

Ringling in the Deep

A Dungeons & Dragons® Adventure

By Nicholas Tulach

At first it started as an occasional murmur, but soon the noise grew to a cacophony, like a thousand dwarves clanging their war cymbals over and over. The ringing stirred the drow into a frenzy, and all that is left are a few of you—misfits of the Underdark. To survive, you must band together and seek out alliances in a world of treason and deceit. Perhaps deeper down you can find the source of the madness and snuff it out, or tap into it for your own revenge. A heroic-tier D&D adventure with special monstrous characters provided.

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

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

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

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

© 2010 Wizards of the Coast LLC

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

Permission is granted to photocopy this document for personal use.

Official D&D Play

Most likely you ordered this adventure as part of an event, or you received it from your organizer. To play this adventure and receive rewards for it, you must schedule it as an event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To schedule a game for public play, you must be enrolled in the Wizards Play Network. Information on enrolling in the program can be found at www.wizards.com/wpn. If you are scheduling the game for private play, you do not need to be enrolled in the Wizards Play Network. The person who schedules the event, called the organizer, is in charge of making sure the event is scheduled before play, runs smoothly on the date scheduled, and gets reported back to Wizards in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the organizer is also the table DM. You don't have to be enrolled in the Wizards Play Network to DM this adventure if you are not the organizer.

By scheduling 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 scheduled play if they are members of the DM REWARDS program. DMing this adventure is worth one (1) point.

To learn more about event scheduling and DM REWARDS, visit the D&D Events website at www.wizards.com/dnd and click on "Events."

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*. 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 official play 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.

Background

In ages long past, illithids (also known as mind flayers) erected a labyrinth as a barrier between the Shallows and the Deep. They felt threatened by the burgeoning drow empire sprawling out in the passages above them. They thought if they could wall themselves off with a one-way keyed passage from the Deep to the Shallows, they might gain an advantage in a future conflict. The labyrinth they created, however, malfunctioned and trapped the illithids in the Deep with no way of navigating to the Shallows.

Unaware of their actions, the illithids were trapped in a cavern in the Deeps that used to be the home of purple wyrmling named Silvixis. The dragon at first kept a close eye on the illithids, but eventually knew it was no match for the powerful creatures. Time was on Silvixis's side, however, and the dragon descended deeper into the Underdark to await its chance at retaking its lair.

The lost passage to the Shallows has proved irksome to a particularly enterprising illithid. It and others wanted to expand their empire, but they needed a way to break the drow's grip on the Shallows. The creature developed a powerful ritual to send a sonic burst into the Shallows that would disrupt the drow and get them to eventually destroy the labyrinth, weakening the drow's grip on the Shallows in the meantime.

The illithid's goals were twofold: first, destroy the failed labyrinth project to open a passage into the Shallows, so they can usurp the drow civilization and create a new army of drow thralls; and, second, eliminate their main antagonist, a purple dragon in the Deep who has troubled the mind flayers for centuries.

Unfortunately, a group of misfit monsters has stumbled into the middle of their plan.

Adventure Synopsis

Ring in the Deep is a Classic-style adventure set in the Underdark. Unlike typical games, this adventure uses pre-generated monster-characters created using the *Dungeon Masters Guide 2* rules for companion characters. The adventure is meant to be a combination of highly immersive roleplaying and cinematic action, with an emphasis on encounters that challenge players to find other solutions beyond the usual hack and slash.

Scene 1: Among the Remains

The characters are among a small group of survivors from a rampaging, bloodthirsty band of drow warriors who frenzied and left a trail of destruction through the shallows of the Underdark. Most of the survivors are in no shape to travel the dangerous passages, but a few have formed a group to seek out answers to the disturbing, penetrating ringing echoing through the area.

One survivor is a burly old duergar named Gearth. He has the idea to seek out a mystic medusa, who he believes will hold the answers to their questions if they can convince her that they can save her from a similar fate.

If the adventurers decide to follow the duergar, they proceed to **Scene 2: Snakes and Stones**; otherwise they will set out on their own. In the latter case, proceed to **Scene 3: Voices**.

Scene 2: Snakes and Stones

Following the duergar's lead, the characters arrive at a wet and chilly cave with a variety of rock formations that connect through a series of angular stone columns. This is the medusa's den. She is passive toward them, seeing the wounds the duergar has sustained. Her help comes in the form of information, which is summarized below. She offers the information in trade for promises of a steady march of drow captives delivered to her door, one by one, when and if the adventurers succeed in their quest.

Once the adventurers have extracted the information they want, continue to **Scene 3: Voices**.

Scene 3: Voices

As the characters pass through the passages leading toward the minotaur's maze, they notice the shriveled husks of several drow warriors, one after another, littering the passages. At once, a random party member hears a voice calling out to it. The voice echoes the character's fear of betrayal by the others in the group. As soon as the party is distracted, the intellect devourers attack. Go to **Encounter 1: Devour This**.

Scene 4: Minotaur's Maze

In order to pursue the source of the ringing, the characters need to pass through an underground labyrinth guarded by a minotaur. The adventurers must find their way out, harried at each wrong turn by the minotaur and its henchmen. Proceed to **Encounter 2: Labyrinth**.

Scene 5: Immense Hatred

When the adventurers emerge from the minotaur's maze, they uncover the puppet master behind the

portal to the Deep: an illithid and its thralls. Proceed to **Encounter 3: Thralls**.

Scene 6: The Deep

After defeating the thralls and the illithid with the help of the purple dragon, the creature enlists the aid of the adventurers to find and destroy the source of the ringing before the drow make it through the now-cleared maze and into the Deep. It tells them they do not have to defeat the powerful mind flayers; they just need to steal or destroy the artifact resonating the sound. Once it is removed from the ritual chamber, the spell will end.

Scene 7: Sound Source

The wyrm tunnel leads directly to the chamber where the mind flayer performed the sonic ritual. The adventurers arrive at the crevice undetected, thanks to the aid of the purple dragon. The illithid in this chamber is much more powerful than the group, so they must try to hold it off while one of the characters destroys or steals the bell. See **Encounter 4: Bell Fast**.

Epilogue

If the characters stole the bell, they now have a powerful magic item capable of dazing or dominating enemies with a sonic burst. They can choose to enact revenge on the drow or some other end. If they destroyed the artifact, the energy released by its destruction caused a psychic reverberation, eliminating the mind flayer cult.

In either case, the purple dragon is grateful to the adventurers, and grants them one "wish".

The characters can also return to the medusa with spoils, and she opens a portal to the Feydark to send any characters that wish to travel there through it.

As for the drow and the Shallows creatures' revenge, they have to pursue them on their own, but the drow are fractured and weakened by the sonic event. Opportunity knocks for the trio of Shallows misfits.

DM Notes

Throughout this adventure, the characters are harried along by the threat of drow capture. The

characters cannot muster enough time to complete an extended rest at any point during this adventure. They are allowed to take as many short rests as they like between encounters, unless otherwise noted.

Among the Remains

The characters are among a small group of survivors from a rampaging, bloodthirsty band of drow warriors who frenzied and left a trail of destruction through the shallows of the Underdark. Most of the survivors are in no shape to travel the dangerous passages, but a few have formed a group to seek out answers to the disturbing, penetrating ringing echoing through the area.

Development

The characters begin the adventure in a cavern in the Shallows of the Underdark. Read the following passage:

You stand in a giant cave with hundreds of jagged stalagmites and stalactites. A distant but loud ringing noise reverberates throughout the cave, causing the puddles to ripple with tiny waves. From your vantage point, the cave looks like the mouth of a many-toothed beast ready to snap shut at any moment. Fallen about the cold, damp stone floor are dozens of dead creatures, the victims of a drow rampage. The sick smell of blood mixed with musty cave air fills the room. You are the survivors, the strongest of those that weathered the drow raid.

In addition to the player characters at the table, a broken down old duergar named Gearth has also survived the attack. He offers the following information through roleplaying.

- *The drow will return to finish off any survivors; they always do. We need to loot what we can from the dead and move out of here.*
- *My plan is to seek out Fylzena, the medusa witch. She might be able to help, if she doesn't kill us first.*
- *We should set aside our differences for now and stick together. It's the only way to survive. We're not strong enough to battle everything we encounter in these caves, but if we're crafty enough, we might be able to keep from being killed, or worse.*

If the characters don't offer a suggestion to search for the source of the ringing, Gearth suggests it as a possibility. Read:

I think we might be able to find the source of this ringing and stop it. It seems to be unsettling to the drow. I know

they're looking for it, but we might be able to find it first... with some help.

Major Quest: Find the source of the ringing before the drow do.

Treasure: The characters have enough time to loot the remains of the other creatures that perished in this cave. Among the corpses, they find a sack of 10 torches, 8 *potions of healing* (heal 10 hit points as a minor action), and several other useful items. The items work just like daily powers, except that the to-hit and damage values are static and do not change no matter who uses them.

You can find these items in **Handout A**. Make an extra copy of the handout, and cut out the items in the copy to hand to the players.

Development

The adventurers have a decision to make: either they can follow the duergar to the medusa's den or they can set out on their own. They might decide to stay in the cave with the dead, but not long after the drow return with large numbers. If the adventurers stay too long or are indecisive at this point, roleplay the emerging threat of the drow in large enough numbers to compel them to make a decision. The threat should be imminent, but never actually break into open conflict. You can make them try a few skill checks to escape for dramatic effect, but you should carry on to the next encounter.

If the adventurers follow Gearth, proceed to **Scene 2: Snakes and Stones**, otherwise skip to **Scene 3: Voices**.

Snakes and Stones

Following Gearth's lead, the characters arrive at a wet and chilly cave with a variety of rock formations that connect through a series of angular stone columns. This is the medusa's den. She is passive toward them, seeing the wounds the duergar has sustained. Her help comes in the form of information, which is summarized below. She offers the information in trade for promises of a steady march of drow captives delivered to her door, one by one, when and if the adventurers succeed in their quest.

Development

The characters enter a cave where the medusa Fylzena is said to live. Read the following passage to set the scene.

The narrow tunnels and passages of the shallows finally give way to an open cave. Once an underground lake, this cave has drained away leaving behind diagonal columns of stone connecting a number of rock ledges. Glyphs created with glowing mold adorn the entryway with stark curses to uninvited guests. Beyond the ever-present cacophony, you make out the faint hollow sound of a chime. Dangling above are countless bones swaying from ropes of hair in the underground breeze. In the chasm below are scattered piles of broken stones, some shaped like limbs, torsos and heads. There is no immediate sign of the witch medusa.

The characters can choose to hail the medusa or enter at their own risk. If they enter, they are subjected to the following curse for the rest of the adventure.

Curse of the Medusa: Each time you roll a 1 to hit, you become slowed (save ends).

If they hail the medusa, she emerges from her nest at the top of the cave. Read the following:

You notice a quick flash of reflected light and see a reptilian creature slither down one of the stone columns from above you. It wraps its long tail around the column as you hear a faint hiss. The creature is naked, its head a mass of snakes coiled and ready to strike.

If the adventurers have entered without hailing the medusa first, she is upset by the intrusion and reluctant to trust the adventurers. Give them the opportunity to tell their story in their own terms instead of relying on Gearth, who is too intimidated by Fylzena's presence to do much more than blabber.

Fylzena has the following information to provide to the adventurers through roleplaying interaction. She uses divination rituals to help her answer the adventurers' questions.

Where did this noise come from?

I do not know. My divinations have not been able to penetrate the source of these powerful psychic magics. I know only as much as you: It comes from somewhere below.

What can you tell us of the Deep?

The Deep is filled with alien creatures, twisted from their proximity to the Elemental Chaos. They war with each other, but long for the opportunity to expand their influence beyond their deep realms. None are ever to be trusted, for they all prey on the weak.

How do we travel there?

There is no easy way, but if there were, it might be the Minotaur's Maze. Long ago, it is said, a minotaur clan created an enchanted labyrinth connecting the Shallows to the Deep. It attracted creatures from both sides trying to expand their hunting grounds or empires. None have ever bested the dangers of the Labyrinth, instead falling victim to the immortal minotaur within. Yet I have possessed the key to this place for some years now. You can at least enter with this key. Whether you can survive is another matter I cannot predict.

What types of traps are in this minotaur's maze?

This I do not know. It is said to be filled with twisted passages and crushing traps of all varieties, but these are only rumors. None have returned to tell the definitive tale.

How can we find a portal to the Feydark?

A portal you seek? The ringing has disrupted my rituals and weakened the link between our existence and the Feydark. If you stop the ringing, I can open a gateway back to your home.

Minor Quest: Stop the ringing in the Deep to allow Fylzena to open a portal to the Feydark.

Our clans have been killed by the drow. How can we get revenge on them?

My divinations show a murky future, but one where the spider has fallen to the serpent. What that means I cannot know. The future is uncertain and often cryptic.

Fylzena cannot give much specific information about the Deep, its denizens, or what lies ahead for the adventurers. Her knowledge is limited to the Shallows, and she can give them detailed directions through twisting passages that lead down to the Minotaur's Maze below.

After the adventurers are done gathering information from Fylzena, proceed to **Scene 3: Voices.**

Encounter 1: Devour

This

Setup

3 ustilagors (U)

1 intellect predator (P)

In this tactical encounter, a group of roaming intellect devourers ambushes the adventurers in the narrow passages of the Shallows. They begin by using their telepathy to plant thoughts into the minds of adventurers.

Note: If you can, do not reveal the pit using the pit tile until the trap is triggered. Use another 2-by-2 tile in its place instead.

Read the following to set the scene:

The passages in this area of the Shallows are particularly difficult to traverse. A thick slime coats some rocks leading to unsure steps along the cave. Some of the passages narrow to the point where the larger among you have to squeeze to pass through. Tunnels double back making it difficult to tell where you are from where you have been. But most disturbing, you've come across a number of motionless corpses, either starved or otherwise shriveled into a wrinkled husk of skin and bones.

Heal check DC 20: You examine the corpses and note that whatever killed them drained their psychic energy until the mind died. All that's left is an empty shell.

Heal check failure: These creatures are likely some kind of undead. They might animate if there's a necrotic energy source around.

Treasure: If the characters skipped **Scene 2: Snakes and Stones** above or did not get the key to the labyrinth, they find a large but otherwise unspectacular key on one of the husks here.

Tactics

The creatures are hidden in this area, using their telepathy to communicate for the ambush. The intellect predator delays until the end of the first round to emerge from its hidden position. The ustilagors have squeezed into small-sized cracks in

the cave walls (+5 bonus to Stealth) and try to surprise the rear rank of the characters.

The intellect predator opens with a round or two of claw attacks. When the opportunity presents itself, it will unleash its thought lance, followed by body thief, to take control of an adventurer. If the intellect predator is defeated, the ustilagors try to flee.

Two of the ustilagors cloud the minds of enemies that try to enter melee with them. This allows them to concentrate on the weaker targets while the intellect predator deals with the front line enemies.

A third ustilagor lurks beyond the narrow passages (see Features below). It only attacks if the adventurers are easily defeating the creatures or if one or more adventurers enter the area beyond the narrow passages.

Features of the Area

Illumination: None.

Ceiling: The passages are about 2 squares tall, except the narrow passages which are just tall for a medium-sized creature to squeeze through.

Poison mushrooms: These mushrooms can be used to create a burst of poison gas.

Poison Mushrooms

At-Will Terrain

A bunch of poisonous mushrooms grow in part of this cavern, easy to exploit.

Standard Action

Requirement: The creature using the mushrooms must be adjacent to them, or she can harvest them and use them later with another standard action.

Check: Nature DC 14 to trigger a burst, or Nature DC 17 to harvest them for later use.

Success: The mushrooms let out a poison gas into the immediate area.

Target: Creatures in a close blast 3 originating from any mushroom square of the triggering character's choice.

Attack: +14 vs. Fortitude

Hit: 3d6 + 5 poison damage, and ongoing 5 poison damage (save ends).

Miss: Half damage.

Psychic goo: The walls of this cave are coated with a psychic goo. This goo can be harvested and rubbed on a character's head for a +2 Will defense bonus and Resist 5 psychic damage until the end of the encounter. It can also be applied to a weapon for a +2d6 psychic damage bonus to the next successful attack.

Restorative ointment: By spending a minor action and mixing the psychic goo with some of the glowing liquid salvaged from Scene 1, the characters can create a potent restorative ointment (up to three total for the encounter). Each application restores a character's healing surge value plus 1d8 additional hit points, and grants a +1 bonus to their defenses until the end of their next turn.

Hidden Oil Pit: One of the caves in this tunnel has a weak floor that crumbles when a medium-sized or larger creature steps on it.

Hidden Oil Pit Single-Use Terrain

A hollow beneath a section of floor in this area conceals a natural pit filled with greasy natural oil.

Trigger: A medium-sized or larger creature steps on any of the squares.

Attack: +15 vs. Reflex

Hit: 2d10 damage, and the creature falls prone at the bottom of the pit.

Miss: The creature falls prone in a square adjacent to the pit.

Effect: The pit walls are slick and difficult to climb (Athletics DC 20).

Secondary Trigger: A creature with a fire source can light the oil in the pit on fire. All creatures in the pit are targeted by the following attack.

Secondary Attack: +15 vs. Fortitude

Hit: 4d8 + 5 fire damage, and ongoing 5 fire damage (save ends).

Miss: Half damage, and ongoing 5 fire damage (save ends).

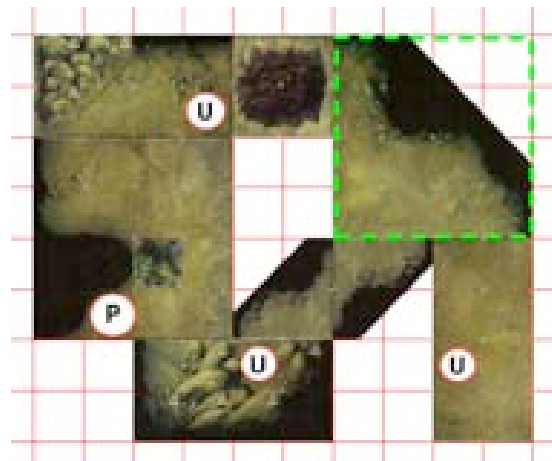
Development

When the intellect devourers have been defeated, the adventurers can use a ritual given to them by a drow victim to explore the waning thoughts of the creature as it clings to life.

If the adventurers have not visited the medusa, the intellect devourer's thoughts reveal the existence and location of the minotaur's maze. They also point them to the corpse husk that holds the key to the maze door.

If the adventurers have visited the medusa, the intellect devourer's thoughts are too faint to reveal anything useful. Feel free to ad lib your own disturbing visions of what an intellect devourer's mind might contain.

Ustilagor		Level 7 Lurker
Small aberrant magical beast (blind)		XP 300
HP 59; Bloodied 29		Initiative +9
AC 21, Fortitude 19, Reflex 17, Will 20		Perception +11
Speed 6		Blindsight 10, blind
Immune blinded, gaze		
STANDARD ACTIONS		
⬇️ Claw ⚡ At-Will		
Attack: Melee 1 (one creature); +12 vs. AC		
Hit: 3d6 + 5 damage.		
⬇️ Clinging Menace (psychic) ⚡ At-Will		
Requirement: The ustilagor must not have a creature grabbed.		
Effect: The ustilagor jumps 4 squares without provoking opportunity attacks and then makes the following attack.		
Attack: Melee 1 (one creature granting combat advantage to the ustilagor); +12 vs. AC		
Hit: 1d6 + 3 damage, and the ustilagor grabs the target. While the target is grabbed by the ustilagor, the target is dazed and takes ongoing 5 psychic damage.		
⚡ Thought Lash (psychic) ⚡ At-Will		
Attack: Ranged 10 (one creature); +10 vs. Will		
Hit: 2d6 + 5 psychic damage, and the target grants combat advantage until the end of the ustilagor's next turn.		
MINOR ACTIONS		
⚡ Cloud Thoughts (illusion) ⚡ At-Will (1/round)		
Attack: Ranged 10 (one creature); +10 vs. Will		
Hit: The ustilagor becomes invisible to the target (save ends).		
TRIGGERED ACTIONS		
Mind's Resilience ⚡ At-Will		
Trigger: The ustilagor takes damage while subject to an effect that a save can end.		
Effect (No Action): The ustilagor makes a saving throw.		
Skills Stealth +10		
Str 16 (+6)	Dex 15 (+5)	Wis 16 (+6)
Con 11 (+3)	Int 6 (+1)	Cha 21 (+8)
Alignment chaotic evil Languages telepathy 10		



Intellect Predator		Level 14 Controller	
Medium aberrant magical beast (blind)		XP 1,000	
HP 140; Bloodied 70		Initiative +12	
AC 25, Fortitude 26, Reflex 23, Will 27		Perception +18	
Speed 8		Blindsight 10, blind	
Immune blinded, gaze			
STANDARD ACTIONS			
☹ Claw ◆ At-Will			
Attack: Melee 1 (one creature); +19 vs. AC			
Hit: 4d6 + 8 damage.			
⚡ Body Thief (charm, psychic) ◆ At-Will			
Attack: Melee 1 (one stunned creature); +17 vs. Will			
Hit: 2d6 + 6 psychic damage, and the target is dominated (save ends; the target takes a -2 penalty to the saving throw). While the target is dominated by the predator, the predator occupies the target's space and cannot be targeted or take damage. The predator cannot use <i>claw</i> while the target is dominated. When the target saves, the predator appears in the unoccupied space nearest to the target.			
Aftereffect: The target is dazed (save ends).			
➤ Thought Lance ◆ Recharge ☞ ☞			
Attack: Ranged 10 (one creature); +17 vs. Will			
Hit: The target is stunned until the end of the predator's next turn.			
⚡ Mind Shock (psychic) ◆ Encounter			
Attack: Close burst 5 (enemies in burst); +17 vs. Will			
Hit: 1d6 + 6 psychic damage, and the target is dazed (save ends). In addition, the predator slides the target 1 square.			
MINOR ACTIONS			
🎭 Puppet Master (charm) ◆ At-Will (1/round)			
Effect: The predator causes the creature dominated by its <i>body thief</i> power to take a move action or a minor action.			
TRIGGERED ACTIONS			
🧠 Mind's Resilience ◆ At-Will			
Trigger: The predator takes damage while subject to an effect that a save can end.			
Effect (No Action): The predator makes a saving throw.			
Skills Stealth +17			
Str 16 (+10)	Dex 20 (+12)	Wis 16 (+10)	
Con 20 (+15)	Int 8 (+6)	Cha 22 (+13)	
Alignment chaotic evil Languages telepathy 10			

Encounter 2: Labyrinth

Encounter Level 9 (2000 XP)

Skill Challenge

Traversing the Minotaur's Maze

This skill challenge presents a series of situations the adventurers face as they travel through the minotaur's maze. The Dungeon Master should feel free to improvise and extrapolate these scenes to enhance the roleplaying opportunities for each. Each is presented below with a short description connected to the skill check necessary. This skill challenge uses group skill checks, with the number of individual successes necessary to gain a group success listed after the DC.

Complexity: 1 (4 successes before 3 failures)

The adventurers have found the entrance to an ancient underground labyrinth. Read the following:

Great iron gates stand before you, banded with brass bars running vertically from floor to ceiling. It's as if the greatest dwarven smiths labored for a century just to craft the finest, most impenetrable portal you could imagine. Set in the stone above the doors is a huge iron bulls' head with gleaming crystal eyes. A single keyhole breaks the otherwise solid surface of the doors.

The characters were given the key by the medusa in **Scene 2: Snakes and Stones**. If they did not meet the medusa, they found the key on one of corpse husks in **Scene 3**. Entering the maze is the easy part.

Part 1: No Way In

Once the door has been opened, read the following:

Upon opening the door, you're wits are immediately pressed. There is only a blank wall beyond.

The wall is an illusion, but it takes a successful Arcana check to disbelieve it. Otherwise it seems solid in the mind of the tricked.

Arcana DC 15 (Group check; minimum 1 success): *The wall is a trick; it only exists because your mind allows it. You may proceed.*

Part 2: Twisting Passages

Dungeoneering DC 19 (Group check; at least 2 successes): *The passages twist and turn in all directions. There are several forks in the path and keeping track of your position and direction is a major challenge. You rely on your wits, experience and perhaps some tricks to guide you.*

Part 3: Short Cut

Nature DC 17 (Group check; at least 2 successes): *You come to an unusual fork in the path. It seems some fungi have broken through the passage here, creating an unintended path and an unexpected decision. Which way?*

Success with this portion allows the characters to regain one healing surge each because they found curative plants in the new path.

Part 4: The Shadow Secret

Thievery DC 15 (Group check; at least 3 successes): *You reach the end of this passage and don't see any way forward. One of you notices, however, your shadows have disconnected from your bodies and are projected against the wall back down the tunnel a few steps. Returning to investigate, from the vantage point of the shadows, you can see clues about the way forward: a door, a lock, and a small glint that might be a key. But you have to use your wits to retrieve and unlock the door.*

Failure: Each time the adventurers fail a check, they are confronted by the minotaur guardian. Each character must make an Endurance, Athletics, or Stealth check (DC 19) to escape from the minotaur or lose one healing surge. Play up the drama of this scene by roleplaying the each failure as a cinematic encounter with the minotaur.

After they characters have navigated the first four parts of the labyrinth, proceed to Part 5: Guardian's Choice.

Part 5: Guardian's Choice

The characters approach a decision point in the labyrinth that is particularly tricky. Read the following:

The passage you've been traveling ends in a pair of archways each leading into an inky blackness the likes of which your light cannot penetrate. The arch smells of sickly bile, and you can hear the faint sound of panting breath. It gets louder for a moment, then grows softer again. A labyrinth is carved into the stone above the arch. An inscription along the top of the door reads: "Collect your offering for the guardian."

When any of the characters attempt to pass any body part through the archway, the character is instantly teleported to the room detailed below. Do not describe the room until all characters have entered.

Arcana DC 17: The archways are enchanted with a powerful teleportation and illusion magic. The runes and words are not magical.

Read the following when the characters pass into the room (refrain from reading until all characters have entered):

You're transported to a small square room that smells strongly of bile. Two tables—one marble and the other granite—rest against opposite walls, and a stone arch with a closed iron portcullis bars passage out of this room. On the marble table are three glass jars each about the size of a human head and one large metal key. Each jar contains dark liquid filled nearly to the top. They are sealed with wax lids. On the granite table are three trinkets, each enclosed in separate glass cases.

Examining the jars reveals that each contains a well-preserved heart.

Heal or Nature check DC 20: Each success correctly identifies the heart (vampire, nightmare, or gorgon).

Heal or Nature check failure: Each success incorrectly identifies the heart as some other creature (DM's choice).

Adventurers can handle any number of jars, but if they open them or break them, the hearts inside wither away and crumble to dust.

The key opens the portcullis, leading out into the arena (see below).

Once the key is inserted into the portcullis, any jars not held by a character crumble to dust.

Examining the glass cases reveals:

- A pair of large fangs about half the length of a finger each, mounted on a silver and ruby-encrusted chain.
- A smoke-filled box with gilded horseshoe
- An ornately etched iron ring

The following details pertain to the puzzle of the trinkets:

- Each of these items corresponds to a different form of minotaur in the next encounter.
- The adventurers can select two of the items by breaking the glass that contains them.
- The items cannot be removed from the containers and the containers cannot be removed from the table without breaking the glass.
- After two selection are made, the unselected item crumbles into dust.

These items, corresponding to the three minotaurs in the encounter, each bestow the following benefits to the character holding it against the corresponding minotaur. Against all other minotaurs, it has no effect. They can be transferred to another character if the current wielder spends a minor action.

+5 bonus to attack

+3d8 damage to successful attacks

+5 bonus to all defenses

+2 bonus to saves

However, the wielder of an item also becomes of the primary target of the corresponding minotaur (see Tactics below).

When characters are ready to open the portcullis, proceed to the setup section below.

Setup

1 pale bloodfiend (M)

1 cinderhoof trampler (M)

1 ironskin warrior (M)

or up to **3 minotaur warriors (M)** (see below)

After the adventurers make their selections from the tables in the staging room and open the portcullis, read the following:

Bright flames explode in the room beyond the portcullis. As your eyes adjust to the glow, you hear the creak of a portcullis raising across the room. The stone floor is littered innumerable bones. Half a dozen barrels are scattered throughout the room. Along the walls are different statuettes of creatures common to the Underdark. Just as you scan the room, three large, bipedal bull creatures emerge from the portcullis across the room. They stride swiftly to the center.

The minotaurs wait in the center of the room for the adventurers to approach with their offering.

If the adventurers hand a minotaur a jar, read the following:

You hand the bile-filled jar to the bull like creature. It snatches the jar from your hands, tears off the top, and consumes the contents. It pauses briefly, panting loudly as if it were catching its breath. It speaks, "You have quelled the hunger inside, but you must still prove your worth in battle. Draw your weapons, warrior!" Then, letting out a fearsome wail, it steps back toward the portcullis from which it came and readies to attack.

For the minotaurs that do not receive jars, read the following:

The minotaur eyes you and grows impatient. Finally, it bursts out with a primal roar and speaks, "How dare you trespass without appeasing my hunger!" It then rips open its chest to reveal not one, but two beating hearts. It reaches inside and tears one of them out, holding it in its clawed hand. Its eyes glow with supernatural rage.

For each minotaur that was appeased with a jarred heart, the characters must fight a minotaur warrior (up to three). Otherwise they fight the enhanced minotaur of the type not appeased (pale bloodfiend, cinderhoof trampler, and ironskin warrior).

Tactics

The minotaur warriors keep moving to take advantage of their charge ability as much as possible.

The pale bloodfiend charges howling into battle, ignoring all threats as it lays into foes with double claw. Once bloodied, it seeks out a suitable target for heart of the vampire.

The cinderhoof trampler charges constantly across the battlefield, using heart of the nightmare as often as possible. It focuses its attacks on prone targets, which feel the fury of its fiery hooves.

The ironskin warrior stays in motion with goring charge, positioning itself close to as many foes as possible before unleashing heart of the gorgon.

The creatures do not know about the statuette powers and do not concern themselves with them. They are singularly focused on destroying the adventurers.

Any adventurers wielding the trinkets from the table in the staging room become targets of the keyed minotaur.

Features of the Area

Illumination: The area is brightly lit by an array of magical torches on the perimeter of the arena.

Ceiling: The ceiling is a dome about 4 squares high at the center.

Barrels: Ten barrels are filled with pitch, a flammable material that can be used against enemies with the following terrain power. Scatter the barrels wherever you want around the battlefield. They can also be moved up to half a character's normal movement and stacked on top of one another (both actions take a move action).

Flaming Pitch

Standard Action

Requirement: You must have a source of flame.

Check: From a distance, to light the pitch, you must make a ranged attack vs. AC 22,

Alternatively, you can light the pitch standing next to it.

Success: The pitch starts to burn.

Effect: On the end of your next turn, the pitch barrel explodes.

Attack: Close burst 2; +14 vs. Reflex

Hit: 3d8 + 5 fire damage, and the character is pushed 1 square.

Miss: Half damage.

Statuettes: There are four different statuettes arranged around the perimeter of the arena (marked on the map with an 'S'). Each statuette has an associated power that can be triggered by an adjacent character. The powers are:

Drider's Web

Single Use Terrain

This small drider statue sprays a sticky web all over the area.

Standard Action

Requirement: You must be adjacent to the statuette.

Check: Arcana DC 14 or Stealth DC 20 to activate the statue's power.

Success: A web bursts forth from the statue.

Target: Each creature in close burst 3 originating from the triggering character's square.

Attack: +15 vs. Reflex

Hit: The target is immobilized (save ends).

Effect: The burst creates a zone of webs that fills the area until the end of the encounter. The zone is considered difficult terrain. Any creature that ends its move in the web is immobilized (save ends).

Beholder's Ray At-Will Terrain

The eye stalks of this statue glow with a pale green light, then a bolt of energy bursts at the target

Requirement: You must be adjacent to the statuette.

Check: Arcana DC 14 or Dungeoneering DC 20 to activate the statue.

Success: The eye stalks fire a bolt of necrotic energy.

Target: One or two creatures with 10 squares.

Attack: +15 vs. Fortitude

Hit: 2d10 + 8 necrotic damage, and the target is weakened until the end of your next turn.

Kuo-toa's Slime At-Will Terrain

This frog-like figurine spits out a glob of slime that strikes a nearby creature.

Requirement: You must be adjacent to the statuette.

Check: Arcana DC 14 or Nature DC 20 to activate the statue.

Success: The statue animates and belches forth a pod of sticky slime.

Target: One creature within 10 squares.

Attack: +18 vs. AC

Hit: 1d12 + 5 acid damage, and the target and each enemy adjacent to it take ongoing 10 acid damage (save ends).

Miss: Half damage, and each enemy adjacent to the target takes 5 acid damage (save ends).

Effect: Any creature reduced to 0 hit points by this power dissolves into a puddle of corrosive slime that fills the creature's space. Until the end of the encounter, any creature that enters that space or starts its turn there takes 5 acid damage.

Hook Horror's Blades At-Will Terrain

This bizarre-looking creature with hooked arms conjures a wall of blades in the area.

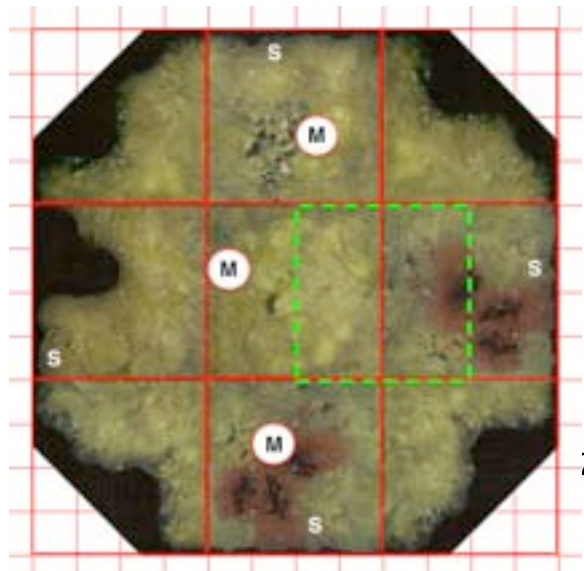
Requirement: You must be adjacent to the statuette.

Check: Arcana DC 14 or Athletics DC 20 to activate the statue.

Success: The statue's hooked arms grow and animate, creating a sharp barrier that lasts until the end of your next turn. The wall can be up to 5 squares long and up to two squares high. The spaces occupied by the blades are difficult terrain. If a creature enters the blades or starts its turn there, it takes 3d6 + 5 damage plus ongoing 5 damage (save ends).

Sustain Minor: The barrier persists.

Pale Bloodfiend		Level 12 Brute
Medium natural humanoid, minotaur		XP 700
HP 140; Bloodied 70		Initiative +11
AC 24, Fortitude 25, Reflex 24, Will 23		Perception +10
Speed 8		Darkvision
STANDARD ACTIONS		
⚔ Claw ⚔ At-Will		
Attack: Melee 1 (one creature); +17 vs. AC		
Hit: 2d8 + 6 damage.		
⚔ Double Claw ⚔ At-Will		
Requirement: The bloodfiend must not have a creature grabbed.		
Effect: The bloodfiend uses <i>claw</i> twice against the same target. If both attacks hit, the bloodfiend grabs the target.		
⚔ Goring Charge ⚔ At-Will		
Effect: The bloodfiend charges and makes the following attack in place of a melee basic attack.		
Attack: Melee 1 (one creature); +18 vs. AC		
Hit: 2d10 + 10 damage, and the target falls prone.		
MINOR ACTIONS		
⚔ Heart of the Vampire (healing) ⚔ Recharge at the end of the bloodfiend's turn if the power misses		
Attack: Melee 1 (one creature grabbed by the bloodfiend); +15 vs. Fortitude		
Hit: 2d6 + 6 damage, and the target is dazed and weakened (save ends both). The bloodfiend regains 20 hit points.		
TRIGGERED ACTIONS		
⚔ Bloodfiend Ferocity		
Trigger: The bloodfiend drops to 0 hit points.		
Effect (Immediate Interrupt): The bloodfiend uses <i>claw</i> . If the attack hits, the target is dazed until the end of the target's next turn.		
Skills Athletics +17, Intimidate +15		
Str 22 (+12)	Dex 20 (+11)	Wis 19 (+10)
Con 20 (+11)	Int 19 (+10)	Cha 19 (+10)
Alignment evil		Languages Common



Cinderhoof Trampler		Level 13 Skirmisher	
Medium natural humanoid, minotaur		XP 800	
HP 132; Bloodied 66		Initiative +14	
AC 27, Fortitude 26, Reflex 26, Will 23		Perception +10	
Speed 8			
Resist 10 fire			
TRAITS			
Combat Advantage (fire)			
Whenever the trampler hits a creature granting combat advantage to it, that creature takes ongoing 10 fire damage (save ends).			
STANDARD ACTIONS			
⚔ Gore ♦ At-Will			
Attack: Melee 1 (one creature); +18 vs. AC			
Hit: 2d10 + 5 damage.			
⚔ Goring Charge ♦ At-Will			
Effect: The trampler charges and makes the following attack in place of a melee basic attack.			
Attack: Melee 1 (one creature); +19 vs. AC			
Hit: 2d10 + 10 damage, and the target falls prone.			
⚔ Heart of the Nightmare (fire) ♦ Recharge [E]			
Effect: The trampler moves its speed and can move through enemies' spaces during the move. Any creature that hits the trampler with an opportunity attack provoked by this movement takes 10 fire damage. Each time the trampler enters an enemy's space for the first time during the move, it makes the following attack against that enemy.			
Attack: Melee 0; +16 vs. Reflex			
Hit: 3d6 + 7 damage, and the enemy falls prone.			
TRIGGERED ACTIONS			
⚔ Trampler Ferocity			
Trigger: The trampler drops to 0 hit points.			
Effect (Immediate Interrupt): The trampler uses <i>gore</i> . If the attack hits, the trampler pushes the target 2 squares and knocks it prone.			
Skills Athletics +17, Stealth +17			
Str 22 (+12)	Dex 22 (+12)	Wis 19 (+10)	
Con 20 (+11)	Int 19 (+10)	Cha 22 (+12)	
Alignment evil		Languages Common	

Ironskin Warrior		Level 14 Soldier	
Medium natural humanoid, minotaur		XP 1,000	
HP 140; Bloodied 70		Initiative +15	
AC 30, Fortitude 27, Reflex 26, Will 25		Perception +13	
Speed 6			
Resist 10 poison			
STANDARD ACTIONS			
⚔ Greataxe (weapon) ♦ At-Will			
Attack: Melee 1 (one creature); +19 vs. AC			
Hit: 2d12 + 9 damage, and the target is slowed and cannot shift (save ends both).			
⚔ Goring Charge ♦ At-Will			
Effect: The warrior charges and makes the following attack in place of a melee basic attack.			
Attack: Melee 1 (one creature); +20 vs. AC			
Hit: 2d10 + 11 damage, and the target falls prone.			
⚔ Heart of the Gorgon (poison) ♦ Encounter			
Attack: Close blast 5 (enemies in blast); +17 vs. Fortitude			
Hit: 3d6 + 5 poison damage, and the target is slowed (save ends).			
First Failed Saving Throw: The target is immobilized instead of slowed (save ends).			
Second Failed Saving Throw: The target is petrified.			
TRIGGERED ACTIONS			
⚔ Ironskin Ferocity			
Trigger: The warrior drops to 0 hit points.			
Effect (Immediate Interrupt): The warrior uses <i>greataxe</i> . If the attack hits, the target is immobilized until the end of the target's next turn.			
Skills Athletics +18, Endurance +17			
Str 23 (+13)	Dex 23 (+13)	Wis 23 (+13)	
Con 20 (+12)	Int 20 (+12)	Cha 20 (+12)	
Alignment evil		Languages Common	
Equipment greataxe			

Minotaur Warrior		Level 10 Soldier	
Medium natural humanoid		XP 500	
Initiative +7		Senses Perception +14	
HP 106; Bloodied 53			
AC 26; Fortitude 27, Reflex 21, Will 23			
Speed 5			
m Battleaxe (standard, at-will) Weapon			
+16 vs AC; 1d10+6 damage, and the target is marked until the end of the minotaur warrior's next turn.			
M Goring Charge (standard, at-will)			
The minotaur warrior makes a charge attack: ; +17 vs AC; 1d6+6 damage, and the target is knocked prone.			
Ferocity (when reduced to 0 hit points)			
The minotaur warrior makes a melee basic attack.			
Alignment Any Languages Common			
Skills Dungeoneering +12, Intimidate +11, Nature +9			
Str 23 (+11)	Dex 10 (+5)	Wis 14 (+7)	
Con 18 (+9)	Int 9 (+4)	Cha 13 (+6)	
Equipment: battleaxe , heavy shield , scale armor .			

Encounter 3: Thralls

Encounter Level 8 (1750 XP)

Setup

2 derro warriors - currently at 50 hp each (W)

3 foulspawn berserker thralls (F)

1 mind flayer infiltrator (I)

The adventurers exit the labyrinth directly in the middle of a battle between a group of derro (worshippers of the purple dragon) and some illithid thralls. Both sides are evil, untrustworthy, and deceitful, but the derro are more desperate for aid because they are losing badly and cornered. Most of the derro have been killed and the remaining derro are bloodied. The adventurers can choose sides in the battle and fight one or the other (or even both). Read the following when they enter the area.

You have escaped the minotaur's maze and wandered into the Deep of the Underdark. Shouts and slurs of Deep Speech mix with the din of battle and the painful ringing to create an intolerable noise. Two dark-skinned humanoids are pinned down on one side of the cave, wounded badly. Others lie dead in the cave. The shadows of other creatures lurk in the darkness just at the edge of your light, picking at the flesh of the dead bodies.

The derro do not immediately notice the adventurers approach. If the adventurers choose to attack the derro, they gain a surprise round.

Tactics

The mind flayer stays in the back of the cave, hidden in the shadows, monitoring the attack. If the adventurers kill the derro, it calls off the thralls and attempts to speak with the adventurers (see Development below). If the adventurers attack the thralls, it hangs back until one of the thralls dies, both are bloodied or it is discovered. If any of those conditions are met, it then engages the adventurers until it becomes bloodied. At that point, a purple dragon emerges (see Development below).

The thralls attack indiscriminately, adventurers or derro, unless specifically called off by the mind flayer when the derro are defeated. They try to get as many foes in their berserker aura as possible to disrupt their attacks.

The derro are unconcerned with the adventurers unless attacked. They will attempt to escape into the labyrinth if they can get a clear path to the exit. They will also attempt to recruit the adventurer's aid by offering spoils and treasure (which they don't have). The derro begin the battle bloodied.

Features of the Area

Illumination: The thralls threw torches on the ground, marked on the tactical map with asterisks. Stamping out a torch is a minor action.

Ceiling: The cave walls are 3 squares high in this area.

Bodies: The bodies in the water are derro cut down by the thralls. They are dying but not dead. If they reach the other end of the cave, they will die from the poison of the mushroom. They slide two squares a round at the end of the round.

Earthquake: The dragon is digging through this area and causes a minor earthquake at the beginning of each round. Each creature in the area must make a saving throw or fall prone.

Mushrooms: At the end of the cave is a small pond with mushrooms growing in it. The water seeps away from the area through several small cracks.

Nature DC 17: The mushrooms are poisonous to non-fey creatures. Any non-fey creature that comes into contact with them suffers 1d8 poison damage. Fey creatures, however, heal 1d8 hit points if they consume the mushrooms (as a minor action).

Low walls: There are several low walls (marked with blue dashed lines) in the center of this cave, depicted in black, that provide cover for those standing behind them.

Water: The river in this cave is 2 squares deep and it has a strong current. Any creature that begins its turn in the water slides 2 squares away from the waterfall. Creatures may spend movement to avoid sliding.

Development

Several outcomes are possible from this encounter. The three main outcomes are detailed below.

In most cases, at the end of this encounter, the adventurers meet the ancient purple dragon named Silvixis. The creature is friendly to the adventurers and ignores any hostile actions. Its actions are detailed in the next scene.

1. The adventurers could defeat the derro and enter into a dialog with the mind flayer. In this case, the mind flayer will try to convince them to return with it to its lair, where other mind flayers can help make the adventurers into thralls. If the characters agree, proceed to **Scene 7: Sound Source**. If they do not agree, the mind flayers begin to leave and trigger **Scene 6: The Deeps**.
2. The derro could escape into the labyrinth, in which case the adventurers can either deal with the thralls themselves, or attempt to negotiate with or attack the mind flayer. In the latter case, if they agree to the mind flayer's requests, proceed to **Scene 7: Sound Source**. Otherwise proceed to **Scene 6: The Deeps** if the mind flayer flees or becomes bloodied.
3. If the adventurers bloody the mind flayer, then a purple dragon crashes through the floor of the cave and dramatically rips the mind flayer in two. It then speaks with the adventurers. Proceed to **Scene 6: The Deeps**.



Derro Warrior	Level 13 Artillery
Small natural humanoid	XP 800
HP 101; Bloodied 50	Initiative +12
AC 27, Fortitude 24, Reflex 27, Will 24	Perception +9
Speed 5	Darkvision
Saving Throws +2 against fear effects	
TRAITS	
Combat Advantage	
The warrior deals 2d6 extra damage against any creature granting combat advantage to it.	
STANDARD ACTIONS	
⚔ Dagger (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +18 vs. AC	
Hit: 3d4 + 9 damage.	
⚡ Bolt Spray (weapon) ♦ Recharge [2][1]	
Requirement: The warrior must be wielding a repeating hand crossbow.	
Attack: Close blast 5 (creatures in blast); +20 vs. AC	
Hit: 2d8 + 7 damage, and the warrior pushes the target 1 square.	
MINOR ACTIONS	
↔ Repeating Hand Crossbow (weapon) ♦ At-Will	
Attack: Ranged 10/20 (one creature); +20 vs. AC	
Hit: 1d8 + 5 damage.	
FREE ACTIONS	
Strength of Madness ♦ Encounter	
Requirement: The warrior can use <i>strength of madness</i> only during its turn.	
Effect: Roll a d6 and add the result as a power bonus to the warrior's attack rolls until the end of its next turn. In addition, the warrior grants combat advantage until the end of its next turn.	
Skills Intimidate +13, Stealth +17	
Str 11 (+6)	Dex 22 (+12)
Con 17 (+9)	Int 10 (+6)
	Wis 6 (+4)
	Cha 14 (+8)
Alignment chaotic evil Languages Common, Deep Speech	
Equipment leather armor, dagger, repeating hand crossbow, 4 magazines of 10 bolts each	

Foulspawn Berserker Thrall	Level 11 Soldier
Medium aberrant humanoid	XP 600
Initiative +10	Senses Perception +1; low-light vision
Berserker Aura aura 1; when a creature in the aura makes a melee attack, it targets a random creature within its reach.	
HP 120; Bloodied 60	
AC 27; Fortitude 27 (29 while bloodied), Reflex 23, Will 23	
Immune fear	
Speed 7	
m Greatsword (standard, at-will) Weapon	
+17 vs AC; (+19 while bloodied) 1d10+7 damage, or 1d10+9 damage while bloodied.	
Berserker Charge (standard; at-will)	
The foulspawn berserker thrall charges and deals an extra 10 damage if its melee basic attack hits.	
Mental Feedback Psychic	
If the foulspawn berserker thrall is attacked by a charm effect, the foulspawn berserker and its attacker take 10 psychic damage.	

The Deep

When the purple dragon appears, read the following:

A giant inky scaled creature bursts through the soft floor of the cave. It thrashes its head around, and you can see a mind flayer writhing around in its jaws. With a quick snap, the dragon clenches its jaw shut, splitting the illithid in two. The illithid's torso tumbles to the floor of the cave, a mess of greenish blood and tentacles. The dragon swallows the other half of the mind flayer and turns to you.

After defeating the thralls and the illithid with the help of the purple dragon, the creature enlists the aid of the adventurers to find and destroy the source of the ringing before the drow make it through the now-cleared maze and into the Deep. It tells them they do not have to defeat the powerful mind flayer; they just need to steal or destroy the artifact resonating the sound. Once the artifact is removed from the ritual chamber, the spell will end.

When the purple dragon, named Silvixis, appears, it does not act aggressively to the adventurers. It is especially interested in the quaggoth because once upon a time it had dozens of quaggoth worshippers. Silvixis instead has the following information to give to the adventurers through dialogue:

- Long ago, the illithids warred with the drow of the Shallows and were beaten back to the Deep. To protect themselves while they were weakened, they enslaved a clan of duergar and forced them to build the labyrinth you just passed through. They enchanted it with a variety of wards, but maintained a ritual which allowed them safe passage from the Deep to the Shallows. For a long time, they plotted their revenge from a safe distance, secluded in the Deep.
- The territory they encroached upon was once the dragon's lair, but it was only a wyrmling at the time. It fled to safer passages down deeper, near the Elemental Chaos rift.
- In the many generations that followed, the illithids became decadent and lost the knowledge of the ritual to cross over to the Shallows. They were effectively trapped in this small cavern of the Deep and running out of thralls from which to farm psychic energy. One of the illithids

recovered another ancient ritual, the Ringing, to annoy the drow and force them to come to the Deep in pursuit of the source of the disturbing sound.

- It heard the sound as well deeper down. And surely other creatures have too. Silvixis came to investigate, but it can no longer access the tunnels it once used. Silvixis grew too large.
- Silvixis ask for your help. Follow the tunnels to the illithid chambers. Disrupt their ritual and run for your lives. When you stir their nest, Silvixis can easily pick them off one by one as they pursue you. This quest is fraught with danger. Some of you may not return, but the dragon can reward you in life or death with an alliance against the drow when it drives off the illithids.

When the adventurers agree to the quest, continue to **Scene 7: Sound Source**.

Encounter 4: Bell Fast

Setup

- 2 **mind flayer infiltrators** (I)
- 1 **mind flayer mastermind** (M)
- 6 **duergar thralls** (T)
- 2 **duergar fleshtearers** (F)

The goal of this encounter is for some of the adventurers to distract and hold off the mind flayers long enough for others to steal the bell from the chamber. The goal is also to survive, since the enemies are beyond the characters capabilities to deal with. This encounter combines a combat with a skill challenge.

This encounter is designed to be much more challenging than the group could typically handle. The DM should adjust the threat to challenge the players and reward creativity in the context of the battle to make it fun and allow a path for success.

When the adventurers enter the cavern, read the following:

Rows and rows of skeletons line the walls of this enormous cave, each with the same star-shaped cracks in its respective skull. A balcony rises above the ground floor, ringing the entire room. From below, you can only see dark caves carved into the walls above. The ringing here is deafening and it is immediately apparent why: In the corner of the room is an iron bell, glowing dimly, swaying back and forth as if a specter were pushing it from side to side.

The adventurers may also notice the mind flayers lurking in the shadows on the balconies above. All mind flayers start on the balconies.

Perception DC 25: You notice several humanoid figures in the inky darkness above. They seem to have long, slender limbs and large, bulbous heads. Where their mouths would be are instead a collection of tentacles. If they have eyes, you cannot tell, nor can you tell if they notice you.

Tactics

The mind flayers do not like combat. They prefer to stay at range and use their mind blast powers to immobilize the adventurers. They dispatch duergar thralls to engage the adventurers directly. They move to other locations on the balconies to keep targeting their enemies and only jump down if the group is trying to hide from them instead of ward them off.

The duergar fleshtearers begin invisible and sneak up to the large room looking to ambush the nearest enemy. They will otherwise follow the commands of their overlord illithids.

Features of the Area

Illumination: None.

Ceiling: This cave is 7 squares high.

Balconies: The balconies (marked on the map in blue) are 2 squares off the ground floor. One part of the balcony (marked on the map in red) is structurally unsound.

Weak Balcony Single-Use Terrain

This area of the balcony is structurally unsound and could fall.

Standard Action

Requirement: You must be adjacent to the weak balcony area.

Check: Dungeoneering or Athletics check (DC 17) to topple the balcony.

Success: The section of balcony collapses.

Target: Each creature on the balcony.

Attack: +16 vs. Reflex

Hit: 2d10 + 8 damage, and the target is knocked prone on the floor of the cave.

Miss: Half damage.

Effect: The area beneath the balcony becomes difficult terrain.

Greymatter mushroom: Succeed at a skill check and burn this mushroom as a standard action and all illithids are stunned until the end of your next turn. This is a single-use terrain.

Chromatic crystals: These crystals are scattered throughout the area.

Chromatic Crystals Single-Use Terrain

These crystals are combustible when combined with water and struck.

Standard Action

Check: Athletics check DC 17 to strike the crystals and set off the reaction.

Success: The crystals explode.

Target: Each creature in close burst 3

Attack: +13 vs. Fortitude

Mind Flyer Infiltrator Level 14 Lurker

Medium aberrant humanoid XP 1000

Initiative +16 **Senses** Perception +14; darkvision
HP 107; **Bloodied** 53**AC** 27; **Fortitude** 25, **Reflex** 27, **Will** 28**Speed** 7m **Tentacles** (standard, at-will)

+19 vs AC; 2d6+5 damage, and the target is grabbed (until escape).

M **Bore into Brain** (standard, at-will)

Grabbed or stunned target only; +17 vs Fortitude; 3d6+5 damage, and the target is dazed (save ends). If this power reduces the target to 0 hit points or fewer, the mind flyer devours its brain, killing the target instantly.

C **Mind Blast** (standard, recharge 5 6) **Psychic**

Close blast 5; mind flyers and their thralls are immune; +18 vs Will; 2d8+6 psychic damage, and the target is dazed (save ends). Miss: Half damage, and the target is not dazed.

Stalk the Senseless

The mind flyer infiltrator is invisible to dazed or stunned creatures.

Alignment Evil **Languages** Deep Speech, telepathy 10**Skills** Bluff +18, Diplomacy +18, Dungeoneering +14, Stealth +17**Str** 13 (+8) **Dex** 20 (+12) **Wis** 14 (+9)**Con** 17 (+10) **Int** 17 (+10) **Cha** 23 (+13)**Mind Flyer Mastermind** Level 18 Elite Controller (Lead)

Medium aberrant humanoid XP 4000

Initiative +12 **Senses** Perception +18; darkvision
Psychic Static (Psychic) aura 10; while the mind flyer mastermind is not bloodied, enemies in the aura take a -2 penalty to Will defense.**HP** 324; **Bloodied** 162**AC** 33; **Fortitude** 33, **Reflex** 33, **Will** 35**Saving Throws** +2**Speed** 7**Action Points** 1m **Tentacles** (standard, at-will)

+21 vs AC; 3d6+3 damage, and the target is grabbed (until escape).

M **Bore into Brain** (standard, at-will) see text

Grabbed or stunned target only; +21 vs Fortitude; 4d10+3 damage, and the target is stunned (save ends). If this power reduces the target to 0 hit points or fewer, the mind flyer mastermind can either devour its brain or turn it into a thrall (see below):

Devour Brain (Healing): The mind flyer mastermind devours the target's brain. The target is killed instantly, and the mind flyer mastermind regains 25 hit points.**Create Thrall (Charm):** The target is dominated (no save) and regains enough hit points to restore it to its bloodied value. As a thrall, the target is immune to the

mind blast power of mind flyers and gains a +5 bonus to its Will defense while within 10 squares of the controlling mind flyer mastermind. The target is no longer dominated and no longer a thrall once the controlling mastermind dies.

C **Mind Blast** (standard, recharge) **Psychic**

Close blast 5; mind flyers and their thralls are immune; +21 vs Will; 3d8+7 psychic damage, and the target is dazed (save ends). Miss: Half damage, and the target is not dazed.

R **Enslave** (standard, recharge) **Charm**

Ranged 10; +21 vs Will; the target is dominated (save ends). While dominated, the target is immune to the mind blast power of mind flyers and gains a +5 bonus to its Will defense while within 10 squares of the controlling mind flyer mastermind. The mastermind can use enslave only on one creature at a time.

A **Illusion of Pain** (standard, recharge) **Illusion, Psychic**

Area burst 1 within 10; enemies within the burst imagine that the area is filled with writhing, barbed tentacles; +27 vs Will; 2d10+6 psychic damage, and the target takes ongoing 10 psychic damage and is immobilized (save ends both).

Cradle of the Elder Brain (immediate interrupt, when attacked; recharge) **Teleportation**

The mind flyer mastermind teleports 20 squares.

Interpose Thrall (immediate interrupt, when targeted by a melee attack; at-will)

The mastermind redirects the attack to an adjacent thrall.

Alignment Evil **Languages** Deep Speech, telepathy 10**Skills** Arcana +18, Bluff +21, Insight +18, Intimidate +21**Str** 11 (+9) **Dex** 16 (+12) **Wis** 18 (+13)**Con** 18 (+13) **Int** 18 (+13) **Cha** 24 (+16)**Duergar Fleshtearer**

Level 11 Lurker

Medium natural humanoid (devil, dwarf) XP 600

Initiative +13 **Senses** Perception +9; darkvision**HP** 89; **Bloodied** 44**AC** 26, **Fortitude** 25, **Reflex** 24, **Will** 24**Resist** 10 fire, 10 poison**Speed** 5m **Claw** (standard; at-will)

+16 vs. AC; 1d8+3 damage, and ongoing 5 damage (save ends).

M **Quill Stab** (standard; requires combat advantage against the target; recharges when the duergar fleshtearer hits with its claw attack) F **Poison**

+16 vs. AC; 1d8 damage, and the target takes ongoing 5 poison damage and a -2 penalty to attack rolls (save ends both).

R **Infernal Quills** (minor; encounter) F **Poison**

Ranged 3; +16 vs. AC; 1d8 damage, and the target takes ongoing 5 poison damage and a -2 penalty to attack rolls (save ends both).

Shadow Scourge

While the duergar fleshtearer is invisible, its attacks deal twice the normal amount of ongoing damage.

Underdark Sneak (minor; while in dim light or darkness and adjacent to an object or a wall that occupies at least 1 square; at-will)

The duergar fleshtearer becomes invisible until the end of its next turn or until after it hits or misses with an attack.

Alignment Evil **Languages** Common, Deep Speech, Dwarven

Skills Bluff +10, Dungeoneering +14, Stealth +14

Str 21 (+10) **Dex** 19 (+9) **Wis** 18 (+9)

Con 17 (+8) **Int** 12 (+6) **Cha** 10 (+5)

Equipment leather armor

Duergar Thrall Level 11 Minion

Medium natural humanoid (devil, dwarf) XP 150

Initiative +9 **Senses** Perception +9; darkvision

HP 1; a missed attack never damages a minion.

AC 26; **Fortitude** 24, **Reflex** 22, **Will** 22

Resist 10 fire, 10 poison

Speed 5

m Warhammer (standard, at-will) **Weapon**
+18 vs AC; 8 damage.

R Infernal Quills (standard, at-will) **Poison**
Ranged 3; +16 vs AC; 8 poison damage.

Mind Flayer Thrall

The thrall is immune to the mind blast power of mind flayers, and gains a +5 bonus to its Will defense while within 10 squares of its controlling mind flayer.

Alignment Evil **Languages** Deep Speech

Str 21 (+10) **Dex** 19 (+9) **Wis** 18 (+9)

Con 17 (+8) **Int** 12 (+6) **Cha** 10 (+5)

Equipment: chainmail, warhammer.

Conclusion

After the adventurers disable the ritual, they must escape the wrath of the mind flayers. Read the following:

The alien illithids move slowly but methodically in your direction. More of them emerge from hidden doorways and panels all around you. You're not only outnumbered, but you can feel their presence in your mind, invading your thoughts. But the only thought you can muster now is: Run!

Any characters that have been disabled in the last combat are quickly swarmed by illithids. The others may make an escape attempt, either individually or as a group. They must decide whether to act individually or as a group before any checks are made.

If they decide to act as a group, make a group skill checks to see if the characters escape. Otherwise, make individual checks.

Step 1 - Athletics DC 14 (group) or DC 19

(individual): The illithids surround you and start to claw and grab at you, but you use all your reserves of strength to break free and bolt for the narrow escape passage.

Step 2 - Stealth DC 14 (group) or DC 19

(individual): You use your craftiness in the dark tunnels and minor distractions to elude the pursuit of the alien creatures.

Step 3 - Endurance DC 14 (group) or DC 19

(individual): Tired and broken, you rush from narrow passage to narrow passage, trying to find your way back to the Shallows. As you squeeze through an opening, an enormous inky purple form crashes through the rocks, scooping a mind flayer in its jaws and snapping it in half. The other illithids swarm the creature, but it breaths an enormous wave of psychic energy, popping the skulls of the creatures like bubbles on a pond. The dragon bellows, "Go now. Return to the Shallows and carry my legend to the drow. Tell them to fear me."

Failure: If any of the adventurers fail a check, they lose a healing surge. If they have none remaining, they are caught by the illithids and devoured.

When the chase is complete, continue to the **Epilogue**.

Epilogue

Depending on the characters' actions, adapt the following outcomes to fit the story they made.

Dragon Disciples

The characters escaped the mind flayers with the aid of the purple dragon, Silvixis, they may want to join forces with the dragon to get their revenge against the drow. Read the following:

Silvixis and his derro followers pour through the tunnels of the Shallows, pursuing the now fragmented drow after their disorienting frenzy. Weakened by the attacks, they retreat to the surface and are scattered like seeds in the wind. You are the dragon's lieutenants and the spoils of victory are great.

Feydark Return

Some of the characters are originally from the Feydark and were taken from that plane by the drow. The medusa, Fylzena, agreed to return them to the Feydark if they were successful in halting the ringing. Read the following for those characters that wish to return to the Feydark.

You return to Fylzena's lair and confront her to make good on her promise to transport you back to the Feydark. She agrees, but such rituals are not cheap and require rare components. Some of them she has, but in particular she needs the hair of a drider. After a long and treacherous hunt, you are able to defeat one and bring the component to her. Finally, she opens a portal to the Feydark, but before letting you through, she grins widely and says, "Take these stone snakes. Should you ever need to return to the Shallows, place them in eladrin blood and they will open a portal back to my lair. I look forward to seeing you again."

Ringing Revenge

Some characters may choose to pursue their own path to revenge if they were able to steal the powerful bell from the illithids. They can, in fact, use it to make a guerilla war against the fragmented drow house back in the Shallows. Read the following:

Harnessing the power of the bell, you regroup with some of the other surviving creatures and battle the drow on their turf. Time passes, but the brutal struggle yields many

more victories than defeats, and over time you create your own underground kingdom where each of you holds power beyond your wildest dreams. The drow become just a fraction of their former selves, and the dragon sleeps again in the Deep.

Other Conclusions

Some groups may wish to make their own conclusions, and you should encourage them to narrate their own ending based on their actions during this event and their own imaginations.

Handout A: Cards

Cut up these items and award them as instructed in the adventure.

Brittle-Skin Missile

Your rune-scribed projectile calcifies flesh and causes your foe to falter.

Daily Arcane, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: +17 vs. AC

Hit: 2d8 + 5 damage, and the target is slowed and gains vulnerable 5 to melee attacks (save ends both).

Miss: Half damage, and the target is slowed (save ends).

Lightning Bracelet

This small strip of copper causes an arc of electric energy to spark across the battlefield, scattering your foes.

Daily Arcane, Lightning

Standard Action Area burst 3 within 10 squares

Target: Each creature in burst

Attack: +15 vs. Fortitude

Hit: You slide the target 2 squares.

Effect: Make a secondary attack.

Secondary Target: One enemy in burst and each creature adjacent to that enemy

Secondary Attack: +15 vs. Reflex

Hit: 2d8 + 5 lightning damage.

Miss: Half damage.

Standard of Thunderous Battle

When you plant this standard, you evoke a vision of a divine hall of battle. Your allies are emboldened by the brave shouts within it, while the sounds of battle thunder over your enemies, pushing them back.

Daily Divine, Thunder, Zone

Standard Action Close burst 2

Target: Each enemy in burst

Attack: +15 vs. Fortitude

Hit: 2d6 + 5 thunder damage, and you push the target a number of squares equal to your Intelligence modifier.

Miss: Half damage, and you push the target 1 square.

Effect: The burst creates a thundering zone that lasts until the end of your next turn. While within the zone, any ally gains a +2 power bonus to AC and Fortitude.

Sustain Minor: The zone persists, and you push each enemy within it 1 square.

Serpentine Blast Rocks

These two rocks, when rubbed together, generate a bolt of lightning that leaps from your fingers to strike at your foe, twisting past obstacles.

Daily Arcane, Lightning

Standard Action Ranged 10

Target: One creature

Attack: +15 vs. Reflex. The attack ignores cover and concealment, but not superior cover or total concealment.

Hit: 3d10 + 5 lightning damage.

Miss: Half damage.

Thunder Blade Paste

This smelly paste makes your weapon resonate with thunder, smiting your foe and enabling you to move enemies into locations where your allies can more easily reach them.

Daily Arcane, Thunder, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +17 vs. AC

Hit: 3d8 + 5 thunder damage, and you slide the target 2 squares.

Effect: Until the end of the encounter, whenever you hit a target with an at-will attack power, you slide the target 2 squares to a space that must be adjacent to at least one of your allies.

Acidic Implantation

This small egg-like object mixes an acidic goo when cracked.

You implant a bubble of acid in a foe and hurl the foe into its allies. The bubble then explodes.

Daily Acid, Arcane

Standard Action Ranged 10

Primary Target: One creature

Primary Attack: +15 vs. Fortitude

Hit: You slide the primary target 3 squares.

Effect: The primary target takes 2d6 acid damage. Make a secondary attack that is an area burst 1 centered on the primary target.

Secondary Target: Each creature in burst

Secondary Attack: +15 vs. Reflex

Hit: 2d6 acid damage.

Warlord's Earring

This earring whispers a warning when an opportunity perfect for an ally's attacks presents itself, renewing your own determination to end this fight.

Daily Martial

Standard Action Close burst 5

Target: One ally in burst

Effect: As a free action, the target can make an attack using an encounter attack power that he or she has already used during this encounter. Also, if you have used all your encounter attack powers, you regain the use of a warlord encounter attack power you have used during this encounter.

Dimensional Gemstone

This small gemstone attaches to your weapon and glows with a pale yellow fire. As you strike, you create an arcane bond between yourself and your foe, allowing you to slip either of you between narrow gaps between the worlds.

Daily Arcane, Force, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +15 vs. Fortitude

Hit: 2d8 + 5 force damage.

Miss: Half damage.

Effect: Until the end of the encounter, you can teleport yourself or the target of this power 1 square as a move action.

Elemental Foible Script

This small scrap of paper explains a brief magical incantation that allows you to weave a deadly symbol in your foe's flesh. This hateful glyph leaves your enemy's body fragile to the elements.

Daily Arcane, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +18 vs. AC

Hit: 1d8 + 5 damage.

Effect: The target gains vulnerable 5 to a damage type of your choice: acid, cold, fire, lightning, or thunder. The vulnerability lasts until the end of the encounter.

Crown of Madness

This beautiful, ornate crown projects an illusory, twisted crown around the target's head. Under its psychic assault, your enemy loses the ability to distinguish friend from foe.

Daily Charm, Psychic

Standard Action Ranged 10

Target: One creature

Attack: +15 vs. Will

Hit: 2d6 + 5 psychic damage.

Miss: Half damage.

Sustain Minor: The target makes a melee basic attack against one of its adjacent allies of your choice (save ends).

Globe of Death

This black globe pulses with necrotic energy. You show your foes their doom, channeling dark power from your allies' very souls.

Daily Necrotic

Standard Action Ranged 10

Target: One creature

Attack: +15 vs. Will

Hit: 2d8 + 5 necrotic damage.

Miss: Half damage.

Effect: An ally within 5 squares of you can lose a healing surge to allow you to deal an additional 2d8 necrotic damage.

Animate Dead

This small skull's eye sockets glow with a dark light. When triggered, you flood a fallen foe's animus with shadow, imbuing it with arcane strength.

Daily Arcane, Implement, Necrotic, Summoning

Minor Action Ranged 10

Target: Up to three dead creatures

Effect: You summon the animated corpse of one of your fallen enemies in an unoccupied square within range.

The summoned creature is the same size as one dead creature within the range of this power. The animated creature has reach equal to the target creature's reach and speed 6. It has a +2 bonus to AC and a +2 bonus to Fortitude. You can give the animated creature the following special commands.

Standard Action: Targets one enemy in reach; Intelligence vs. AC; 1d10 + Intelligence modifier necrotic damage.

Opportunity Attack: Targets one enemy in reach; Intelligence vs. AC; 1d10 + Intelligence modifier necrotic damage.

Geldoui

Geldoui (Myconid) Level 10 Leader

Medium fey humanoid (plant)

HP 75; Bloodied 37; Healing Surges 11 Initiative +4
AC 25, Fortitude 25, Reflex 21, Will 23 Perception +3
Speed 5 Tremorsense 10
Action Points 1

Standard Actions

m Stipe Staff (Weapon) F At-Will

Attack: Melee 1; +16 vs AC

Hit: 2d10+5 damage.

C Decomposing Spray (Necrotic) F At-Will

Attack: Close burst 3; +14 vs Fortitude

Hit: 1d10+5 necrotic damage.

C Pacification Spores (Poison) F Encounter

Attack: Close burst 1; +14 vs Will

Hit: 3d6+5 poison damage, and the target cannot take a standard action until the end of the myconid guard's next turn.

M Skirmish Ploy (Weapon) F Encounter

Attack: Melee 1; +14 vs. Reflex

Hit: 1d10+5 damage, and the target is dazed until the end of your next turn. In addition, you slide the target 2 squares, and an ally within 2 squares of you shifts 1 square nearer to the target.

Triggered Actions

Life Burst (Healing) F Encounter

Trigger: When bloodied

Attack: Close burst 1; targets living creatures; the target regains 10 hit points.

Skills Diplomacy +13, Heal +11

Str 7 (+2) Dex 11 (+4) Wis 12 (+6)

Con 18 (+8) Int 16 (+8) Cha 12 (+5)

Alignment unaligned Languages telepathy 5

Equipment quarterstaff

Background

King of its now-deceased clan, harvested by the drow for food, this myconid hates and fears the drow, and longs to return to the Feydark where he may begin a new clan. Unusually for this race, King Geldoui has bonded with the group, treating them as his ad hoc subjects. A natural leader, Geldoui is determined to brave the Underdark as one group, in order to return home.

Appearance

One of most alien of all races, the myconid resembles a bipedal fungus, and uses telepathy to communicate, remaining silent to those he chooses not to speak to.

Personality Traits

Determined, Honorable, Strategic

Thalvir

Thalvir (Trogloodyte) Level 10 Defender

Medium natural humanoid (reptile)

HP 90; Bloodied 45; Healing Surges 14 Initiative +9
AC 27, Fortitude 23, Reflex 23, Will 23 Perception +6
Speed 5 Darkvision
Action Points 1

Traits

Trogloodyte Stench F Aura 1
Each living enemy within the aura takes a -2 penalty to attack rolls.

Standard Actions

m Stone Bastard Sword (Weapon) F At-Will
Attack: Melee 1; +16 vs AC
Hit: 1d10+7 damage, and the target is marked.

r Javelin (Weapon) F At-Will
Attack: Ranged 10/20; +16 vs AC
Hit: 1d6+6 damage, and the target is marked.

M Sweeping Trip (Weapon) F At-Will
Attack: Melee 1; +14 vs Reflex
Hit: 1d8+6 damage, and the target is knocked prone.

M Whirlwind Attack (Weapon) F Encounter
Attack: Close burst 1; +16 vs AC
Hit: 2d10+7 damage, and the target is marked.

M Renewing Smite (Healing, Weapon) F Encounter
Attack: Melee 1; +16 vs. AC
Hit: 2d10+7 damage, and one ally within 5 squares of you regains 12 hit points.

Move Actions

Dancing Blade (Weapon) F At-Will
Attack: One marked target; +16 vs. AC
Hit: Slide the target 1 square, and the troglodyte may shift into the vacated square.

Skills Athletics +13, Endurance +14
Str 19 (+8) Dex 17 (+7) Wis 14 (+6)
Con 21 (+9) Int 10 (+4) Cha 12 (+5)
Alignment unaligned Languages Draconic
Equipment stone bastard sword, javelin x 2, scale armor

Background

A primitive, superstitious creature, this reptilian humanoid was a defector from the drow army, faking his death and choosing to slink away with the survivors from the other side. He is very religious, and sees this as an opportunity to explore the Underdark for any evidence of the King That Crawls (a god worshipped by troglodytes). An opportunist by nature, he joins the group for protection, but is more open if any other characters express an interest in his religious ramblings.

Appearance

A sturdily-built specimen, this trog is scarred from numerous battles, large and small. His primitive background is clear: he wears a jangling collection of charms and fetishes, and brandishes a wicked stone blade.

Personality Traits

Superstitious, Argumentative, Opportunistic

Malea

Malea (Harpy) Level 10 Controller

Medium fey humanoid

HP 62; Bloodied 31; Healing Surges 9 Initiative +7
AC 23, Fortitude 21, Reflex 25, Will 23 Perception +6
Speed 6
Action Points 1

Traits

Resist 10 thunder

Standard Actions

m Claw F At-Will

Attack: Melee 1; +16 vs AC
Hit: 1d8+4 damage.

C Alluring Song (Charm) F At-Will

Attack: Close burst 5; deafened creatures are immune;
+15 vs Will
Hit: The target is pulled 3 squares and immobilized (save ends).

C Brutal Scream (Thunder) F Encounter

Attack: Close burst 5; +15 vs Fortitude
Hit: 3d6+5 thunder damage.
Secondary Attack
Attack: Area burst 1 within 5; centered on a target hit by brutal scream's primary attack; targets enemies only; +15 vs Fortitude;
Hit: 1d6+5 thunder damage and the target slides 3 squares.

C Thunder Breath (Thunder) F Encounter

Attack: Close blast 3; +14 vs. Fortitude
Hit: 2d6 + 5 thunder damage, and the target is dazed until the end of your next turn.

Move Actions

Glide (move, encounter)

The harpy may fly up to 8 squares.

Skills Stealth +12

Str 16 (+7) Dex 16 (+7) Wis 15 (+6)

Con 16 (+7) Int 11 (+4) Cha 20 (+9)

Alignment unaligned Languages Common

Background

An ex-spy for the formorians, a race of powerful giants who rule in the Feydark. Malea was scouting positions of enemy drow when she got captured, escaping only when drow started to rampage. Malea wants to return to the Feydark to report what she has learned. She distrusts the others in the group, but she knows that only by working with the group will she have a chance of returning alive.

Appearance

As a half-bird, half-humanoid creature, this harpy has tough wings of dark gold, the feathers bedraggled by her imprisonment. Her belligerence is evident in her feral glance and hunched back, and her tendency to literally fly off the handle if anyone looks at her the wrong way.

Personality Traits

Cool, Eagle-Eyed, Untrusting

Ashnuur

Ashnuur (Spriggan) Level 10 Controller

Small fey humanoid (plant)

HP 62; Bloodied 31; Healing Surges 9 Initiative +8
AC 23, Fortitude 21, Reflex 24, Will 24 Perception +6
Speed 6 Low-light vision
Action Points 1

Standard Actions

r Withering Touch (Necrotic) F At-Will
Attack: Melee 1; +15 vs Reflex
Hit: 1d8+6 necrotic damage.

R Sun Scorch (Fire, Radiant) F At-Will
Attack: Ranged 10; +15 vs Reflex
Hit: 2d6+6 fire and radiant damage.

A Flattering Wind F Encounter
Area burst 3 within 10 or close blast 3; +15 vs Fortitude;
3d6+6 damage, and the target is pushed 2 squares and
knocked prone.

A Blood for the Earth F At-Will
Requirement: Usable only while bloodied
Attack: Area burst 2 within 10; targets enemies; +15 vs
Fortitude
Hit: 1d6+6 damage, and ongoing 5 damage (save ends).
Effect: Each ally within the burst gains 5 temporary hit
points.

R Thirsting Tendrils (Healing) F Encounter
Attack: Ranged 10; +14 vs. Fortitude
Hit: 2d6 + 4 damage, and you can spend a healing surge.

Triggered Actions

Redcap Zeal (when the spriggan wither an
enemy or reduces an enemy to 0 hit points; encounter)
The witherer gains 1d6 + 3 temporary hit points.

Skills Arcana +9, Athletics +12, Stealth +13
Str 12 (+6) Dex 15 (+7) Wis 12 (+6)
Con 16 (+8) Int 10 (+5) Cha 18 (+9)
Alignment unaligned Languages -
Equipment iron-shod boots, leather armor

Background

The bloody sergeant of an advanced scouting party from the Feydark attacking the drow, this spriggan lives for the fight and is hardly daunted by the current circumstances. Ashnuur chafes at the myconid's seizure of power. He seeks to regroup with his military unit in the Feydark, and therefore reluctantly joins forces with the survivors.

Appearance

A vicious-looking fighter, the spriggan sports a crimson eyepatch and cap, and a grin that makes weaker creatures scurry toward the nearest hole.

Personality Traits

Crude, Violent, Crafty

Serdu

Serdu (Dark One) Level 10 Striker

Small shadow humanoid

HP 72; Bloodied 36 Initiative +14
AC 25, Fortitude 23, Reflex 23, Will 23 Perception +6
Speed 5 Darkvision
Action Points 1

Traits

Combat Advantage

The dark stalker deals an extra 4d6 damage on melee and ranged attacks against any target it has combat advantage against.

Standard Actions

m Scimitar (Weapon) F At-Will

Attack: Melee 1; +16 vs AC
Hit: 1d8+7 damage (crit 1d8 + 15).

r Dagger (Weapon) F At-Will

Attack: Range 5/10; +17 vs AC
Hit: 1d4+7 damage.

M Fool's Opportunity (Weapon) F Encounter

Attack: +14 vs. Will
Hit: The target takes damage as if it were hit by its own melee basic attack. If you have combat advantage against the target, you can add 4d6 damage to the attack.

Dark Fog (Zone) (standard; sustain minor, encounter) Zone

Attack: Area burst 4 within 10
Effect: Creates a zone of darkness that blocks line of sight (creatures with darkvision ignore this effect).
Sustain Minor

Move Actions

Dark Step F At-Will

The dark stalker moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to.

Minor Actions

Invisibility (Illusion) F Encounter

The dark stalker becomes invisible until the end of its next turn.

Skills Stealth +14, Thievery +14

Str 12 (+5) Dex 21 (+9) Wis 14 (+6)

Con 15 (+6) Int 14 (+6) Cha 19 (+8)

Alignment unaligned Languages -

Equipment scimitar, 6 daggers

Background

A native to the Shadowdark, this dark one lurked in the shadows of the carnage and used her cunning and skill to cull the weak and isolated enemies— from both sides. She has joined the survivors only because the mysterious ringing in the deep has somehow severed her link to the Shadowdark, and until she discovers the source, she's trapped in the Shallows. She speaks in riddles, and prefers to talk to those she can manipulate, like the moronic quaggoth. The sneaking harpy is another matter, and may suffer an "accident" in these dangerous tunnels.

Appearance

Like a twisted shadow, Serdu uses her small size and lightning speed to patrol the Underdark, collecting secrets and souvenirs along the way. Her ready smile contains a few too many teeth to inspire trust.

Personality Traits

Clever, Shifty, Untrustworthy

Chalrok

Chalrok (Quaggoth) Level 10 Defender

Medium natural humanoid

HP 80; Bloodied 40; Healing Surges 12 Initiative +8
AC 26, Fortitude 22, Reflex 22, Will 22 Perception +6
Speed 7
Action Points 1

Standard Actions

m Stone Club (Weapon) F At-Will
Attack: Melee 1; +16 vs AC
Hit: 2d6+5 damage, the target is marked, and the quaggoth berserker gains a +2 bonus to attack rolls and damage rolls until the end of its next turn.

M Mountain's Statue (Weapon) F Encounter
Target: Melee 2; One or two creatures
Attack: +16 vs. AC
Hit: 3d6 + 5 damage, and you can pull the target 2 squares or knock it prone.

M Mountain Hammer (Primal, Weapon) F Encounter
Attack: Melee 1; +14 vs. Fortitude
Hit: 2d6 + 5 damage, and the target takes a -4 penalty to melee attack rolls until the end of your next turn.

Triggered Actions

M Quaggoth Fury F Encounter
Trigger: When the quaggoth berserker hits with an attack
Effect: The berserker deals 5 damage to itself to deal 3d6 extra damage to one target hit by the triggering attack.

M Warden's Fury (Weapon) F At-Will
Trigger: An enemy marked by you makes an attack that does not include you as a target
Attack (immediate interrupt): Melee 1; +14 vs. Fortitude
Hit: 1d6 + 5 damage, and the target grants combat advantage to you and your allies until the end of your next turn.

Skills Athletics +14

Str 20 (+9) Dex 19 (+8) Wis 15 (+6)

Con 17 (+7) Int 8 (+3) Cha 10 (+4)

Alignment unaligned Languages Deep Speech

Equipment stone club

Background

Descendant from a long lineage from the Shallows of the Underdark, Chalrok's ancestors were part of a cult that worshipped a Deep dragon. This quaggoth is literally the last of his kind; the rest of his clan was defeated and slaughtered by the drow. His predatory instinct puts him at odds with the rest of the group, in particular the shifty troglodyte and weak fungus man. But his relatively feeble intellect makes him easily influenced, and Chalrok has fallen for the whispered secrets of the dark one, Serdu.

Appearance

Physically strong and sleek, with a catlike face and dark fur-covered body, Chalrok also bears a strange relic of his people - a thin, shimmering indigo sliver of mesmerizing beauty, contained in a pouch around his neck.

Personality Traits

Predatory, Mournful, Dim-Witted

Event Name: _____ Event Code: _____
(This number was given to the organizer when the event was scheduled)

Adventure Title: _____ Session Number: _____
(For administrative use only)

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

A legal table has no less than four players, and no more than six players.

Player Name	RPGA/DCI Number
1	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
2	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
3	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
4	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
5	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
6	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>

DUNGEON MASTER

DM Name: _____

Dungeons & Dragons is a trademark of Wizards of the Coast LLC. © 2010 Wizards of the Coast LLC

Event Name: _____ Event Code: _____
(This number was given to the organizer when the event was scheduled)

Adventure Title: _____ Session Number: _____
(For administrative use only)

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

A legal table has no less than four players, and no more than six players.

Player Name	RPGA/DCI Number
1	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
2	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
3	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
4	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
5	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
6	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>

DUNGEON MASTER

DM Name: _____

Dungeons & Dragons is a trademark of Wizards of the Coast LLC. © 2010 Wizards of the Coast LLC