

BEYOND THE DOOR

A DUNGEONS & DRAGONS[®] ADVENTURE

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In a dark corner of the elemental chaos a strange, stone obelisk marks the location of a plain, iron trap door. No lock, ward, or curse guards this portal, yet none who have passed through it have returned to speak of what rests beyond. Some claim that the mortal corpse of Vecna, guarded by undead horrors beyond reckoning, rots away beyond it. Others whisper that the door leads to the black heart of the Chained God, the last physical shard of that dread being. The advice of the wisest sages has led you to this place. You seek the wand of Tzunk. Every sage agrees that the wand was last seen in the hands of Darvek Hahn, and Darvek was last seen passing through the door before you. Can you avoid whatever terrors have claimed so many lives? An adventure for 18th-level characters.

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

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By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, tracked under your play history. Second, DMs gain rewards for sanctioned RPGA play if they are members of the DM REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2012.

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PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. You'll also want to have a copy of *DT7 Fane of the Forgotten Gods* to set up the tiles used (or a battlemat to draw out the locations). Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your Senior GM directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

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

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. RPGA adventures are designed to be played within 3.5

- 4 hours; try to be very aware of running long or short. Adjust the pacing accordingly.

- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

In short, being the DM for an RPGA adventure isn't about following every word on the page; it's about creating a fun, challenging game environment for the players. A great deal of good information on being a DM for a D&D game can be found in Chapters 1-2 of the *Dungeon Master's Guide*.

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

ADVENTURE BACKGROUND

The mysterious door in the Elemental Chaos is nearly as old as the cosmos itself. In the ancient days, at the dawn of the war between gods and primordials, a mighty primordial named Tylanos built the door and the chambers beyond it to serve as his treasure house. Tylanos had incredible powers over time, allowing him to travel to the past and future as easily as a lesser creature walked across a room. Legend holds that Tylanos saw the coming defeat of the primordials and traveled far into future, when the primordials finally rise again and defeat the gods. Others believe that he foresaw that such events would never come to pass, and thus killed himself rather than face a cosmic, irrevocable defeat.

Regardless of Tylanos' fate, his treasure house remains. Those who enter the place are cast back in time, to when Tylanos first built the place and centuries before he placed his treasures there. In truth, all of Tylanos' riches are stored in the far, far future, an utterly

unknown era perhaps beyond the rule of god or primordial.

In time, the true nature of the treasure house fell from the lore of even the most learned sage. Since then, a wide number of rumors, legends, and stories have grown about the place. No one has managed to escape the place, instead they have been trapped in the mists of time.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

The wand of Tzunk must be yours. Each of you owes a favor to the demigod Zagyg. As befits a deity of humor, unpredictability, and occult lore, he has demanded that you find the wand even though it has not been seen in nearly 800 years. Though luck, perseverance, and the aid of some of the most learned (and expensive) sages of Greyhawk, you have tracked the wand to this place, a strange, unadorned trap door carved into the rock of the elemental chaos. No one can say what awaits you beyond the door, as no one who has entered the place has returned to tell the tale.

Encourage each player to come up with a reason why his PC owes Zagyg a favor.

DM'S INTRODUCTION

Beyond the Door is set up a bit different than many of the RPGA adventures you might have run or played in the past, particularly if you are used to *Living* campaign scenarios.

This adventure is relatively open ended. The PCs enter the treasure house and find it empty. If they try to leave the place, they find that they have been cast into the far, far past, to a time when the *wand of Tzunk* did not yet exist.

By using the arcane implements found in Tylanos' treasure house, the PCs can manipulate time in an effort to travel to the moment when Darvek Hahn, a cambion wizard and last known possessor of the wand, entered the door.

Unfortunately for the PCs, decoding the method of time travel in the treasure house is no easy task. A foolish or rash party can become trapped in time, blundering into the strange beasts and powerful creatures that have entered the treasure house before them.

The adventure is likely to follow a basic sequence of events. The PCs first enter the door and explore the chambers beyond. Smart players will take the time to

examine the place and explore it thoroughly. They discover the *temporal vortex*, a magical construct that allows the treasure house to pass through time. By studying this object, the PCs can determine the times they must travel to in order to assemble the components needed to attain control over the vortex and escape. Along the way, they meet and defeat Darvek Hahn. The *wand of Tzunk* is a key component to escaping this place.

THE TREASURE HOUSE OF TYLANOS

This “encounter” is an overview of the treasure house’s contents. It describes each area of the place, organized below into an encounter key. Remember that there are no monsters in this place when the PCs first enter. Only by learning to use the *temporal vortex* can the PCs hop through time, battle creatures that have entered this place, and gather the time shards.

Each area in the key below includes read aloud text along with notes on the area’s contents. When running combat encounters in the treasure house, use those notes as the battle spills from room to room.

1. ENTRY WAY

When the characters enter this chamber, read:

You have passed through the door to find a set of stone stairs leading downward. The stairs end in a barrier of glowing, fiery energy. Beyond the barrier you can barely make out a large room. To the left stand a pair of stone chairs, sized as if for giants. To the right stand two pedestals, each topped with a large bowl.

The glowing portal is crafted from the raw stuff of temporal energy. If the PCs pass through the portal, they come under the powerful, magical influence of this place.

When a PC Enters the Gate: The characters can see their friend walk through the gate, but he appears to disappear. They can see the chamber on the other side, but not their friend. Passing through the gate sends a PC through time. The characters left behind see the room as it stands today, while their friend is in the past.

Inspecting the Door: The players might want to inspect the door for traps or otherwise find out a way to disable it. Shutting down the portal is as impossible as bringing time itself to a stop.

No magic or ritual can pierce the gateway, but the PCs can use a several skills to inspect the gate.

Arcana (DC 18): The door is infused with temporal energies, likely crafted by a primordial. It might involve time travel.

Perception (DC 18): The energy does not resemble any type you have seen before. It doesn’t appear harmful.

Thievery (DC 23): The door way lacks any sort of trap mechanism, and the energy seems to have no harmful effects.

Passing Through: A PC who passes through the gate sees that his allies have disappeared, along with the gate itself. In the time he has been sent to, the gate does not yet exist. When a PC passes through the gate, he appears to pop out of thin air.

Escape: If the PCs try to leave this place after moving through the gate, they find that the stairs open to a vast, empty space. The chunk of rock that the treasure house is carved into careens wildly through the elemental chaos in its earliest days. In the distance, the PCs can see massive formations of fire, earth, and water, while storms the size of a continent rumble across the sky.

An Arcana, History, or Religion check (DC 13) reveals that the PCs look upon the dawn of creation, untold eons in the past before the war of gods and primordials. If they attempt to leave the treasure house, they are lost in the swirling, primordial chaos and killed. Escape is impossible.

2. AUDIENCE HALL

When the characters enter this chamber, read:

As you enter this chamber, you see to your left a pair of stone thrones, sized for an ogre or hill giant. To your right stand two pedestals, each bearing a bowl filled with liquid. The bowl closer to you is blue, while the farther one is red. The right hand wall is a shimmering construct of silver energy. It is partially transparent, allowing you to make out swirling vortex of glowing, fiery energy beyond. It looks like the vortex consists of the same energy as the gate you pass through to enter this place.

The glowing portal is crafted from the raw stuff of temporal energy. If the PCs pass through the portal, they come under the powerful, magical influence of this place.

Thrones: The thrones are purely decorative. They were once used by Tylanos and his (infrequent) guests to observe the operation of the temporal vortex. The hollow spaces behind them are good ambush spots, as a creature can crouch behind them and hide or stand and gain cover from the thrones.

Pedestals: The two pedestals and their basins hold the key to influencing the vortex’s operation. By pouring the oil of time gathered in the inner sanctum (see below) into these vessels, the characters can set the vortex to send them back to specific times.

The Barrier: The silver energy barrier remains in place until the PCs pour oil of time into the basins. At

that time, the barrier disappears for 5 minutes, allowing the PCs access to the vortex.

Temporal Vortex: This swirling cloud of energy looks like a tornado cloud that bobs and weaves within a small chamber beyond the barrier. It crackles with power, while bolts of energy occasionally arc from its surface. The PCs can travel through the vortex simply by stepping into it. They arrive in area 2 as if they walked through the portal that leads from area 1 to area 2.

3. STAIRS

A set of stairs allows access from the audience hall to the inner chambers of the treasure house.

Steps: The stairs are difficult terrain when creatures go up them, normal terrain when going down. The stairs all head downward relative to area 2 (leaving area 2, the stairs all head downward).

Niche: There is a teleportation device at the spot marked with an X in this area. The niche is covered with images of leering, demonic figures. Two of these figures each have a glowing, blue eye. If both of the eyes are pressed, anyone in the niche is teleported to the niche behind the easternmost throne in area 2.

4. SHRINE TO THE DEVOURER

When the characters enter this chamber, read:

A set of thick, red curtains is set at the door frame here, though currently tied upon with a slender, golden rope. Beyond, you see the square, granite statue of a frog-like creature. Two columns of black rock glow with dim, blue energy, casting an eldritch light across the chamber.

Tyranos built this place as a shrine to the Devourer, a strange creature (perhaps a primordial; none can say for sure) that once wandered the cosmos. The Devourer comes to life when life blood is spilled in this chamber.

Curtains: The curtains look as if they are crafted from thick velvet, but if touched they feel like the leathery hide of a lizard. They feel warm and seem to pulse and move slightly in reaction to any physical inspection.

If a creature in this chamber is bloodied by an attack, the curtains snap shut. Opening them requires a Strength check (DC 25). The curtains have AC 7, Reflex 5, and 30 hit points. If destroyed, they reappear in 1d20 minutes.

Statue: The statue of the devourer is carved from stone, but it feels cold, soft, and wet to the touch. It remains inactive until a creature in this chamber is bloodied. When that occurs, the statue's eyes turn into red gems that glow with energy. The statue then begins

Beyond the Door

to attack. Roll for its initiative, and it uses the attack below once on its turn and bites anyone adjacent to it (as described below).

Initiative: +8

Attack: Ranged 10; +19 vs. Will; pull adjacent to the statue's mouth and dazed (save ends).

Special: If a dazed creature is next to the frog's mouth at the start of its turn, it makes a melee attack against it. If there is more than one dazed creature next to the mouth, determine the target at random.

Bite: Melee 1; +20 vs. AC; 2d10 + 10 damage.

Pillars: The pillars flicker with energy until a creature is bloodied in this room. They then fade into normal, gray stone.

5. VAULT OF TIME

When the characters enter this chamber, read:

Before you is a rectangular room illuminated by a gentle, blue radiance that spills from a fountain set in the middle of the chamber. On the fountain's lip rests a ladle carved from glass. The statue of a humanoid clad in thick, flowing robes, wearing a backpack filled with supplies, and carrying a walking stick stands at the far end of the room. Two large basins, one filled with red liquid, the other blue, flank the statue.

Finally, before the statue, set in the floor, is a set of glass panes, like windows into a chamber below. White mist swirls beneath the panes. The mist congeals and takes the form of a howling, agonized face, before dispersing again.

Most disturbing of all, you see on the near wall a mural that depicts you and your companions entering this place. The mural is aged and faded. On the opposite wall is another mural. This one depicts a chunk of rock floating in a black void. A trap door, clearly recognizable as the door you passed through not long ago, is carved into the rock. Massive storms and great plumes of energy cut through the darkness beyond the rock.

Beneath each mural, carved into the floor, is a narrow trough about 6 inches deep.

This chamber is the nexus of the treasure house's power. The temporal vortex in area 1 is powered by this place. By manipulating the oil of time found here, the PCs can open gateways to other times and thus escape this place.

The Murals: As described above, one of the murals depicts the characters as they entered this place. Every last detail is correct.

The Fountain: The fountain plays a key role in using the temporal vortex. The blue liquid that fills it is a powerful acid. A glass ladle rests on the fountain's lip.

Statue: The statue is a ward designed to drive combatants out of this chamber. Tylandos realized that those trapped in the treasure house might try to destroy his work.

The trap attacks anyone who attacks a target adjacent to the statue or the basins, or anyone adjacent to those objects who makes an attack.

Attack: Ranged 10; +19 vs. Reflex; 2d8 + 6 damage.

The statue is also the key to escaping the treasure house. A Perception check (DC 23) reveals two hollow spaces in the statue, one that runs from the tip of its right index finger to its arm, and another in its left leg. The finger space is large enough to fit a wand, the leg one sized for a staff. If the *wand of Tzunk* and *staff of Xarren* are placed here, the murals on both walls fall crumble into a blank façade. The *wand* and *staff* both fall from the statue. The PCs are free to take them. Begin encounter 3.

Basins: The two basins hold a thick, viscous fluid, red and blue respectively, that is used to gain access to the temporal vortex in area 1.

though they must fight their way past a group of guardians.

USING THE TEMPORAL VORTEX

Activating and controlling the temporal vortex is no easy feat, and inexperienced players might spend the bulk of the adventure puzzling over it. Luckily, the research conducted by the sage Adari Farwander provides a number of clues. In addition to handout 1, which summarizes the sage's findings for the players DM reference 1 provides you an annotated list of the clues.

To keep things clear, the process of activating the vortex is described below in a bullet point format:

- The PCs must use the acid from the fountain in area 5 to melt away the murals. A single splash is enough to melt the mural.
- The western mural, the one with the PCs, depicts the present. Splashing acid on the present mural causes it to go display an image from the treasure house's past.
- The eastern mural depicts the treasure house's beginning. Splashing acid on it causes it to show the next even in the treasure house's past.
- When the PCs set both murals to depict the same moment, the melted portions of the murals gather in the troughs below them and bubble hiss.
- The PCs can then use the ladle to pour the bubbling liquid into the two containers, the mural of the past into the red one and the mural of the future into the blue one.
- Once this has been done, the silver barrier in area 2 disappears. The PCs can then enter the vortex. They arrive in the treasure house at the point in time depicted in the mural.

If the PCs fail to use the murals correctly, the silver wall simply remains in place.

If the PCs melt the murals but decide to defer on entering the vortex, after one hour the silver wall reappears (if it disappeared) and the murals revert to the state that the PCs found them in.

DM's Reference 2 provides a timeline for the events depicted in the two murals. The two murals show the same sequence of images. The present one starts at the end of the sequence (the present) while the other starts at the treasure house's past and moves forward.

ESCAPE!

Escaping from the treasure vault is no easy feat. The PCs must use the *wand of Tzunk* and the *staff of Xarren* to escape. These items, when inserted into the statue in area 5, destroy the vortex and allow the PCs to flee,

Beyond the Door

ENCOUNTER 1: DARVEK HAHN

ENCOUNTER LEVEL 19

SETUP

This encounter includes the following creatures:

Darvek Hahn (cambion hellfire magus) (D)

2 rakshasa assassins (R)

1 greater helmed horror (H)

1 fire archon blazesteel (F)

The PCs can travel back in time and encounter Darvek Hahn and his ragtag band of minions. Darvek sought to control the temporal vortex using the *wand of Tzunk*.

Darvek's two rakshasa servants disguise themselves as adventurers in a bid to lure the PCs into an ambush.

Read the following:

As you pass through the vortex, you find yourself once again standing in the entrance of the dungeon. Two half-elves clad in leather armor stand before the thrones in the entry room. They turn to you, hands on their weapons and suspicion in their eyes. However, they do not draw their blades.

The rakshasas try to lure the PCs to the stairs at area 3. Once the party is on the landing there, Darvek Hahn and his followers attack.

They claim to be bounty hunters who followed Darvek into this place. They (along with Darvek) know nothing of the vortex and worry that they face no escape.

The rakshasas go by the names Hannik and Grayle.

TACTICS

Darvek and his allies fight to the death.

Darvek Hahn: Darvek keeps away from the party, relying on his minions to hold them back while he blasts away with his spells. If hard pressed, he retreats to area 4 to make his last stand, hoping to trap one or two PCs in the room.

Cruel Trick: Remember that Darvek can use his fire attacks against the archons without fear of harming them. He also retreats away from the battle to spend a few rounds trying to recharge his spells, if his minions can hold back the PCs.

Rakshasa Assassins: Once their deception is revealed, the assassins attack the party from behind. After their initial attack, they try to use the teleporter in area 3 to ambush the PCs back up in area 2.

Cruel Trick: If a PC is foolish enough to run ahead on his own (such as an overeager rogue), the two assassins gang up on him. When they flank one target, their combined attacks are devastating.

Greater Helmed Horror: This construct is Hahn's personal bodyguard. It uses the relatively narrow stairs in area 3 to create a choke point, standing in place and hammering anyone who tries to move past it. It tries to lure the PCs toward area 3.

Cruel Trick: The horror's *tactical step* ability is meant to allow it to move and defend Darvek, but it instead uses it to press the attack. If it can shift to adjacent to a warlock, wizard, or other vulnerable character, it does so.

Fire Archon Blazesteel: The blazesteel waits until a PC moves to the central landing that connects the three sets of stairs. If a PC moves down the hall toward area 4, it rushes forward to attack and split the party.

Cruel Trick: Remember that the blazesteel and the assassins gain added damage from gaining combat advantage. If possible, they pair up to take down tough PCs.

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the blazesteels.

Six PCs: Add an additional assassin.

ENDING THE ENCOUNTER

Once the PCs defeat Darvek Hahn, they can claim the *wand of Tzunk* and proceed to the next stop along the time stream. Darvek keeps the wand in his belt pouch. The *wand* is useless to the PCs, as they know nothing of the secrets of its use, but it can deactivate the vortex.

ENCOUNTER 1: DARVEK HAHN

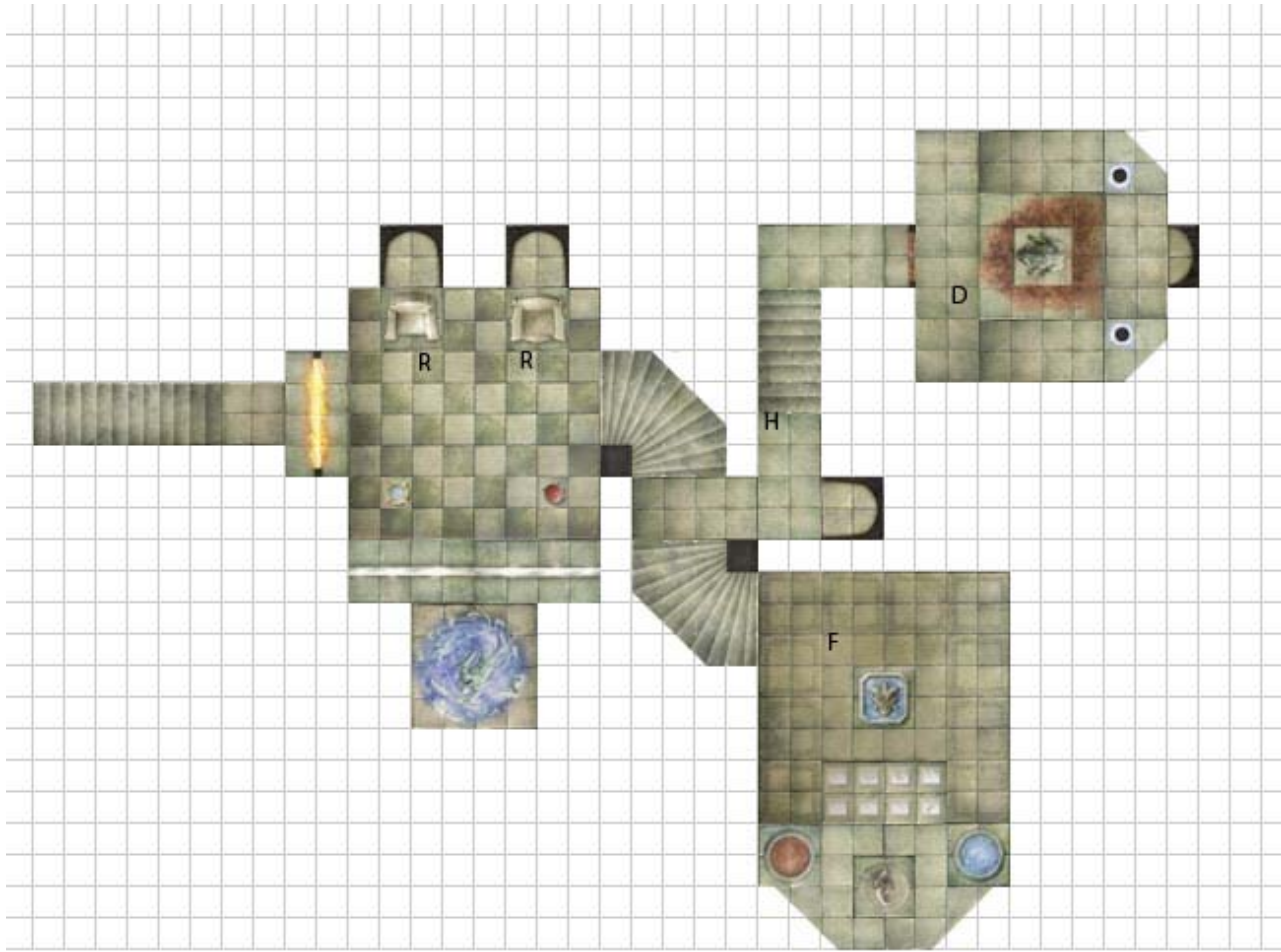
Cambion Hellfire Magus		Level 18 Artillery
Medium immortal humanoid (devil)		XP 2,000
Initiative +14	Senses Perception +13; darkvision	
HP 130; Bloodied 65		
AC 30 (34 against ranged attacks); Fortitude 27, Reflex 30 (34 against ranged attacks), Will 32		
Resist 15 fire		
Speed 6, fly 8 (clumsy)		
⚔ Quarterstaff (standard; at-will) ♦ Weapon +20 vs. AC; 1d8 + 2 damage.		
☞ Hellfire Ray (standard; at-will) ♦ Fire Ranged 20; +22 vs. Reflex; 2d8 + 8 fire damage, and the target is knocked prone.		
☞ Soulscorch (standard; recharge [2][i]) ♦ Fire Area burst 1 within 10; +22 vs. Reflex; 1d10 + 8 fire damage, and ongoing 5 fire damage (save ends).		
Soul Mantle A mantle of soul energy protects the hellfire magus, giving it a +4 bonus to AC and Reflex defense against ranged attacks (already included in its statistics).		
Alignment Evil	Languages Common, Supernal	
Skills Arcana +20, Bluff +22, Diplomacy +22		
Str 14 (+11)	Dex 20 (+14)	Wis 19 (+13)
Con 16 (+12)	Int 22 (+15)	Cha 27 (+17)
Equipment robes, quarterstaff		

Rakshasa Assassin		Level 17 Skirmisher
Medium natural humanoid		XP 1,600
Initiative +16	Senses Perception +16; low-light vision	
HP 160; Bloodied 80		
AC 31; Fortitude 29, Reflex 31, Will 29		
Speed 6; see also <i>shadow form</i>		
⚔ Short Sword (standard; at-will) ♦ Weapon +22 vs. AC; 1d6 + 6 damage.		
⚔ Double Attack (standard; at-will) ♦ Weapon The rakshasa assassin makes two melee basic attacks.		
☞ Phantom Distraction (minor; recharge [2][i]) ♦ Illusion Close burst 1; +20 vs. Will; the target is dazed until the end of the rakshasa assassin's next turn.		
Combat Advantage The rakshasa assassin deals an extra 2d6 damage on melee and ranged attacks against any target it has combat advantage against.		
Deceptive Veil (minor; at-will) ♦ Illusion The rakshasa assassin can disguise itself to appear as any Medium humanoid. A successful Insight check (opposed by the rakshasa's Bluff check) pierces the disguise.		
Shadow Form If the rakshasa assassin moves at least 2 squares, it gains the phasing quality (see glossary) until the end of its turn.		
Alignment Evil	Languages Common	
Skills Acrobatics +18, Athletics +16, Bluff +17, Stealth +18		
Str 18 (+12)	Dex 22 (+14)	Wis 16 (+11)
Con 16 (+11)	Int 12 (+9)	Cha 18 (+12)
Equipment chainmail, 2 short swords		

Greater Helmed Horror		Level 18 Elite Soldier
Medium elemental animate (construct)		XP 4,000
Initiative +16	Senses Perception +20; darkvision, truesight 10	
HP 348; Bloodied 174		
Regeneration 10		
AC 35; Fortitude 33, Reflex 30, Will 31		
Immune charm, disease, fear, poison, sleep		
Saving Throws +2		
Speed 8, fly 8 (clumsy)		
Action Points 1		
⚔ Elemental Greatsword (standard; at-will) ♦ Weapon; Cold, Fire, Lightning, or Thunder +24 vs. AC; 1d10 + 8 damage plus 1d10 cold, fire, lightning, or thunder damage (helmed horror's choice).		
⚔ Blade Sweep (standard; encounter) ♦ Weapon; Cold, Fire, Lightning, or Thunder The greater helmed horror makes an elemental greatsword attack against two different targets within reach.		
☞ Elemental Burst (standard; recharge [2][i]) ♦ Cold, Fire, Lightning, or Thunder Close burst 5; +20 vs. Reflex; 2d6 + 6 cold, fire, lightning, or thunder damage (greater helmed horror's choice).		
Tactical Step (free, when the helmed horror hits with an opportunity attack; at-will) The greater helmed horror shifts 3 squares.		
Alignment Unaligned	Languages Common, Primordial	
Skills Insight +20		
Str 26 (+17)	Dex 21 (+14)	Wis 22 (+15)
Con 22 (+15)	Int 12 (+10)	Cha 18 (+13)
Equipment greatsword		

Fire Archon Blazesteel		Level 19 Soldier
Medium elemental humanoid (fire)		XP 2,400
Initiative +18	Senses Perception +12	
HP 182; Bloodied 91; see also <i>wounded fireburst</i>		
AC 35; Fortitude 33, Reflex 32, Will 28		
Immune disease, poison; Resist 30 fire		
Speed 8		
⚔ Scimitar (standard; at-will) ♦ Fire, Weapon +25 vs. AC; 1d8 + 8 damage (crit 2d8 + 16) plus 1d8 fire damage, and the target is marked until the end of the blazesteel's next turn.		
☞ Wounded Fireburst (when first bloodied and again when the blazesteel is reduced to 0 hit points) ♦ Fire Close burst 2; +21 vs. Reflex; 10 fire damage, and ongoing 5 fire damage (save ends).		
Combat Advantage ♦ Fire The blazesteel makes a single extra scimitar attack and deals an extra 1d8 fire damage against any enemy it has combat advantage against.		
Alignment Chaotic evil	Languages Primordial	
Str 26 (+17)		
Dex 24 (+16)		
Wis 16 (+12)		
Con 22 (+15)		
Int 14 (+11)		
Cha 15 (+11)		
Equipment plate armor, scimitar		

ENCOUNTER 1: DARVEK HAHN



ENCOUNTER 2: MINIONS OF CHAOS

ENCOUNTER LEVEL 18

SETUP

This encounter includes the following creatures:

Zyylaeak (black slaad) (Z)

2 green slaads (G)

2 red slaads (R)

1 blue slaad (B)

Read the following:

Energy crackles and roars around you as your pass through the vortex. As you step back into the complex's entry chamber, you hear the distant sound of hooting and hollering, a raucous cacophony that could only be created by inhuman creatures.

The slaads, led by Zyylaeak, seek to travel back in time and spread the seeds of raw chaos as early in the history of the cosmos as possible. Unfortunately for them (and perhaps happily for everyone else), they are too undisciplined to ever figure out how to operate the vortex.

TACTICS

The slaads, eager to find something to distract them, attack the characters en masse.

All of the slaads use their teleport speeds to harass and confuse the party. They teleport behind and between the PCs, gladly taking up dangerous positions that allow them to attack the party with the knowledge that they can escape with ease.

In addition, remember that the slaads are creatures of chaos. At the start of each slaad's turn, roll a d20. On a 16 or higher, the slaad takes the action described below under *chaotic act*.

Zyylaeak: This slaad prefers to leap into melee, attacking the nearest PC while howling and laughing with glee. Zyylaeak channels his anger at his failure (and being trapped here) on the PCs. He treats the PCs like an overeager dog approaches a chew toy, acting almost bewildered when they attack back and cackling and leaping in joy when he scores a particularly vicious hit.

Chaotic Act: Use *ray of entropy* on the closest target that is not currently under its effects.

Green Slaads: The green slaads try to infect as many PCs as possible with chaos phage, making melee attacks against each PC at least once before moving on to other attacks.

Chaotic Act: Use *transpose target* on the nearest slaad (itself if no other slaad are visible) to teleport adjacent to the furthest enemy.

Red Slaads: The red slaads always try to remain on the other side of the PCs, opposite their allies, to keep the party pinned. They know of and use the teleporter from area 3 to 2.

Chaotic Act: The slaads teleport and charge the furthest enemy they can see.

Blue Slaad: This slaad hates patterns. If two PCs are adjacent to each other, it uses *fling* to drive them apart. If any PCs later move next to each other, it shrieks like a frustrated toddler and leaps to push them apart again.

Chaotic Act: The blue slaad attempts a grab attack, then uses its teleport speed to move with its grabbed victim.

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the green slaads.

Six PCs: Add an additional blue slaad.

ENDING THE ENCOUNTER

The PCs can easily recover the *staff of Xarren* in area 4. The slaads used it to beat the frog statue over the head and, when they finally grew bored, left it on the floor in front of the beast's mouth. The *staff* is useless to the PCs, as they know nothing of the secrets of its use, but it can deactivate the vortex.

ENCOUNTER 2: MINIONS OF CHAOS

Red Slaad (Blood Slaad)		Level 15 Soldier
Large elemental humanoid		XP 1,200
Initiative +13 Senses Perception +8; low-light vision		
HP 146; Bloodied 73		
AC 29; Fortitude 28, Reflex 29, Will 25		
Immune chaos phage (see next page)		
Speed 8, teleport 4		
⬇️ Bite (standard; at-will)		
Reach 2; +21 vs. AC; 2d8 + 6 damage.		
⬇️ Claw (standard; at-will) ♦ Disease		
Reach 2; +21 vs. AC; 1d6 + 3 damage, and the slaad makes a secondary attack against the same target. <i>Secondary Attack</i> : +19 vs. Fortitude; on a hit, the target contracts chaos phage (see sidebar).		
⬇️ Leaping Pounce (standard; recharge ☒ ii)		
The slaad shifts 4 squares and makes two claw attacks. If either claw attack hits, the target is marked until the end of the slaad's next turn.		
⬅️ Horrid Croak (standard; encounter) ♦ Fear		
Close blast 5; +19 vs. Fortitude; the target is immobilized until the end of the slaad's next turn.		
Alignment Chaotic evil	Languages Primordial	
Skills Athletics +15, Stealth +16		
Str 17 (+10)	Dex 19 (+11)	Wis 12 (+8)
Con 18 (+11)	Int 11 (+7)	Cha 15 (+9)

Blue Slaad (Talon Slaad)		Level 17 Brute
Large elemental humanoid		XP 1,600
Initiative +10 Senses Perception +14; low-light vision		
HP 200; Bloodied 100; see also <i>ravager's fury</i>		
AC 29; Fortitude 29, Reflex 25, Will 24		
Immune chaos phage (see next page)		
Speed 6, teleport 2		
⬇️ Claws (standard; at-will) ♦ Disease		
Reach 2; +20 vs. AC; 2d10 + 10 damage, and the slaad makes a secondary attack against the same target. <i>Secondary Attack</i> : +18 vs. Fortitude; on a hit, the target contracts chaos phage (see sidebar).		
⬇️ Fling (standard; at-will)		
Reach 2; +20 vs. AC; 1d10 + 10 damage, and the target slides 2 squares and is knocked prone.		
⬅️ Ravager's Fury (standard, usable only while bloodied; encounter)		
The slaad rakes all enemies within its reach: close burst 2; +20 vs. AC; 1d10 + 10 damage, and the slaad gains 20 temporary hit points.		
Alignment Chaotic evil	Languages Primordial	
Skills Athletics +19, Stealth +15		
Str 22 (+14)	Dex 15 (+10)	Wis 13 (+9)
Con 20 (+13)	Int 9 (+7)	Cha 11 (+8)

Green Slaad (Curse Slaad)		Level 18 Controller
Large elemental humanoid		XP 2,000
Initiative +11 Senses Low-light vision; Perception +17		
HP 173; Bloodied 86		
AC 32; Fortitude 30, Reflex 29, Will 31		
Immune chaos phage (see next page)		
Speed 6, teleport 6		
⬇️ Claws (standard; at-will) ♦ Disease		
Reach 2; +23 vs. AC; 2d10 + 3 damage, and the slaad makes a secondary attack against the same target. <i>Secondary Attack</i> : +21 vs. Fortitude; on a hit, the target contracts chaos phage (see sidebar).		
⌚ Chaos Bolt (standard; at-will)		
Ranged 10; +21 vs. Will; 1d20 + 4 damage, and the target is dazed until the end of the slaad's next turn.		
➤ Transpose Target (standard; recharge ii) ♦ Teleportation		
Ranged 10; +21 vs. Reflex; 1d10 + 5 damage, and the target teleports 10 squares to an unoccupied space of the slaad's choosing (and in its line of sight).		
⬅️ Croak of Chaos (standard; encounter)		
Close burst 4; targets enemies; +21 vs. Fortitude; 1d10 + 6 damage, and the target slides 4 squares.		
Alignment Chaotic evil	Languages Primordial	
Skills Athletics +17, Bluff +18, Intimidate +18, Stealth +16		
Str 17 (+12)	Dex 14 (+11)	Wis 17 (+12)
Con 21 (+14)	Int 15 (+11)	Cha 18 (+13)

Black Slaad (Void Slaad)		Level 20 Skirmisher
Large elemental humanoid		XP 2,800
Initiative +10 Senses Perception +14; low-light vision		
HP 191; Bloodied 95; see also <i>zone of oblivion</i>		
AC 32; Fortitude 33, Reflex 30, Will 29		
Immune disease; Resist insubstantial		
Speed 6, teleport 3		
⬇️ Claws (standard; at-will)		
Reach 2; +25 vs. AC; 2d10 + 7 damage, and ongoing 10 damage (save ends). <i>Failed Save</i> : The target loses a healing surge.		
➤ Ray of Entropy (standard; at-will)		
Ranged 20; +23 vs. Reflex; 2d10 + 3 damage, and the target is surrounded by a shroud of crackling energy (save ends). Any time the target takes damage, the shroud deals 1d10 damage to the target.		
⬅️ Zone of Oblivion (when reduced to 0 hit points) ♦ Zone		
Close burst 2; +18 vs. Reflex; 2d10 + 6 damage. A black void fills the zone, blocking line of sight and dealing 2d10 + 6 damage to any creature that enters or starts its turn in the area. The zone lasts until the end of the encounter.		
Alignment Chaotic evil	Languages Primordial	
Skills Stealth +19		
Str 24 (+17)	Dex 18 (+14)	Wis 13 (+11)
Con 23 (+16)	Int 11 (+10)	Cha 17 (+13)

ENCOUNTER 3: ESCAPE!

ENCOUNTER LEVEL 19

SETUP

This encounter includes the following creatures:

Larva mage (L)

1 battle guardian (B)

1 slaughter wight (W)

1 rot harbinger (R)

When the PCs recover the *wand* and the *staff*, they can travel back to the time they entered the treasure house and escape. Unfortunately for them, Tylanos foresaw the potential for escape and seeded this place with several guardians. When the temporal vortex is damaged, they emerge to attack intruders and prevent their escape.

When the PCs try to leave area 5, read the following:

Finally, escape is at hand. Yet, as the first of you walks through the portal from this chamber, a great flash of light blazes before your eyes. When you vision clears, you see you are somewhere else in this complex, and your friends are not all with you.

When the first PC leaves area 5, roll a d6 for each of them. The result indicates the chamber they appear in (a PC can be teleported back to area 5). Place the PCs within 2 squares of the monsters found in the area. If you roll a 6, place the PC in the area with the fewest PCs. If several are tied, pick one at random.

TEMPORAL FLUX

As the vortex decays, time and space run differently within the treasure house. At the start of each PC and monster's turn, roll a d20. On a 16 or higher, roll a d6 and teleport the creature to that room as described above. On a 6, teleport the creature to the room with the fewest PCs and monsters.

TACTICS

The undead creatures fight to the death.

Larva Mage: The mage focuses its attacks on the character with the fewest hit points in its line of sight. It never wanders far from the guardian, and if either is teleported away from each other it moves as quickly as possible to rejoin it, giving up attacks if necessary.

Battle Guardian: The battle guardian remains between the mage and its enemies at all times. If the mage is somehow separated from it, it moves to find its master again. It even forgoes attacking to move twice if necessary.

Slaughter Wights: The wights prefer to corner and attack a lone character. If the PCs form into a large group (4 or more), they flee or delay their turns to wait for the temporal flux to send a PC on his own.

Rot Harbinger: The rot harbinger fancies itself a sort of assassin. At the start of the encounter, randomly pick a single character. Whenever possible, the harbinger focuses all of its attacks on that PC. If the target is reduced to 0 or fewer hit points, randomly select a new target for it.

SCALING THE ENCOUNTER

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

Four PCs: Remove one of the wights.

Six PCs: Add an additional wight.

ENDING THE ENCOUNTER

With the monsters defeated, they can easily walk out of this place and bring the *wand of Tzunk* to Xagy.

ENCOUNTER 3: ESCAPE!

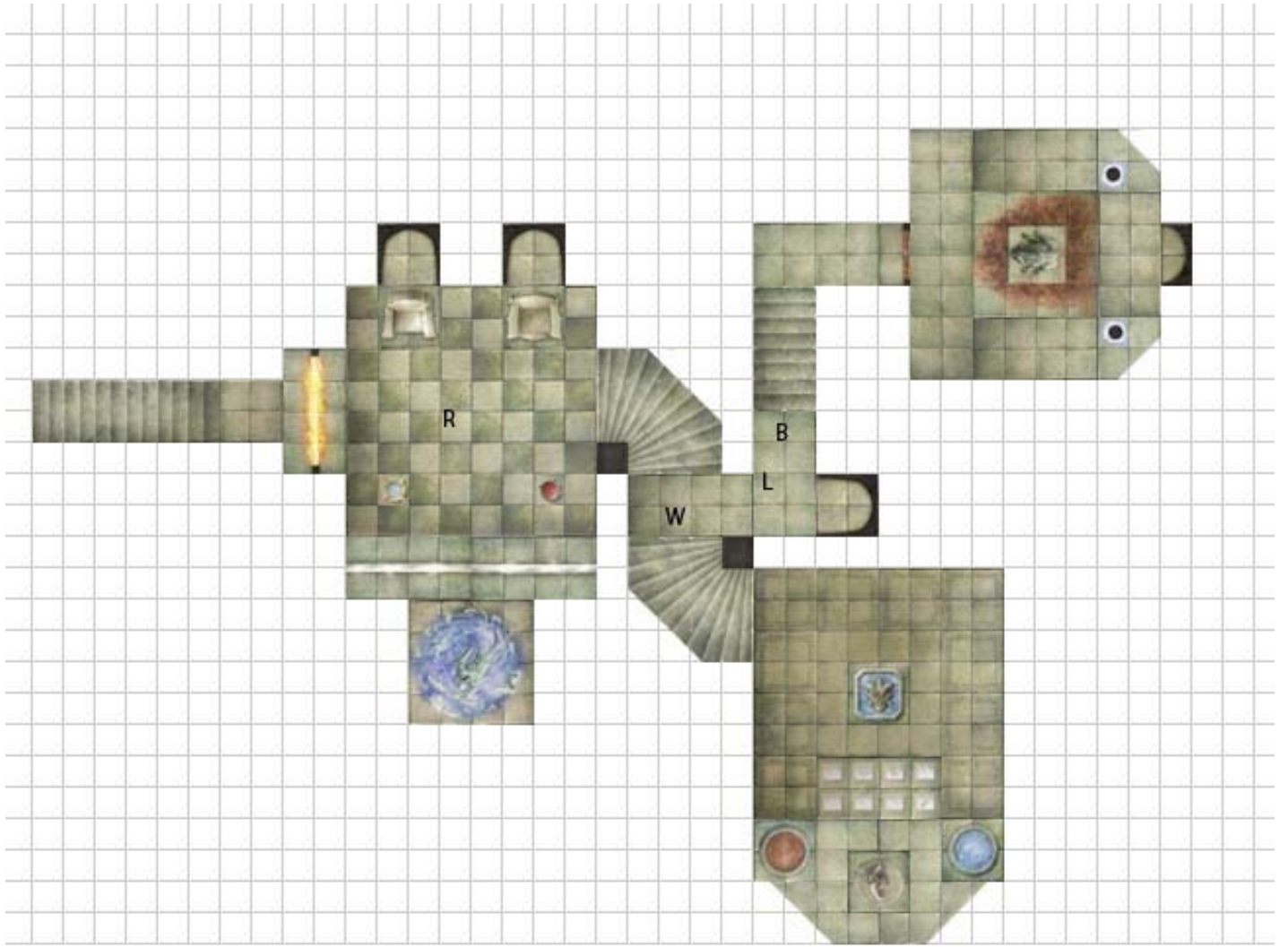
Larva Mage		Level 21 Elite Artillery	
Medium natural magical beast (undead)		XP 6,400	
Initiative +13	Senses Perception +12		
HP 304; Bloodied 152			
AC 35; Fortitude 30, Reflex 33, Will 27			
Immune disease, poison; Resist 10 necrotic; takes half damage from melee and ranged attacks; Vulnerable 10 radiant, 10 against close and area attacks.			
Saving Throws +2			
Speed 6			
Action Points 1			
⊕ Corrupting Touch (standard; at-will) ♦ Necrotic			
+24 vs. Fortitude; 2d6 + 5 necrotic damage.			
➤ Horrific Visage (minor; recharge 5) ♦ Fear			
Ranged 10; +24 vs. Will; the target cannot attack the larva mage until the end of its next turn and is immobilized (save ends).			
➤ Ray of Cold Death (standard; at-will) ♦ Cold, Necrotic			
Ranged 20; +26 vs. AC; 2d8 + 8 cold and necrotic damage, or 4d8 + 8 cold and necrotic damage if the target is bloodied.			
➤ Worm's Feast (standard; recharge 1) ♦ Illusion			
Ranged 5; the target is tricked into believing that worms are devouring its flesh; +26 vs. Will; 4d10 + 8 damage. If this damage doesn't reduce the target to 0 or fewer hit points, the target takes no damage but is stunned until the end of its next turn.			
⚡ Withering Flame (standard; at-will) ♦ Fire, Necrotic			
Area burst 1 within 20; +24 vs. Reflex; 2d6 + 8 fire and necrotic damage.			
Squeezing Swarm			
By altering its shape, a larva mage can squeeze through small openings as if it were a Tiny creature (see "Squeeze", <i>Player's Handbook</i> 292).			
Alignment Evil	Languages Common		
Skills Arcana +23, History +23, Religion +23			
Str 14 (+12)	Dex 16 (+13)	Wis 14 (+12)	
Con 20 (+15)	Int 26 (+18)	Cha 15 (+12)	

Battle Guardian		Level 17 Controller	
Large natural animate (construct)		XP 1,600	
Initiative +8	Senses Perception +15; darkvision		
HP 163; Bloodied 81			
AC 32; Fortitude 32, Reflex 26, Will 29			
Immune charm, disease, fear, poison, sleep			
Speed 8			
⊕ Slam (standard; at-will)			
Reach 2; +19 vs. AC; 3d6 + 7 damage, and the target is immobilized (save ends).			
⊕ Block Charge (Immediate Interrupt, when an enemy ends the movement portion of a charge within 8 squares of the battle guardian; at-will)			
The battle guardian charges the enemy and makes a slam attack. The target is knocked prone on a hit.			
Cover Retreat			
An ally adjacent to a battle guardian does not provoke opportunity attacks when moving, as long as that ally remains adjacent.			
Alignment Unaligned	Languages –		
Str 24 (+14)	Dex 11 (+8)	Wis 14 (+10)	
Con 19 (+12)	Int 7 (+6)	Cha 11 (+8)	

Slaughter Wight		Level 18 Brute	
Medium natural humanoid (undead)		XP 2,000	
Initiative +14	Senses Perception +13; darkvision		
HP 182; Bloodied 91; see also <i>death wail</i>			
AC 30; Fortitude 30, Reflex 27, Will 26			
Immune disease, poison; Resist 20 necrotic; Vulnerable 10 radiant			
Speed 7			
⊕ Claw (standard; at-will) ♦ Healing, Necrotic			
+21 vs. AC; 3d6 + 8 necrotic damage, the target loses 1 healing surge and is weakened (save ends), and the slaughter wight regains 15 hit points.			
⚡ Death Wail (when reduced to 0 hit points) ♦ Necrotic			
Close burst 5; targets enemies; +21 vs. Fortitude; 2d6 + 4 necrotic damage. Undead allies in the burst can make a basic attack as a free action.			
Alignment Chaotic evil	Languages Common		
Str 26 (+17)	Dex 20 (+14)	Wis 9 (+8)	
Con 22 (+15)	Int 12 (+10)	Cha 18 (+13)	

Rot Harbinger		Level 20 Soldier	
Medium elemental humanoid (undead)		XP 2,800	
Initiative +18	Senses Perception +15		
HP 193; Bloodied 96			
AC 34; Fortitude 32, Reflex 32, Will 31			
Immune disease, poison; Resist 10 necrotic			
Speed 6, fly 8 (clumsy)			
⊕ Rotting Claw (standard; at-will) ♦ Necrotic			
+25 vs. AC; 2d10 + 6 damage, and the target is marked until the end of the rot harbinger's next turn and takes ongoing 10 necrotic damage (save ends).			
Alignment Chaotic evil	Languages Abyssal		
Str 22 (+16)	Dex 22 (+16)	Wis 20 (+15)	
Con 25 (+17)	Int 17 (+13)	Cha 17 (+13)	

ENCOUNTER 3: ESCAPE!



OPTIONAL ENCOUNTER 4: THE UNDEAD

ENCOUNTER LEVEL 19

SETUP

This encounter includes the following creatures:

Deathpriest hierophant (D)
5 abyssal ghoulish hungerers (G)
Human death knight (K)

If the PCs travel to the image of the priest of Orcus, they face Gringosh, high priest of Orcus. Gringosh lacks any of the artifacts needed to escape the vault and has not yet determined how to travel through time.

TACTICS

The undead creatures fight to the death.

Deathpriest Hierophant: The hierophant uses *visions of death* at range, blasting at whatever PC poses the greatest threat to the death knight. It uses *word of Orcus* once the death knight has taken damage to heal it and blast the PCs near it.

Abyssal Ghoulish Hungerers: The hungerers use the teleporter in area 3 to attack the PCs from behind. They move through one at a time, rather than bunch up and risk destruction.

Human Death Knight: The death knight focuses on defending the hierophant. It uses *containing strike* to hold the PCs at bay. Otherwise, it tries to mark as many PCs at once. As a fanatic of Orcus, it gladly lays down its life to protect the hierophant.

ENDING THE ENCOUNTER

This encounter merely wastes time for players who do not figure out how to escape. The *necklace of Varthaan* is a magical item found on Gringosh's body, but it falls to rust if a PC touches it.

OPTIONAL ENCOUNTER 5: THE BEHOLDER

ENCOUNTER LEVEL 19

SETUP

This encounter includes the following creatures:

Beholder eye tyrant (B)
2 bearded devils (D)

The beholder Xantam was tricked into coming here by his enemies. He broods and rages against his current state, venting his fury at any PCs fool enough to travel to his time period.

TACTICS

The undead creatures fight to the death.

Beholder Eye Tyrant: The eye tyrant takes up a position in area 3, blasting at the PCs as they come down the stairs. It retreats to area 5 once it is bloodied, trying to use the statue there to help overwhelm the PCs with firepower.

Bearded Devils: The bearded devils fight for the beholder until they are bloodied. After that, they flee to area 4.

ENDING THE ENCOUNTER

As with encounter 4, this encounter merely wastes time for players who do not figure out how to escape.

Xantam does have a journal that the PCs find on the bodies of one of the devils. He writes in it by lightly scorching the pages with one of his eye rays. The journal is in Common and describes the typical life of an evil overlord. The latest entry is from just over 200 years ago.

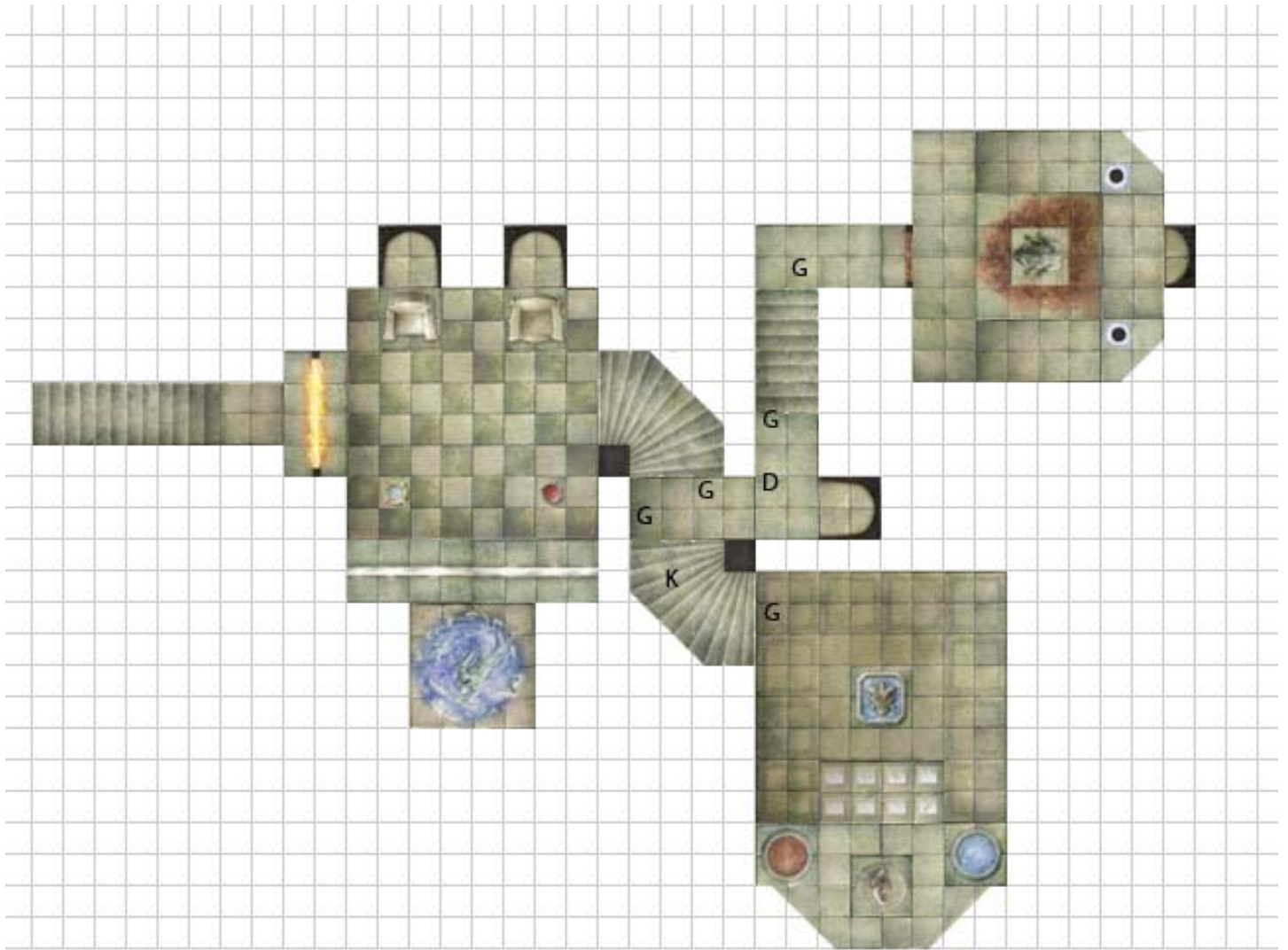
ENCOUNTER 4: THE UNDEAD

Deathpriest Hierophant		Level 21 Elite Controller	
Medium natural humanoid, human		XP 6,400	
Initiative +11		Senses Perception +14	
Aura of Decay (Necrotic) aura 5; living enemies in the aura take a -2 penalty to all defenses.			
HP 382; Bloodied 191			
AC 35; Fortitude 35, Reflex 32, Will 37			
Resist 10 necrotic			
Saving Throws +2			
Speed 5			
Action Points 1			
⊕ Mace (standard; at-will) ♦ Necrotic, Weapon			
+24 vs. AC; 1d8 + 5 damage, and ongoing 10 necrotic damage (save ends).			
↘ Vision of Death (standard; recharge ☞ ☞ ☞) ♦ Psychic			
Ranged 10; +24 vs. Will; 2d6 + 7 psychic damage, and the target is dazed (save ends).			
↖ Word of Orcus (standard; recharge ☞) ♦ Healing, Necrotic			
Close burst 5; targets enemies; +24 vs. Fortitude; 2d6 + 7 necrotic damage, and the target is stunned (save ends). Undead in the burst regain 15 hit points.			
Alignment Chaotic evil		Languages Abyssal, Common	
Skills Religion +17			
Str 20 (+15)	Dex 13 (+11)	Wis 18 (+14)	
Con 15 (+12)	Int 14 (+12)	Cha 24 (+17)	
Equipment plate armor, mace, censer			

Abyssal Ghoul Hungerer		Level 18 Minion	
Medium elemental humanoid (undead)		XP 500	
Initiative +17		Senses Perception +14; darkvision	
HP 1; a missed attack never damages a minion; see also <i>dead blood</i> .			
AC 30; Fortitude 30, Reflex 29, Will 25			
Immune disease, poison; Resist 10 necrotic			
Speed 8, climb 4			
⊕ Claws (standard; at-will)			
+21 vs. AC; 7 damage, and the target is immobilized (save ends).			
↖ Dead Blood (when reduced to 0 hit points) ♦ Necrotic			
Close burst 1; all enemies in the burst take 5 necrotic damage.			
Alignment Chaotic evil		Languages Abyssal	
Skills Stealth +22			
Str 26 (+17)	Dex 25 (+16)	Wis 17 (+12)	
Con 23 (+15)	Int 19 (+13)	Cha 13 (+10)	

Death Knight (Human Fighter)		Level 17 Elite Soldier	
Medium natural humanoid (undead)		XP 3,200	
Initiative +11		Senses Perception +8; darkvision	
Marshal Undead aura 10; lower-level undead allies in the aura gain a +2 bonus to their attack rolls.			
AC 35; Fortitude 32, Reflex 26, Will 27			
HP 264; Bloodied 132; see also <i>second wind</i>			
Immune disease, poison; Resist 10 necrotic; Vulnerable 10 radiant			
Saving Throws +2			
Speed 5			
Action Points 1			
⊕ Soulsword (standard; at-will) ♦ Necrotic, Weapon			
+23 vs. AC; 1d8 + 12 damage plus 5 necrotic damage (plus an extra 2d6 necrotic damage on a critical hit).			
⊕ Containing Strike (standard; at-will) ♦ Necrotic, Weapon			
Requires soulsword; +23 vs. AC; 1d8 + 12 plus 5 necrotic damage, and the death knight can make a melee basic attack as an immediate interrupt against the target if the target shifts on its next turn.			
⊕ Warrior's Challenge (standard; encounter) ♦ Necrotic, Weapon			
Requires soulsword; +23 vs. AC; 3d8 + 12 plus 5 necrotic damage, and the target is pushed 2 squares. All enemies within 2 squares of the target are marked until the end of the death knight's next turn.			
↖ Unholy Flames (standard; recharge ☞ ☞) ♦ Fire, Necrotic			
Close burst 2; +19 vs. Reflex; 6d8 + 12 fire and necrotic damage to living creatures. Undead creatures within the burst (including the death knight) deal an extra 2d6 fire damage with melee attacks until the end of the death knight's next turn.			
Combat Challenge			
Every time the death knight attacks an enemy, whether that attack hits or misses, the death knight can mark that target. The mark lasts until the end of the death knight's next turn. In addition, whenever an adjacent enemy shifts, the death knight makes a melee basic attack against that enemy (as an immediate interrupt).			
Second Wind (standard; encounter) ♦ Healing			
The death knight spends a healing surge and regains 66 hit points. The death knight gains a +2 bonus to all defenses until the start of its next turn.			
Alignment Evil		Languages Common	
Str 20 (+13)	Dex 12 (+9)	Wis 11 (+8)	
Con 18 (+12)	Int 13 (+9)	Cha 14 (+10)	
Equipment plate armor, light shield, soulsword (longsword)			

ENCOUNTER 4: THE UNDEAD

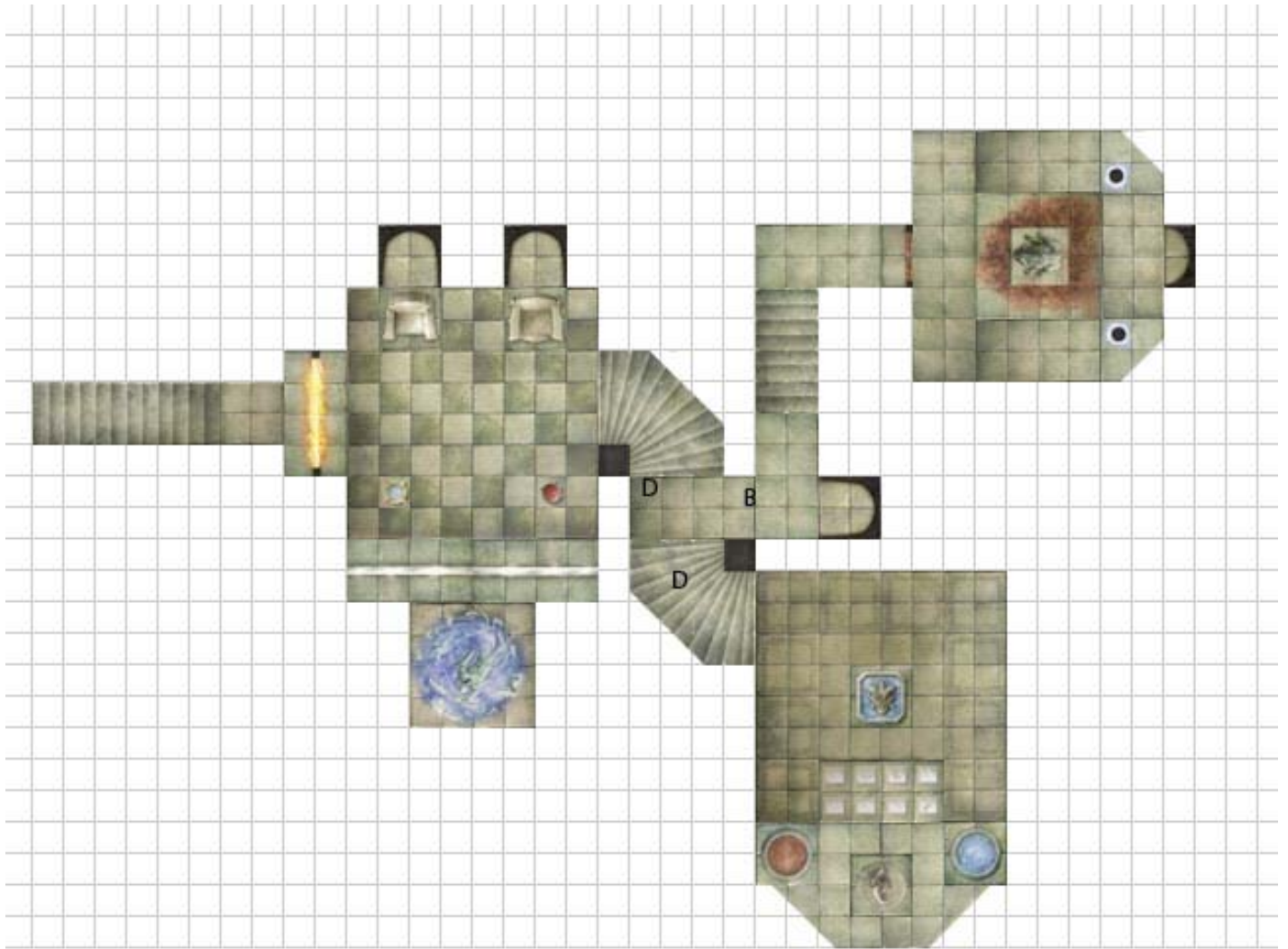


ENCOUNTER 5: THE BEHOLDER

Beholder Eye Tyrant		Level 19 Solo Artillery	
Large aberrant magical beast		XP 12,000	
Initiative +16	Senses Perception +17; all-around vision, darkvision		
Eyes of the Beholder aura 5; at the start of each enemy's turn, if that foe is within the aura and in the eye tyrant's line of sight, the eye tyrant uses one random <i>eye ray</i> power against that creature.			
HP 900; Bloodied 450			
AC 33; Fortitude 30, Reflex 32, Will 34			
Saving Throws +5			
Speed fly 4 (hover)			
Action Points 2			
⬇ Bite (standard; at-will) +24 vs. AC; 2d6 + 1 damage.			
↘ Central Eye (minor; at-will) Ranged 20; +25 vs. Will; the target is dazed until the end of the beholder's next turn.			
↘ Eye Rays (standard; at-will) ♦ see text The eye tyrant can use up to two different <i>eye ray</i> powers (chosen from the list below). Each power must target a different creature. Using <i>eye rays</i> does not provoke opportunity attacks.			
1— Searing Ray (Radiant) : Ranged 10; +22 vs. Reflex; 2d8 + 9 radiant damage.			
2— Withering Ray (Necrotic) : Ranged 10; +22 vs. Fortitude; 1d8 + 9 damage, and ongoing 10 necrotic damage (save ends).			
3— Sleep Ray (Sleep) : Ranged 10; +22 vs. Will; the target falls unconscious (save ends).			
4— Telekinesis Ray : Ranged 10; +22 vs. Fortitude; the target slides 4 squares.			
5— Hold Ray : Ranged 10; +22 vs. Reflex; the target is restrained (save ends).			
6— Confusion Ray (Charm) : Ranged 10; +22 vs. Will; the target charges its nearest ally and makes a melee basic attack against it.			
7— Fear Ray (Fear, Psychic) : Ranged 10; +22 vs. Will; 1d8 + 9 psychic damage, and the target moves its speed away from the beholder by the safest route possible.			
8— Petrifying Ray : Ranged 10; +22 vs. Fortitude; the target is slowed (save ends). <i>First Failed Save</i> : The target is immobilized instead of slowed (save ends). <i>Second Failed Save</i> : The target is petrified (no save).			
9— Death Ray (Necrotic) : Ranged 10; +22 vs. Fortitude; 1d8 + 9 necrotic damage, and if the target is bloodied it is dazed (save ends). <i>First Failed Save</i> : The target is dazed and weakened (save ends). <i>Second Failed Save</i> : The target dies.			
10— Disintegrate Ray : Ranged 10; +22 vs. Fortitude; 2d10 + 9 damage, and ongoing 2d20 damage (save ends). <i>Aftereffect</i> : Ongoing 2d6 damage (save ends).			
↘ Eye Ray Frenzy (standard, usable only while bloodied; recharge [ii]) ♦ see text As <i>eye rays</i> above, except the eye tyrant makes four <i>eye ray</i> attacks.			
Alignment Evil	Languages Deep Speech		
Str 12 (+10)	Dex 24 (+16)	Wis 17 (+12)	
Con 20 (+14)	Int 22 (+15)	Cha 28 (+18)	

Bearded Devil (Barbazu)		Level 13 Soldier	
Medium immortal humanoid (devil)		XP 800	
Initiative +10	Senses Perception +14; darkvision		
Beard Tendrils aura 1; enemies that begin their turns adjacent to the bearded devil take 5 damage.			
HP 129; Bloodied 64; see also <i>battle frenzy</i>			
AC 29; Fortitude 25, Reflex 22, Will 23			
Resist 20 fire			
Speed 6			
⬇ Glaive (standard; at-will) ♦ Weapon Reach 2; +18 vs. AC; 2d4 + 5 damage, and the target is marked until the end of the bearded devil's next turn and takes ongoing 5 damage (save ends).			
⬇ Claw (standard; at-will) +18 vs. AC; 1d6 + 5 damage.			
Battle Frenzy While the bearded devil is bloodied, it gains a +2 bonus to attack rolls and deals an extra 5 damage with its melee attacks.			
Devilish Teamwork Allies adjacent to the bearded devil gain a +2 power bonus to AC.			
Alignment Evil	Languages Supernal		
Skills Intimidate +11			
Str 20 (+11)	Dex 15 (+8)	Wis 16 (+9)	
Con 17 (+9)	Int 10 (+6)	Cha 11 (+6)	
Equipment glaive			

ENCOUNTER 5: THE BEHOLDER



PLAYER HANDOUT 1: THE SAGE'S ADVICE

Before venturing forth to the door, you spent some time and money seeking the aid of the best sages of the city of Greyhawk. One sage, a priest of Farlanghan named Adari Farwander, provided you with the following information about the door.

HISTORY OF THE DOOR

Several other figures of note have entered the door, and none have returned. They are, in order of their disappearance:

- Darvek Hahn the cambion, along with a pair of rakshasas and a few other minions, entered this place with the *wand of Tzunk*. Darvek believed that the wand was the key to learning the place's secrets.
- The beholder Xantam was cast into the door by a trick laid by his enemy, the mind flayer Ullaryian. The mind flayer created a portal that sent the beholder hurtling through the door. However, rumors persist that Xantam somehow escaped as Ullaryian was killed a week later. Yet, none have seen Xantam since his disappearance.
- A high priest of Orcus named Gringosh entered the place in search of its treasure. He claimed that Orcus had given him a vision of the proper methods to escape the place using the *necklace of Varthaan*. He, too, was never seen again.
- The slaad lord Zyyalaeak ventured into the door with the *staff of Xarren*, a mysterious object supposedly created by a primordial. While the chaotic slaads have motivations that are usually impossible to understand, the creature about planting the seed of chaos at the universe's birth before he entered.

HISTORY OF THE DOOR

Adari also uncovered the following legends of the door:

- The place is said to be a tomb, but no one knows who or what is buried there.
- No one has ever emerged from it, except for one, strange discovery. The journal of the beholder Xantam turned up in a bazaar in the City of Brass 15 years ago. Though the journal was stolen shortly after it was discovered, some of the details of its condition are interesting. When it was found, the journal was obviously quite ancient, perhaps over a 1,000 years old. It also had years of entries that dated well past the point at which Xantam disappeared.
- The following verse is the only portion of the journal that has survived. It reads:

*Over year and decade time marches,
Back and forth it goes.
The burning water,
Pushes present to past,
Pulls past to present.
Where they meet
The storm takes you.
When the finger points the way out,
The traveler's legs shall walk to freedom.*

DM Aid 1: THE TIMELINE

The timeline below should prove useful in describing the murals in area 5 and keeping straight what time period the PCs can travel to.

Present mural starts here ->	The PCs see an image of themselves entering the door.	
	The PCs see Darvek Hahn entering the door, along with four other creatures whose features are impossible to distinguish.	Encounter 1
	The PCs see an enraged beholder blasting at the fiery portal with its eyebeams.	Encounter 5
	A high priest of Orcus strides into the portal carrying an amulet of a skull. A humanoid in platemail and a mob of ghouls follows him in.	Encounter 4
	A mob of slaads rushes into the chamber of the thrones. Their individual features seem to shift and change, making it impossible to determine any details.	<-Past mural starts here Encounter 2