

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

By OnlineDM (<http://onlinedm.wordpress.com>) – Version 5d, published June 14, 2012

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.

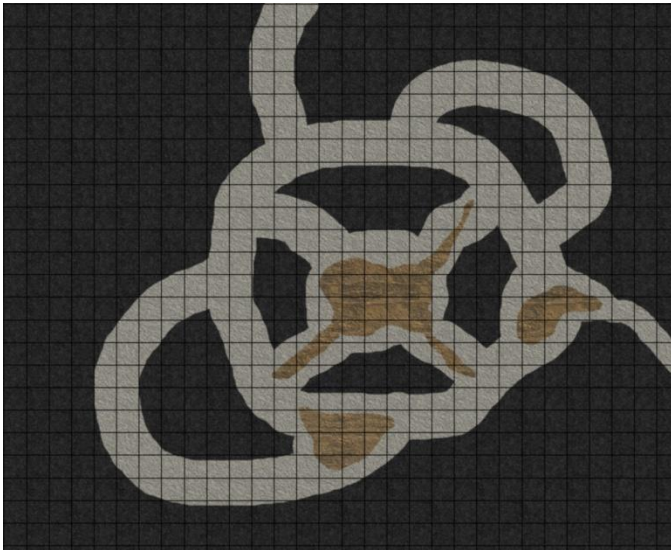
Terrain: The tunnels are 10 feet high and mostly circular in cross-section. The passage to the northwest leads up and eventually emerges on the main stronghold level behind a rockfall that the PCs can easily clear (this connection to the lower tunnels is apparently unknown to the orcs). The central chamber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

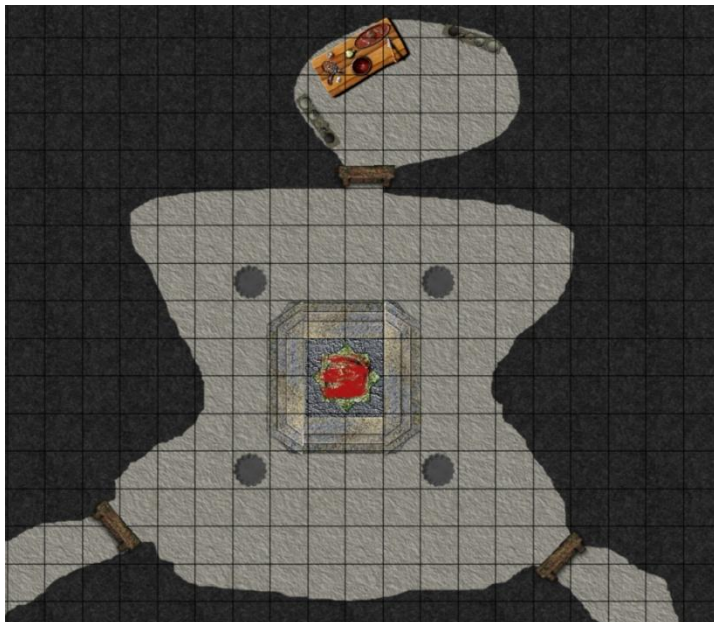
Tactics: Unless the party has aced the skill challenge, the reavers will see the players enter and there will not be a surprise round. They will cry out, the hell hound will

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	Level 7 Elite Soldier
Large elemental beast	XP 600
HP 160; Bloodied 80	Initiative +7
AC 23; Fortitude 20, Reflex 20, Will 18	Perception +6
Speed 6	Low-light vision
Resist 5 fire	
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)	Dex 17 (+6)
Con 15 (+5)	Int 9 (+2)
	Wis 11 (+3)
	Cha 13 (+4)
Alignment Evil	Languages -

Ulnath	Level 6 Controller
Medium natural humanoid	XP 250
HP 72; Bloodied 36	Initiative +6
AC 20; Fortitude 19, Reflex 17, Will 19	Perception +6
Speed 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)	Dex 11 (+3)
Con 13 (+4)	Int 11 (+3)
	Wis 19 (+7)
	Cha 13 (+4)
Alignment Chaotic Evil	Languages Common, Giant
Equipment: Holy symbol, robes, spear	

Orc Reaver	Level 7 Skirmisher
Medium natural humanoid	XP 300
HP 80; Bloodied 40	Initiative +8
AC 21; Fortitude 20, Reflex 20, Will 18	Perception +6
Speed 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)	Dex 18 (+7)
Con 15 (+5)	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	Level 9 Elite Soldier
Large elemental beast	XP 800
HP 194; Bloodied 97	Initiative +9
AC 25; Fortitude 22, Reflex 22, Will 20	Perception +7
Speed 6	Low-light vision
Resist 10 fire	
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)	Dex 18 (+8)
Con 16 (+7)	Int 10 (+4)
	Wis 12 (+5)
	Cha 14 (+6)
Alignment Evil	Languages -

Ulnath	Level 8 Controller
Medium natural humanoid	XP 350
HP 89; Bloodied 44	Initiative +7
AC 22; Fortitude 20, Reflex 19, Will 22	Perception +9
Speed 6	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)	Dex 12 (+5)
Con 14 (+6)	Int 12 (+5)
	Wis 20 (+9)
	Cha 14 (+6)
Alignment Chaotic Evil	Languages Common, Giant
Equipment: Holy symbol, robes, spear	

Orc Reaver	Level 9 Skirmisher
Medium natural humanoid	XP 400
HP 97; Bloodied 48	Initiative +9
AC 23; Fortitude 22, Reflex 22, Will 20	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.	
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)	Dex 19 (+8)
Con 16 (+7)	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	
		☒ 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.	
Traits		Triggered Actions		Traits	
☉ Fire Shield • Aura 1 Any enemy that starts its turn in the aura takes 9 fire damage.		Death Strike • Encounter		Charging Mobility	
Str 21 (+10) Dex 19 (+9) Wis 13 (+6) Con 17 (+8) Int 11 (+5) Cha 15 (+7)		Trigger: The orc drops to 0 hit points. Effect: The orc makes a melee basic attack.		When charging, the orc gets a +4 bonus to all defenses.	
Alignment Evil Languages -		Traits		Str 21 (+10) Dex 20 (+10) Wis 16 (+8) Con 17 (+8) Int 11 (+5) Cha 11 (+5)	
		☉ Wrath of Gruumsh • Aura 10 Allies in the aura can use Death Strike		Alignment Chaotic Evil Languages Common, Giant Equipment : Battleaxe, hide armor, javelin x4	
		Str 13 (+6) Dex 13 (+6) Wis 21 (+10) Con 15 (+7) Int 13 (+6) Cha 15 (+7)			
		Alignment Chaotic Evil Languages Common, Giant Equipment : Holy symbol, robes, spear			

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

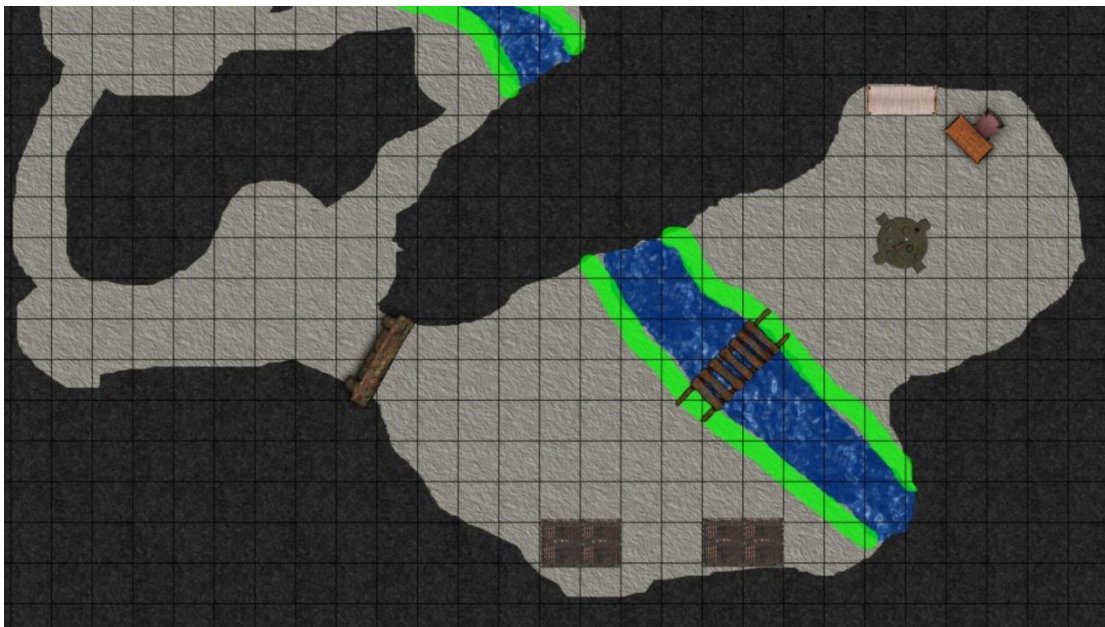
covered in disgusting filth that gives it -2 to all attacks and slows it. Once a creature escapes from the river, it has -2 to all attacks and is slowed (save ends both). Note that Grak wears magic boots that allow him to walk across the river and ignore the difficult terrain from the slime.

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		Level 3 Elite Soldier	
Medium natural humanoid		XP 300	
HP 92; Bloodied 46		Initiative +2	
AC 19; Fortitude 16, Reflex 15, Will 16		Perception +3	
Speed 6		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)		Dex 9 (+0)	
Con 12 (+2)		Int 7 (-1)	
Wis 13 (+2)		Cha 9 (+0)	
Alignment Chaotic Evil		Languages Common, Giant	
Equipment : Battleaxe, Staff of Suha, Scale armor			
Orc Alchemist		Level 2 Controller	
Medium natural humanoid		XP 125	
HP 38; Bloodied 19		Initiative +3	
AC 16; Fortitude 14, Reflex 15, Will 14		Perception +3	
Speed 6		Low-light vision	
Standard Actions			
 Club (weapon) • At-Will			
Attack: Melee 1 (one creature); +7 vs. AC			
Hit: 2d4 + 2 damage.			
 Caustic Glue (5 ammunition) • At-Will			
Attack: Area Burst 1 in 10 (creature in burst); +5 vs. Reflex			
Hit: 5 acid damage, and the target is slowed (save ends).			
 Acid Jar (5 ammunition) • At-Will			
Attack: Ranged 5 (one creature); +5 vs. Reflex			
Hit: 2d4 + 2 acid damage, and each creature adjacent to the target takes 2 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 9 (+0)		Dex 11 (+1)	
Con 13 (+2)		Int 9 (+0)	
Wis 13 (+2)		Cha 7 (-1)	
Alignment Chaotic Evil		Languages Common, Giant	

Orc Alchemist		Level 2 Controller
Medium natural humanoid		XP 125
HP 38; Bloodied 19	Initiative +3	
AC 16; Fortitude 14, Reflex 15, Will 14	Perception +3	
Speed 6	Low-light vision	
Standard Actions		
⚔ Club (weapon) • At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 2d4 + 2 damage.		
★ Caustic Glue (5 ammunition) • At-Will		
Attack: Area Burst 1 in 10 (creature in burst); +5 vs. Reflex		
Hit: 5 acid damage, and the target is slowed (save ends).		
⚔ Acid Jar (5 ammunition) • At-Will		
Attack: Ranged 5 (one creature); +5 vs. Reflex		
Hit: 2d4 + 2 acid damage, and each creature adjacent to the target takes 2 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 9 (+0)	Dex 11 (+1)	Wis 13 (+2)
Con 13 (+2)	Int 9 (+0)	Cha 7 (-1)
Alignment Chaotic Evil Languages Common, Giant		

AL 4 Monsters

Grak		Level 5 Elite Soldier
Medium natural humanoid		XP 400
HP 126; Bloodied 63		Initiative +4
AC 21; Fortitude 18, Reflex 17, Will 18		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, 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)	Dex 10 (+2)	Wis 14 (+4)
Con 13 (+3)	Int 8 (+1)	Cha 10 (+2)
Alignment Chaotic Evil Languages Common, Giant		
Equipment : Battleaxe, Staff of Suha, Scale armor		
Orc Alchemist		Level 4 Controller
Medium natural humanoid		XP 175
HP 58; Bloodied 29		Initiative +4
AC 18; Fortitude 17, Reflex 16, Will 16		Perception +4
Speed 6		Low-light vision
Standard Actions		
⚔ Club (weapon) • At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 2d6 + 2 damage.		
★ Caustic Glue (5 ammunition) • At-Will		
Attack: Area Burst 1 in 10 (creature in burst); +7 vs. Reflex		
Hit: 6 acid damage, and the target is slowed (save ends).		
🔪 Acid Jar (5 ammunition) • At-Will		
Attack: Ranged 5 (one creature); +7 vs. Reflex		
Hit: 2d6 + 2 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 10 (+2)	Dex 12 (+3)	Wis 14 (+4)
Con 14 (+4)	Int 10 (+2)	Cha 8 (+1)
Alignment Chaotic Evil Languages Common, Giant		

Orc Alchemist		Level 4 Controller	
Medium natural humanoid		XP 175	
HP 58; Bloodied 29		Initiative +4	
AC 18; Fortitude 17, Reflex 16, Will 16		Perception +4	
Speed 6		Low-light vision	
Standard Actions			
⚔ Club (weapon) • At-Will			
Attack: Melee 1 (one creature); +9 vs. AC			
Hit: 2d6 + 2 damage.			
★ Caustic Glue (5 ammunition) • At-Will			
Attack: Area Burst 1 in 10 (creature in burst); +7 vs. Reflex			
Hit: 6 acid damage, and the target is slowed (save ends).			
⚔ Acid Jar (5 ammunition) • At-Will			
Attack: Ranged 5 (one creature); +7 vs. Reflex			
Hit: 2d6 + 2 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 10 (+2)	Dex 12 (+3)	Wis 14 (+4)	
Con 14 (+4)	Int 10 (+2)	Cha 8 (+1)	
Alignment Chaotic Evil		Languages Common, Giant	

AL 6 Monsters

Grak		Level 7 Elite Soldier
Medium natural humanoid		XP 600
HP 160; Bloodied 80		Initiative +6
AC 23; Fortitude 20, Reflex 19, Will 20		Perception +6
Speed 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 + 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 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)	Dex 11 (+3)	Wis 15 (+5)
Con 14 (+5)	Int 9 (+2)	Cha 11 (+3)
Alignment Chaotic Evil Languages Common, Giant		
Equipment : Battleaxe, Staff of Suha, Scale armor		
Orc Alchemist		Level 6 Controller
Medium natural humanoid		XP 250
HP 72; Bloodied 36		Initiative +6
AC 20; Fortitude 18, Reflex 19, Will 18		Perception +6
Speed 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)	Dex 13 (+4)	Wis 15 (+5)
Con 15 (+5)	Int 11 (+3)	Cha 9 (+2)
Alignment Chaotic Evil Languages Common, Giant		

Equipment : Battleaxe, Staff of Suha, Scale armor		Level 6 Controller	
Orc Alchemist		XP 250	
Medium natural humanoid			
HP 72; Bloodied 36		Initiative +6	
AC 20; Fortitude 18, Reflex 19, Will 18		Perception +6	
Speed 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)	Dex 13 (+4)	Wis 15 (+5)	
Con 15 (+5)	Int 11 (+3)	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.