	
The thief deals an additional 2d8 damage on any attack for which it has combat advantage.	
Thief's Advantage	
The halfling has combat advantage for ranged attacks against any creature flanked by its allies and against any prone creature.	
Str 16 (+8)	Dex 21 (+10)
Con 18 (+9)	Int 18 (+9)
	Wis 16 (+8)
	Cha 14 (+7)
Alignment Unaligned	Languages Common

Niko, Halfling Mage	Level 11 Controller
Small natural humanoid	XP 600
HP 114; Bloodied 57	Initiative +9
AC 25; Fortitude 22, Reflex 24, Will 24	Perception +9
Speed 6	
Standard Actions	
⚔ Arcane Fist (implement, force) • At-Will	
Attack: Melee 1 (one creature); +14 vs. Fortitude	
Hit: 2d6 + 7 damage, and the target is pushed 1 square.	
⚡ Lightning Strike (implement, lightning) • At-Will	
Attack: Ranged 10 (one creature); +14 vs. Reflex	
Hit: 2d8 + 8 lightning damage. If the target moves more than 2 squares on its next turn, it takes an additional 5 lightning damage.	
⚡ Empowered Lightning (implement, force, lightning) • Encounter	
Attack: Area burst 1 within 10 (creatures in burst); +10 vs. Reflex	
Hit: 2d12 + 11 force and lightning damage and the target is pushed 2 squares from the origin of the burst and is knocked prone.	
Miss: Half damage.	
🔮 Summon Artifact (implement) • At-Will	
Attack: Ranged 20 (one creature holding an artifact); +14 vs. Will	
Hit: The mage pulls the target 5 squares (including into the air) and the target is restrained (Arcana or Acrobatics DC 18 as a move action to escape). The target can release the artifact as a free action, falling prone and allowing the mage to take the artifact.	
If the target was already restrained by this power, the mage takes the artifact on a hit and the target is no longer restrained (the target falls if it was suspended).	
Triggered Abilities	
Arcane Push (implement, force) • At-Will	
Trigger: An enemy hits or misses the mage with a melee attack.	
Attack (immediate reaction): Melee 1 (the triggering enemy); +14 vs. Fortitude	
Hit: The mage pushes the target 3 squares.	
Second Chance • Encounter	
Trigger: The halfling is hit by an attack	
Effect (immediate interrupt): The attacker must reroll the attack and use the second roll, even if it is lower.	
Str 14 (+7)	Dex 15 (+7)
Con 18 (+9)	Int 21 (+10)
	Wis 17 (+8)
	Cha 21 (+10)
Alignment Unaligned	Languages Common, Elven

Clay Statue	Level 10 Controller
Medium natural animate construct	XP 500
HP 106; Bloodied 53	Initiative +9
AC 25; Fortitude 23, Reflex 21, Will 22	Perception +9
Speed 6	
Standard Actions	
⚔ Clay Fist • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 2d8 + 9 damage.	
🌀 Spinning Top Fists • At-Will	
Attack: Close Burst 1 (enemies in the burst); +15 vs. AC	
Hit: 2d6 + 7 damage, and the target is pushed 1 square and knocked prone.	
Triggered Abilities	
Clay Explosion	
Trigger: The statue is reduced to 0 hit points	
Attack (no action): Close Burst 1 (creatures in the burst); +13 vs. Reflex	
Hit: 1d6 + 6 damage and the target is knocked prone.	
Str 21 (+10)	Dex 18 (+9)
Con 18 (+9)	Int 8 (+4)
	Wis 14 (+7)
	Cha 10 (+5)
Alignment Unaligned	Languages -

Encounter 3.5: Glowing Mushrooms

After dealing with the halflings, the PCs can proceed toward Ergoptis's chamber.

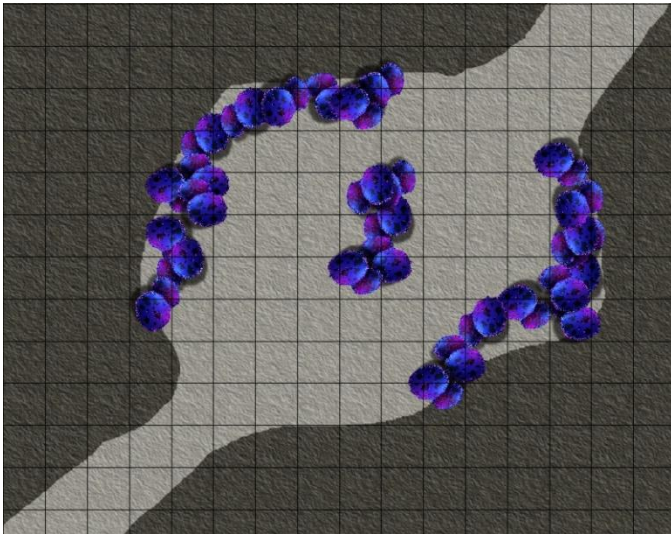
(5 minute walk to next room)

Just before they get to that chamber, they will pass through a cave filled with softly-glowing mushrooms.

This room is an alarm trap; if a source of bright light is brought into the room, the mushrooms will absorb the light and then explode with a huge flash of brilliance and a loud noise. This explosion kills the light source (which can be re-lit normally) and blinds the PCs in the room for 1d4 minutes. It alerts the enemies in the final encounter that the PCs are coming (add four more minions).

To detect the mushrooms before the PCs come into the room requires a Medium DC passive Perception (increase the difficulty by 3 for any PC within 2 squares of a bright light source, as they have a hard time detecting the dim light of the mushrooms with the bright light source nearby). If the mushrooms' light is noticed, allow the PCs to make a Medium DC Dungeoneering or Arcana check or a Hard DC Insight or Nature check to figure out what the mushrooms are all about (*2 minutes*). On a failed check, the PCs think that these mushrooms will be useful to harvest because any drow within 5 squares cannot benefit from their Cloud of Darkness ability, but they need to be regularly exposed to light in order to function properly (all completely incorrect, of course). Harvesting mushrooms takes *5 minutes*.

This encounter does not count toward a milestone.



Encounter 4: Eye to Eye at Last

If the PCs set off the mushroom alarm in Encounter 3.5, Ergoptis is on high alert and has four extra duergar slaves protecting him. Otherwise, there is only a normal complement of minions.

This room is large and beholder-shaped. The ceilings are 40 feet high. A 10-foot wide river of magma runs across the front third of the chamber. A large ziggurat, still partially under construction, stands on the far side of the river, attended by duergar slaves (mentally bound to Ergoptis). Atop the ziggurat stands a an archway surrounded by colorful gemstones and places where the four artifacts can fit. The ziggurat is the machine Ergoptis is trying to build to bring an army to the overland; PCs trained in Arcana can understand this, as well as the fact that the construction is also tapping into the energy of the magma.

Ergoptis begins the battle hidden on the far side of the ziggurat, out of sight of the PCs. He communicates with them telepathically, however, saying, “Leave the Staff [and any other artifacts the PCs have acquired] and go, or die in agony. Choose quickly.” A Medium DC Insight check reveals the location of the speaker; a Medium DC Arcana check reveals that it is a beholder.

Monsters: **Ergoptis** (beholder), 2 **duergar slaves** per PC (half enter from side passages in round 2). If a **drow** from Encounter 1 escaped, he is here instead of four of the duergar slaves. If the party set off the mushroom trap in Encounter 3.5, add four more duergar slaves.

Tactics: Once battle begins (Ergoptis doesn’t wait long), the duergar slaves move closer to the PCs to attack (using the floating platforms where appropriate). If they have move actions to spare, they enlarge themselves. Ergoptis floats near the ziggurat, using it to provide cover while shooting eye rays. Ergoptis taunts PCs telepathically throughout the combat and does not hesitate to attempt to slide them into magma when possible. All monsters fight to the death.

Terrain:

- The ceiling of the chamber is 40 feet high
- Lighting is bright within 5 squares of the magma river and dim elsewhere
- Any character who enters the **magma river** takes High fire damage and ongoing 5 fire damage (save ends) – increase to ongoing 10 fire damage (save ends) at AL6/8/10.
- Two **floating platforms** shift back and forth across the magma, switching sides at the end of each round (the duergar use them to get across); a Medium DC Athletics check (move action) can be used to tip a platform to force passengers into magma, while a Hard DC Arcana

check (minor action; Medium DC as a standard action) can be used to gain control of the platform (allowing a PC to use move actions to slide the platform 5 squares, even up the ziggurat or into the magma).

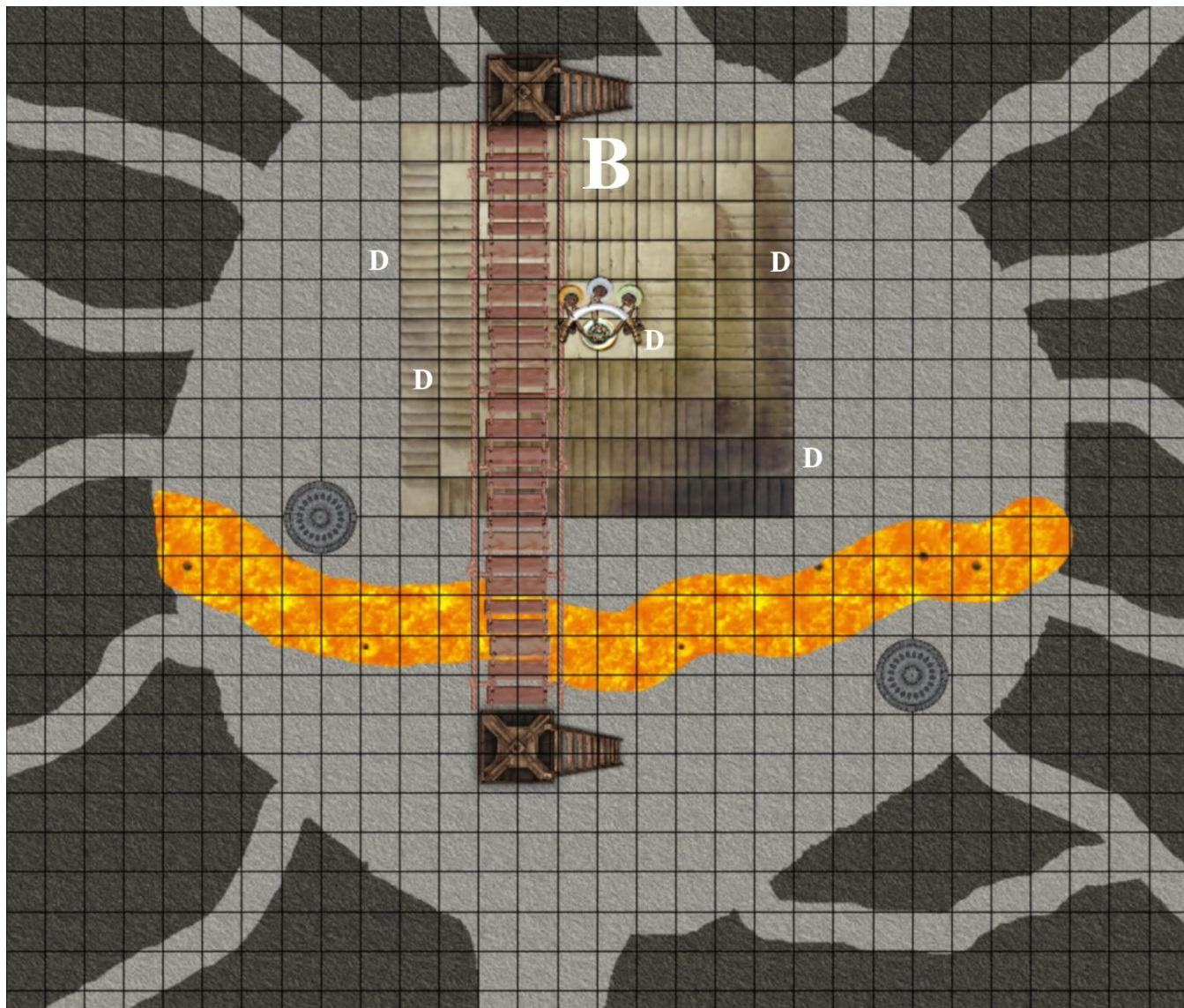
- Side passages can also be used to cross the magma via a longer route (10 additional squares of movement).
- Climbing up or down the ziggurat is difficult terrain; moving along one level of the ziggurat is normal terrain.
- A pair of 20-foot towers anchor a bridge that spans the river and the ziggurat; climbing the ladder is difficult terrain, or normal terrain with a Medium DC Athletics or Acrobatics check. Walking on the bridge is normal terrain. Note that the bridge runs along the second-highest level of the ziggurat (the top four squares of the ziggurat are 25 feet high).

Skill Challenge: Ergoptis floats near the archway at the top of the ziggurat, which currently holds the Shield of Shalimar. While the Shield is active and Ergoptis is within 5 squares of it, Ergoptis has **damage resistance** (resist 5 all at AL 2/4; resist 10 all at AL 6/8; resist 15 all at AL 10). To disable the Shield takes three successful skill checks (minor action at Medium DC; standard action at Easy DC; one check per PC per round unless a PC uses an action point for a second check). Useful skills include Arcana (disrupt the magical field), Athletics (pry the Shield out of the archway) and Thievery (detach the Shield), or any skill for which a PC can make a creative case. Skills such as Perception or Insight (minor action, Medium DC) could be used to get a +2 to the next disabling check. Three failed skill checks will cause all PCs within 5 squares of the device to take Medium psychic damage and will cancel all previous successes (as Ergoptis laughs in their minds).

Note that clever players may attempt to simply grab the Shield and escape; this is a completely valid plan of attack. The skill challenge to release the Shield must first be completed (the Shield cannot be teleported out while mounted in the archway), and then all PCs must get to the Staff and put a hand on it while the bearer touches the proper sequence of runes (during which time Ergoptis will be coming hard after the PCs and may try to separate them from one another). Also, if Ergoptis manages to touch the Staff as well, the Beholder will be teleported with the PCs back to Tallinn’s Tower.

Aftermath: Depending on the time remaining before the Staff’s ritual ends, the PCs may have time to explore the rest of the beholder’s chambers. More duergar and drow of various levels and competencies can be found (ultimately thousands of them). They have been under Ergoptis’s control as his army and are confused rather than hostile after the beholder’s death. They can talk about how they were enslaved, though they are wary toward the PCs.

Map: Eye to Eye at Last



The PCs enter from the passageway on the bottom of the map. The beholder (B) is floating out of sight on the far side of the ziggurat. Five duergar slaves (D) are visible, working on the ziggurat with their hammers. If the PCs set off the mushroom trap, four more duergar are in the room. During round 2, the remaining duergar enter the chamber from a variety of side passages (DM choice).

AL 2 Monsters – Eye to Eye

Beholder	Level 1 Solo Artillery
Large aberrant magical beast	XP 500
HP 116; Bloodied 58	Initiative +1
AC 15; Fortitude 13, Reflex 14, Will 14	Perception +1
Speed fly 4 (hover)	
Traits	
All-Around Vision	
Enemies can't gain combat advantage by flanking the beholder.	
Standard Actions	
☒ Bite • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC Hit: 2d4 + 3 damage.	
☒ Eye Rays • At-Will	
Effect: The beholder uses two of the following eye rays, using each against a different target. This attack does not provoke opportunity attacks.	
1. Charm Ray (charm): Ranged 10; +6 vs. Will; the target uses an at-will power of the DM's choice against a target of the DM's choice as a free action with a +2 bonus to the attack and a +2 bonus to damage.	
2. Wounding Ray (necrotic): Ranged 10; +6 vs. Fortitude; 2d4 + 2 necrotic damage.	
3. Sleep Ray (charm): Ranged 10; +6 vs. Will; the target is slowed (save ends).	
First Failed Saving Throw: The target is knocked unconscious instead of slowed (save ends).	
4. Telekinesis Ray: Ranged 10; +6 vs. Fortitude; the beholder slides the target up to 3 squares.	
5. Exhaustion Ray (necrotic): Ranged 10; +6 vs. Reflex; 1d4 necrotic damage, and the target is weakened (save ends).	
6. Brilliant Ray (radiant): Ranged 10; +6 vs. Will; 2d4 + 3 radiant damage, and the target is knocked prone.	
7. Terror Ray (fear, psychic): Ranged 10; +6 vs. Will; 1d4 + 3 psychic damage, and the beholder pushes the target its speed.	
8. Petrifying Ray: Ranged 10; +6 vs. Fortitude; the target is immobilized (save ends).	
Aftereffect: The target is slowed (save ends).	
9. Death Ray (necrotic): Ranged 10; +6 vs. Fortitude; 2d6 + 2 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; +6 vs. Fortitude; 1d6 + 2 damage, and ongoing 5 damage (save ends).	
☒ Eye Ray Frenzy • Recharge [6]	
Requirement: The beholder must be bloodied Effect: As eye rays above, except the beholder makes three eye ray attacks.	
Minor Actions	
◀ Central Eye • At-Will 1/round	
Attack: Close blast 5 (enemies in the blast); +4 vs. Will Hit: The target cannot use encounter or daily attack powers until the end of its next turn.	
Triggered Actions	
☒ Random Eye Ray • At-Will	
Trigger: The beholder is conscious and an enemy starts its turn within 5 squares of it. Effect (No Action): The beholder uses one random eye ray against the triggering enemy.	
Str 12 (+1)	Dex 14 (+2)
Con 15 (+2)	Int 14 (+2)
	Wis 10 (+0)
	Cha 15 (+2)
Alignment Evil	Languages Deep Speech, Telepathy

Duergar Slave	Level 2 Minion Brute
Medium natural humanoid	XP 31
HP 1; a missed attack never damages a minion.	Initiative +5
AC 15; Fortitude 15, Reflex 13, Will 13	Perception +3
Speed 6	
Standard Actions	
☒ Warhammer (weapon) • At-Will	
Attack: Melee 1 (one creature); +7 vs. AC Hit: 5 damage.	
☒ Knockback Blow (weapon) • At-Will	
Requirement: The duergar must be Large size Attack: Melee 2 (one creature); +7 vs. AC Hit: 7 damage, and the target is pushed 1 square.	
Move Actions	
Enlarge • Encounter	
The duergar becomes Large size.	
Str 19 (+5)	Dex 10 (+1)
Con 14 (+3)	Int 4 (-2)
	Wis 10 (+1)
	Cha 10 (+1)
Alignment Unaligned	Languages Common, Dwarven

AL 4 Monsters – Eye to Eye

Beholder	Level 3 Solo Artillery
Large aberrant magical beast	XP 750
HP 184; Bloodied 92	Initiative +3
AC 17; Fortitude 15, Reflex 16, Will 16	Perception +3
Speed fly 4 (hover)	
Traits	
All-Around Vision	
Enemies can't gain combat advantage by flanking the beholder.	
Standard Actions	
⚔ Bite • At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 2d6 + 4 damage.	
✎ Eye Rays • At-Will	
Effect: The beholder uses two of the following eye rays, using each against a different target. This attack does not provoke opportunity attacks.	
1. Charm Ray (charm): Ranged 10; +8 vs. Will; the target uses an at-will power of the DM's choice against a target of the DM's choice as a free action with a +2 bonus to the attack and a +3 bonus to damage.	
2. Wounding Ray (necrotic): Ranged 10; +8 vs. Fortitude; 2d6 + 3 necrotic damage.	
3. Sleep Ray (charm): Ranged 10; +8 vs. Will; the target is slowed (save ends).	
First Failed Saving Throw: The target is knocked unconscious instead of slowed (save ends).	
4. Telekinesis Ray: Ranged 10; +8 vs. Fortitude; the beholder slides the target up to 3 squares.	
5. Exhaustion Ray (necrotic): Ranged 10; +8 vs. Reflex; 1d4 + 2 necrotic damage, and the target is weakened (save ends).	
6. Brilliant Ray (radiant): Ranged 10; +8 vs. Will; 2d6 + 4 radiant damage, and the target is knocked prone.	
7. Terror Ray (fear, psychic): Ranged 10; +8 vs. Will; 2d4 + 2 psychic damage, and the beholder pushes the target its speed.	
8. Petrifying Ray: Ranged 10; +8 vs. Fortitude; the target is immobilized (save ends).	
Aftereffect: The target is slowed (save ends).	
9. Death Ray (necrotic): Ranged 10; +8 vs. Fortitude; 2d6 + 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. Disintegrate Ray: Ranged 10; +8 vs. Fortitude; 1d8 + 3 damage, and ongoing 5 damage (save ends).	
✎ Eye Ray Frenzy • Recharge [6]	
Requirement: The beholder must be bloodied	
Effect: As eye rays above, except the beholder makes three eye ray attacks.	
Minor Actions	
◀ Central Eye • At-Will 1/round	
Attack: Close blast 5 (enemies in the blast); +6 vs. Will	
Hit: The target cannot use encounter or daily attack powers until the end of its next turn.	
Triggered Actions	
✎ Random Eye Ray • At-Will	
Trigger: The beholder is conscious and an enemy starts its turn within 5 squares of it.	
Effect (No Action): The beholder uses one random eye ray against the triggering enemy.	
Str 13 (+2)	Dex 15 (+3)
Con 14 (+3)	Int 15 (+3)
	Wis 11 (+1)
	Cha 16 (+4)
Alignment Evil	Languages Deep Speech, Telepathy

Duergar Slave	Level 4 Minion Brute
Medium natural humanoid	XP 44
HP 1; a missed attack never damages a minion.	Initiative +6
AC 17; Fortitude 17, Reflex 15, Will 15	Perception +4
Speed 6	
Standard Actions	
⚔ Warhammer (weapon) • At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 6 damage.	
⚔ Knockback Blow (weapon) • At-Will	
Requirement: The duergar must be Large size	
Attack: Melee 2 (one creature); +9 vs. AC	
Hit: 8 damage, and the target is pushed 1 square.	
Move Actions	
Enlarge • Encounter	
The duergar becomes Large size.	
Str 20 (+7)	Dex 11 (+2)
Con 15 (+4)	Int 5 (-1)
	Wis 11 (+2)
	Cha 11 (+2)
Alignment Unaligned	Languages Common, Dwarven

AL 6 Monsters – Eye to Eye

Beholder Level 5 Solo Artillery Large aberrant magical beast XP 1000

HP 252; **Bloodied** 126 **Initiative** +4
AC 19; **Fortitude** 17, **Reflex** 18, **Will** 18 **Perception** +4
Speed fly 4 (hover)
Saving Throws +5, **Action Points** 2

Traits

All-Around Vision

Enemies can't gain combat advantage by flanking the beholder.

Standard Actions

☒ Bite • At-Will

Attack: Melee 1 (one creature); +12 vs. AC
Hit: 2d8 + 4 damage.

☒ Eye Rays • At-Will

Effect: The beholder uses two of the following eye rays, using each against a different target. This attack does not provoke opportunity attacks.

- Charm Ray (charm):** Ranged 10; +10 vs. Will; the target uses an at-will power of the DM's choice against a target of the DM's choice as a free action with a +2 bonus to the attack and a +3 bonus to damage.
 - Wounding Ray (necrotic):** Ranged 10; +10 vs. Fortitude; 2d8 + 4 necrotic damage.
 - Sleep Ray (charm):** Ranged 10; +10 vs. Will; the target is slowed (save ends).
- First Failed Saving Throw:** The target is knocked unconscious instead of slowed (save ends).
- Telekinesis Ray:** Ranged 10; +10 vs. Fortitude; the beholder slides the target up to 3 squares.
 - Exhaustion Ray (necrotic):** Ranged 10; +10 vs. Reflex; 1d6 + 3 necrotic damage, and the target is weakened (save ends).
 - Brilliant Ray (radiant):** Ranged 10; +10 vs. Will; 2d6 + 6 radiant damage, and the target is knocked prone.
 - Terror Ray (fear, psychic):** Ranged 10; +10 vs. Will; 2d6 + 3 psychic damage, and the beholder pushes the target its speed.
 - Petrifying Ray:** Ranged 10; +10 vs. Fortitude; the target is immobilized (save ends).
- Aftereffect:** The target is slowed (save ends).
- Death Ray (necrotic):** Ranged 10; +10 vs. Fortitude; 2d6 + 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.
- Disintegrate Ray:** Ranged 10; +10 vs. Fortitude; 1d8 + 5 damage, and ongoing 5 damage (save ends).

☒ Eye Ray Frenzy • Recharge [6]

Requirement: The beholder must be bloodied
Effect: As eye rays above, except the beholder makes three eye ray attacks.

Minor Actions

◀ Central Eye • At-Will 1/round

Attack: Close blast 5 (enemies in the blast); +8 vs. Will
Hit: The target cannot use encounter or daily attack powers until the end of its next turn.

Triggered Actions

☒ Random Eye Ray • At-Will

Trigger: The beholder is conscious and an enemy starts its turn within 5 squares of it.
Effect (No Action): The beholder uses one random eye ray against the triggering enemy.

Str 15 (+4) **Dex** 17 (+5) **Wis** 12 (+3)
Con 15 (+4) **Int** 16 (+5) **Cha** 17 (+5)

Alignment Evil **Languages** Deep Speech, Telepathy

Duergar Slave Level 6 Minion Brute Medium natural humanoid XP 63

HP 1; a missed attack never damages a minion. **Initiative** +8
AC 19; **Fortitude** 19, **Reflex** 17, **Will** 17 **Perception** +6
Speed 6

Standard Actions

☒ Warhammer (weapon) • At-Will

Attack: Melee 1 (one creature); +11 vs. AC
Hit: 7 damage.

☒ Knockback Blow (weapon) • At-Will

Requirement: The duergar must be Large size
Attack: Melee 2 (one creature); +11 vs. AC
Hit: 9 damage, and the target is pushed 1 square.

Move Actions

Enlarge • Encounter

The duergar becomes Large size.

Str 21 (+8) **Dex** 12 (+4) **Wis** 12 (+4)
Con 16 (+6) **Int** 6 (+1) **Cha** 12 (+4)

Alignment Unaligned **Languages** Common, Dwarven

AL 8 Monsters – Eye to Eye

Beholder Level 7 Solo Artillery Large aberrant magical beast XP 1500

HP 320; **Bloodied** 160 **Initiative** +6
AC 21; **Fortitude** 19, **Reflex** 20, **Will** 20 **Perception** +6
Speed fly 4 (hover) **Darkvision**
Saving Throws +5; **Action Points** 2

Traits

All-Around Vision

Enemies can't gain combat advantage by flanking the beholder.

Standard Actions

☒ Bite • At-Will

Attack: Melee 1 (one creature); +14 vs. AC
Hit: 2d8 + 6 damage.

☒ Eye Rays • At-Will

Effect: The beholder uses two of the following eye rays, using each against a different target. This attack does not provoke opportunity attacks.

1. **Charm Ray (charm):** Ranged 10; +12 vs. Will; the target uses an at-will power of the DM's choice against a target of the DM's choice as a free action with a +2 bonus to the attack and a +4 bonus to damage.

2. **Wounding Ray (necrotic):** Ranged 10; +12 vs. Fortitude; 2d8 + 6 necrotic damage.

3. **Sleep Ray (charm):** Ranged 10; +12 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; +12 vs. Fortitude; the beholder slides the target up to 4 squares.

5. **Slowing Ray (necrotic):** Ranged 10; +12 vs. Reflex; 2d6 + 6 necrotic damage, and the target is slowed (save ends).

6. **Brilliant Ray (radiant):** Ranged 10; +12 vs. Will; 1d6 + 3 radiant damage, and the target is blinded (save ends).

7. **Terror Ray (fear, psychic):** Ranged 10; +12 vs. Will; 2d6 + 5 psychic damage, and the beholder pushes the target its speed.

8. **Petrifying Ray:** Ranged 10; +12 vs. Fortitude; the target is petrified (save ends).

Aftereffect: The target is immobilized (save ends).

9. **Death Ray (necrotic):** Ranged 10; +12 vs. Fortitude; 2d8 + 8 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; +12 vs. Fortitude; 1d8 + 3 damage, and ongoing 10 damage (save ends).

☒ Eye Ray Frenzy • Recharge [6]

Requirement: The beholder must be bloodied

Effect: As eye rays above, except the beholder makes three eye ray attacks.

Minor Actions

◀ Central Eye • At-Will 1/round

Attack: Close blast 5 (enemies in the blast); +10 vs. Will

Hit: The target cannot use encounter or daily attack powers until the end of its next turn.

Triggered Actions

☒ Random Eye Ray • At-Will

Trigger: The beholder is conscious and an enemy starts its turn within 5 squares of it.

Effect (No Action): The beholder uses one random eye ray against the triggering enemy.

Str 17 (+6) **Dex** 19 (+7) **Wis** 14 (+5)

Con 17 (+6) **Int** 18 (+7) **Cha** 19 (+7)

Alignment Evil **Languages** Deep Speech, Telepathy

Duergar Slave Level 8 Minion Brute Medium natural humanoid XP 88

HP 1; a missed attack never damages a minion. **Initiative** +9
AC 21; **Fortitude** 21, **Reflex** 19, **Will** 19 **Perception** +7
Speed 6

Standard Actions

☒ Warhammer (weapon) • At-Will

Attack: Melee 1 (one creature); +13 vs. AC
Hit: 8 damage.

☒ Knockback Blow (weapon) • At-Will

Requirement: The duergar must be Large size

Attack: Melee 2 (one creature); +13 vs. AC

Hit: 10 damage, and the target is pushed 1 square.

Move Actions

Enlarge • Encounter

The duergar becomes Large size.

Str 22 (+10) **Dex** 13 (+5) **Wis** 13 (+5)

Con 17 (+7) **Int** 7 (+2) **Cha** 13 (+5)

Alignment Unaligned **Languages** Common

AL 10 Monsters – Eye to Eye

Beholder	Level 9 Solo Artillery
Large aberrant magical beast	XP 2000
HP 388; Bloodied 194	Initiative +7
AC 23; Fortitude 21, Reflex 22, Will 22	Perception +7
Speed fly 4 (hover)	Darkvision
Saving Throws +5; Action Points 2	
Traits	
All-Around Vision	
Enemies can't gain combat advantage by flanking the beholder.	
Standard Actions	
⚔ Bite • At-Will	
Attack: Melee 1 (one creature); +16 vs. AC	
Hit: 2d8 + 8 damage.	
☞ Eye Rays • At-Will	
Effect: The beholder uses two of the following eye rays, using each against a different target. This attack does not provoke opportunity attacks.	
1. Charm Ray (charm): Ranged 10; +12 vs. Will; the target uses an at-will power of the DM's choice against a target of the DM's choice as a free action with a +2 bonus to the attack and a +4 bonus to damage.	
2. Wounding Ray (necrotic): Ranged 10; +14 vs. Fortitude; 2d8 + 8 necrotic damage.	
3. Sleep Ray (charm): Ranged 10; +14 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; +14 vs. Fortitude; the beholder slides the target up to 4 squares.	
5. Slowing Ray (necrotic): Ranged 10; +14 vs. Reflex; 2d6 + 8 necrotic damage, and the target is slowed (save ends).	
6. Brilliant Ray (radiant): Ranged 10; +14 vs. Will; 1d6 + 5 radiant damage, and the target is blinded (save ends).	
7. Terror Ray (fear, psychic): Ranged 10; +14 vs. Will; 2d6 + 8 psychic damage, and the beholder pushes the target its speed.	
8. Petrifying Ray: Ranged 10; +14 vs. Fortitude; the target is petrified (save ends).	
Aftereffect: The target is immobilized (save ends).	
9. Death Ray (necrotic): Ranged 10; +14 vs. Fortitude; 2d8 + 10 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; +14 vs. Fortitude; 1d8 + 5 damage, and ongoing 10 damage (save ends).	
☞ Eye Ray Frenzy • Recharge [6]	
Requirement: The beholder must be bloodied	
Effect: As eye rays above, except the beholder makes three eye ray attacks.	
Minor Actions	
◀ Central Eye • At-Will 1/round	
Attack: Close blast 5 (enemies in the blast); +12 vs. Will	
Hit: The target cannot use encounter or daily attack powers until the end of its next turn.	
Triggered Actions	
☞ Random Eye Ray • At-Will	
Trigger: The beholder is conscious and an enemy starts its turn within 5 squares of it.	
Effect (No Action): The beholder uses one random eye ray against the triggering enemy.	
Str 18 (+8)	Dex 20 (+9)
Con 18 (+8)	Int 19 (+8)
Wis 15 (+6)	Cha 20 (+9)
Alignment Evil	Languages Deep Speech, Telepathy

Duergar Slave	Level 10 Minion Brute
Medium natural humanoid	XP 125
HP 1; a missed attack never damages a minion.	Initiative +11
AC 23; Fortitude 23, Reflex 21, Will 21	Perception +9
Speed 6	
Standard Actions	
⚔ Warhammer (weapon) • At-Will	
Attack: Melee 1 (one creature); +15 vs. AC	
Hit: 9 damage.	
⚔ Knockback Blow (weapon) • At-Will	
Requirement: The duergar must be Large size	
Attack: Melee 2 (one creature); +15 vs. AC	
Hit: 12 damage, and the target is pushed 1 square.	
Move Actions	
Enlarge • Encounter	
The duergar becomes Large size.	
Str 23 (+11)	Dex 14 (+7)
Con 18 (+9)	Int 8 (+4)
Wis 14 (+7)	Cha 14 (+7)
Alignment Unaligned	Languages Common, Dwarven

Denouement: Back to the Tower

Before the hour is up, the PCs can use the Staff to have Tallinn teleport them back to her tower. She debriefs the party and congratulates them on their success. She's thrilled to pieces about any artifacts they've brought with them and longs to study them. She offers the PCs gold and magic items to thank them for the service they've performed for the good of the world.

The PCs are not intended to keep the artifacts themselves, in part because Tallinn is extremely interested in continuing to study them and in part because they belong to the rulers of other nearby kingdoms.

What if the party doesn't succeed?

A truly efficient party could pass through the entirety of the cavern system, recovering all three artifacts and escaping (while taking short rests after each of the first two combats) in as little as 40 in-game minutes. The one-hour limit is likely to be a problem only if the party starts failing too many skill checks or takes multiple short rests to maximize non-surge healing.

If the party fails to recover all three artifacts, award only partial quest XP. If they leave Ergoptis alive, do not

Further adventures could include:

- Tracking down Ergoptis's lieutenant, Arin the drow
- Returning the artifacts to their rightful owners
- Assisting Tallinn with her research into the artifacts
- Using the artifacts to construct a magical transportation device for the party's own use
- For a twist, Tallinn could be corrupted by the power of the artifacts and the adventurers could be required to oppose her in the future

award XP for defeating the beholder (and feel free to have Ergoptis seek revenge in a future adventure).

If the PCs die, the Staff of Suha will still be teleported back to Tallinn's Tower unless Ergoptis (possibly with the help of Niko) has enough time to realize the teleportation effect on the Staff and act to disrupt it.

Appendix: Artifact cards

The Staff of Suha

Level 2

This wooden staff is inlaid with gold filigree, woven into arcane runes of power.

Artifact (Unique)

Enhancement: +2

Special: The Staff counts as all weapon and implement types for the purpose of feats and class features.

Power (At Will): Move Action. Teleport 3 squares.

Power (Encounter): Immediate Interrupt. Trigger: You are hit by an attack. Effect: You gain resist 5 to all damage until the end of your next turn.

Power (Daily): Standard Action. Close Burst 4 (enemies in burst). Attack: Intelligence or Wisdom versus Will. Hit: The target is stunned until the end of your next turn.

The Staff of Suha

Level 4

This wooden staff is inlaid with gold filigree, woven into arcane runes of power.

Artifact (Unique)

Enhancement: +3

Special: The Staff counts as all weapon and implement types for the purpose of feats and class features.

Power (At Will): Move Action. Teleport 3 squares.

Power (Encounter): Immediate Interrupt. Trigger: You are hit by an attack. Effect: You gain resist 5 to all damage until the end of your next turn.

Power (Daily): Standard Action. Close Burst 4 (enemies in burst). Attack: Intelligence or Wisdom versus Will. Hit: The target is stunned until the end of your next turn.

The Staff of Suha

Level 6

This wooden staff is inlaid with gold filigree, woven into arcane runes of power.

Artifact (Unique)

Enhancement: +3

Special: The Staff counts as all weapon and implement types for the purpose of feats and class features.

Power (At Will): Move Action. Teleport 3 squares.

Power (Encounter): Immediate Interrupt. Trigger: You are hit by an attack. Effect: You gain resist 10 to all damage until the end of your next turn.

Power (Daily): Standard Action. Close Burst 5 (enemies in burst). Attack: Intelligence or Wisdom versus Will. Hit: The target is stunned until the end of your next turn.

The Staff of Suha

Level 8

This wooden staff is inlaid with gold filigree, woven into arcane runes of power.

Artifact (Unique)

Enhancement: +3

Special: The Staff counts as all weapon and implement types for the purpose of feats and class features.

Power (At Will): Move Action. Teleport 4 squares.

Power (Encounter): Immediate Interrupt. Trigger: You are hit by an attack. Effect: You gain resist 10 to all damage until the end of your next turn.

Power (Daily): Standard Action. Close Burst 5 (enemies in burst). Attack: Intelligence or Wisdom versus Will. Hit: The target is stunned until the end of your next turn.

The Staff of Suha

Level 10

This wooden staff is inlaid with gold filigree, woven into arcane runes of power.

Artifact (Unique)

Enhancement: +4

Special: The Staff counts as all weapon and implement types for the purpose of feats and class features.

Power (At Will): Move Action. Teleport 4 squares.

Power (Encounter): Immediate Interrupt. Trigger: You are hit by an attack. Effect: You gain resist 10 to all damage until the end of your next turn.

Power (Daily): Standard Action. Close Burst 5 (enemies in burst). Attack: Intelligence or Wisdom versus Will. Hit: The target is stunned until the end of your next turn.

The Orb of Oradia

Level 2

This silver orb is inlaid with gold filigree, woven into arcane runes of power

Artifact (Unique)

Enhancement:+2

Power (At Will): Standard Action. Detect Magic with a +10 bonus to the Arcana check.

Power (Encounter): Immediate Reaction

-Trigger: You are hit by an attack.

-Effect: Teleport a number of squares equal to your level.

Power (Daily): Minor Action. The next arcane, primal or psionic attack power you make before the end of your next turn automatically hits. If the attack roll would hit anyway, it is a critical hit.

The Orb of Oradia

Level 4

This silver orb is inlaid with gold filigree, woven into arcane runes of power

Artifact (Unique)

Enhancement:+3

Power (At Will): Standard Action. Detect Magic with a +10 bonus to the Arcana check.

Power (Encounter): Immediate Reaction

-Trigger: You are hit by an attack.

-Effect: Teleport a number of squares equal to your level.

Power (Daily): Minor Action. The next arcane, primal or psionic attack power you make before the end of your next turn automatically hits. If the attack roll would hit anyway, it is a critical hit.

The Orb of Oradia

Level 6

This silver orb is inlaid with gold filigree, woven into arcane runes of power

Artifact (Unique)

Enhancement:+3

Power (At Will): Standard Action. Detect Magic with a +10 bonus to the Arcana check.

Power (Encounter): Immediate Reaction

-Trigger: You are hit by an attack.

-Effect: Teleport a number of squares equal to your level.

Power (Daily): Minor Action. The next arcane, primal or psionic attack power you make before the end of your next turn automatically hits. If the attack roll would hit anyway, it is a critical hit.

The Orb of Oradia

Level 8

This silver orb is inlaid with gold filigree, woven into arcane runes of power

Artifact (Unique)

Enhancement:+3

Power (At Will): Standard Action. Detect Magic with a +10 bonus to the Arcana check.

Power (Encounter): Immediate Reaction

-Trigger: You are hit by an attack.

-Effect: Teleport a number of squares equal to your level.

Power (Daily): Minor Action. The next arcane, primal or psionic attack power you make before the end of your next turn automatically hits. If the attack roll would hit anyway, it is a critical hit.

The Orb of Oradia

Level 10

This silver orb is inlaid with gold filigree, woven into arcane runes of power

Artifact (Unique)

Enhancement:+4

Power (At Will): Standard Action. Detect Magic with a +10 bonus to the Arcana check.

Power (Encounter): Immediate Reaction

-Trigger: You are hit by an attack.

-Effect: Teleport a number of squares equal to your level.

Power (Daily): Minor Action. The next arcane, primal or psionic attack power you make before the end of your next turn automatically hits. If the attack roll would hit anyway, it is a critical hit.

The Chalice of Chale

Level 2

This bronze chalice is inlaid with gold filigree, woven into arcane runes of power

Artifact (Unique)

Property: While holding the Chalice in a free hand, a character gains resist 5 to magical damage (DM interpretation on what counts as magical).

Power (At Will): Standard Action. Ranged 10. Attack: Intelligence, Wisdom or Charisma versus Fortitude. Hit: The target is pulled 5 squares.

Power (Encounter): Standard Action: Fill the Chalice with water and drink it. Regain hit points as though you had spent a healing surge.

Power (Daily): No Action (only usable on your own turn)

Effect: You are removed from play until the beginning of your next turn. You do not have line of effect to anything, and nothing has line of effect to you. All conditions on you end. At the beginning of your next turn, you return to play in a square within 10 squares of your last position.

The Chalice of Chale

Level 4

This bronze chalice is inlaid with gold filigree, woven into arcane runes of power

Artifact (Unique)

Property: While holding the Chalice in a free hand, a character gains resist 5 to magical damage (DM interpretation on what counts as magical).

Power (At Will): Standard Action. Ranged 10. Attack: Intelligence, Wisdom or Charisma versus Fortitude. Hit: The target is pulled 5 squares.

Power (Encounter): Standard Action: Fill the Chalice with water and drink it. Regain hit points as though you had spent a healing surge.

Power (Daily): No Action (only usable on your own turn)

Effect: You are removed from play until the beginning of your next turn. You do not have line of effect to anything, and nothing has line of effect to you. All conditions on you end. At the beginning of your next turn, you return to play in a square within 10 squares of your last position.

The Chalice of Chale

Level 6

This bronze chalice is inlaid with gold filigree, woven into arcane runes of power

Artifact (Unique)

Property: While holding the Chalice in a free hand, a character gains resist 5 to magical damage (DM interpretation on what counts as magical).

Power (At Will): Standard Action. Ranged 10. Attack: Intelligence, Wisdom or Charisma versus Fortitude. Hit: The target is pulled 5 squares.

Power (Encounter): Standard Action: Fill the Chalice with water and drink it. Regain hit points as though you had spent a healing surge.

Power (Daily): No Action (only usable on your own turn)

Effect: You are removed from play until the beginning of your next turn. You do not have line of effect to anything, and nothing has line of effect to you. All conditions on you end. At the beginning of your next turn, you return to play in a square within 10 squares of your last position.

The Chalice of Chale

Level 8

This bronze chalice is inlaid with gold filigree, woven into arcane runes of power

Artifact (Unique)

Property: While holding the Chalice in a free hand, a character gains resist 5 to magical damage (DM interpretation on what counts as magical).

Power (At Will): Standard Action. Ranged 10. Attack: Intelligence, Wisdom or Charisma versus Fortitude. Hit: The target is pulled 6 squares.

Power (Encounter): Standard Action: Fill the Chalice with water and drink it. Regain hit points as though you had spent a healing surge.

Power (Daily): No Action (only usable on your own turn)

Effect: You are removed from play until the beginning of your next turn. You do not have line of effect to anything, and nothing has line of effect to you. All conditions on you end. At the beginning of your next turn, you return to play in a square within 10 squares of your last position.

The Chalice of Chale

Level 10

This bronze chalice is inlaid with gold filigree, woven into arcane runes of power

Artifact (Unique)

Property: While holding the Chalice in a free hand, a character gains resist 10 to magical damage (DM interpretation on what counts as magical).

Power (At Will): Standard Action. Ranged 10. Attack: Intelligence, Wisdom or Charisma versus Fortitude. Hit: The target is pulled 6 squares.

Power (Encounter): Standard Action: Fill the Chalice with water and drink it. Regain hit points as though you had spent a healing surge.

Power (Daily): No Action (only usable on your own turn)

Effect: You are removed from play until the beginning of your next turn. You do not have line of effect to anything, and nothing has line of effect to you. All conditions on you end. At the beginning of your next turn, you return to play in a square within 10 squares of your last position.

The Shield of Shalimar

Level 2

This large silver shield is inlaid with gold filigree, woven into arcane runes of power

Artifact (Unique)

Property: The wielder of the Shield has Resist 5 All.

Power (Daily): Immediate Interrupt

- **Trigger:** An ally within 3 squares is hit by an attack.
- **Effect (immediate interrupt):** The attacking creature is pulled to a square adjacent to the bearer of the Shield, and the attack is made against the bearer instead of the ally.

The Shield of Shalimar

Level 4

This large silver shield is inlaid with gold filigree, woven into arcane runes of power

Artifact (Unique)

Property: The wielder of the Shield has Resist 5 All.

Power (Daily): Immediate Interrupt

- **Trigger:** An ally within 3 squares is hit by an attack.
- **Effect (immediate interrupt):** The attacking creature is pulled to a square adjacent to the bearer of the Shield, and the attack is made against the bearer instead of the ally.

The Shield of Shalimar

Level 6

This large silver shield is inlaid with gold filigree, woven into arcane runes of power

Artifact (Unique)

Property: The wielder of the Shield has Resist 5 All.

Power (Daily): Immediate Interrupt

- **Trigger:** An ally within 4 squares is hit by an attack.
- **Effect (immediate interrupt):** The attacking creature is pulled to a square adjacent to the bearer of the Shield, and the attack is made against the bearer instead of the ally.

The Shield of Shalimar

Level 8

This large silver shield is inlaid with gold filigree, woven into arcane runes of power

Artifact (Unique)

Property: The wielder of the Shield has Resist 5 All.

Power (Daily): Immediate Interrupt

- **Trigger:** An ally within 5 squares is hit by an attack.
- **Effect (immediate interrupt):** The attacking creature is pulled to a square adjacent to the bearer of the Shield, and the attack is made against the bearer instead of the ally.

The Shield of Shalimar

Level 10

This large silver shield is inlaid with gold filigree, woven into arcane runes of power

Artifact (Unique)

Property: The wielder of the Shield has Resist 10 All.

Power (Daily): Immediate Interrupt

- **Trigger:** An ally within 5 squares is hit by an attack.
- **Effect (immediate interrupt):** The attacking creature is pulled to a square adjacent to the bearer of the Shield, and the attack is made against the bearer instead of the ally.