

AGE 12+

DUNGEONS & DRAGONS®

LAIR ASSAULT



KILL THE WIZARD™

A CHALLENGE FOR CHARACTERS OF 8TH LEVEL

Christopher Perkins • Michael E. Shea

Credits

Design

Christopher Perkins, Michael E. Shea

Development and Editing

Christopher Perkins, Chris Sims

R&D Senior Group Manager

Mike Mearls

Producers

Greg Bilsland, Christopher Perkins

Senior Creative Director

Jon Schindehette

Art Director

Kate Irwin

Graphic Design

Emi Tanji, Christopher Brittain

Cover Illustration

Eric Belisle

Cartography

Jason A. Engle

D&D Brand Team

Liz Schuh, Laura Tommervik, Shelly Mazzanoble, Chris Lindsay, Hilary Ross

Publishing Production Manager

Angie Lokotz

Prepress Manager

Jefferson Dunlap

Imaging Technician

Carmen Cheung

Production Manager

Donna Woodcock

Organized Play

Chris Tulach

Playtesters

Karl Alini, William Ansell, Brian Blumklotz, Melissa Blumklotz, Chad Brown, Dirk Duple, Jesse Ferguson, Hilary Gosselin, Tom Gosselin, Ken Hart, Jonathan Haynes, Greg Jones, Greg Kilpatrick, Mark Knobbe, Yan Lacharité, Kála Leslie, Rob Mickunas, Bill Newsome, Davina Oaks, Jared Oaks, Tanis O'Connor, Daniel Oquendo, Nora Palmer, John-Alan Pascoe, Timothy Reynolds McCown, Keith Richmond, Krishna Simonse, Pieter Sleijpen, John Utsler, Yourik de Voogd, David Wetzel



www.wizards.com

DungeonsandDragons.com

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, and all other Wizards of the Coast product names and their respective logos are trademarks of Wizards of the Coast LLC in the U.S.A. and in other countries. All Wizards' characters and their distinctive likenesses are property of Wizards of the Coast LLC. 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. Any similarity to actual people, organizations, places, or events included herein is purely coincidental.

©2012 Wizards of the Coast LLC.

Printed in the U.S.A.

300-B9732-001-EN



DUNGEONS & DRAGONS®

LAIR ASSAULT:

KILL THE WIZARD™

An elf wizard has built a construct with a single purpose: the destruction of the drow. This discovery has led the drow houses of Menzoberranzan to forge an alliance and send a "murder squad" to kill the wizard and destroy his sinister creation.

Welcome to the DUNGEONS & DRAGONS LAIR ASSAULT program! You hold in your hands the scenario book for an ultra-challenging encounter designed to be played in a single game session. Odds are the characters will be annihilated, but that's part of the fun!

In this challenge, the characters are evil mercenaries sent by the drow houses of Menzoberranzan to kill an elf wizard who has been nothing but trouble. They must infiltrate the wizard's manor, deal with the wizard's apprentice, and eventually confront the wizard himself in a secret dungeon full of unpleasant surprises. There's also the added challenge of possible conflicts within the party.

As the DM, your job is not simply to challenge the characters but also to kill them outright—again, all in good fun. (Make sure your players know that!) You can't play favorites or fudge die rolls. This adventure is tough enough that you don't need to. Let the dice fall where they may!

This challenge takes 3–4 hours to complete, depending on the experience level of the players.

CHARACTER CREATION

Players should create 8th-level characters, using any official 4th Edition DUNGEONS & DRAGONS sources. All characters must be drow or drow revenants. Players can also use D&D FORTUNE CARDS™ during the scenario.

Each character has the following treasure.

- ◆ One magic item of 7th level or lower, one magic item of 8th level or lower, and one magic item of 9th level or lower. Only one of these items can be rare.
- ◆ 2,600 gp to spend on other items, only two of which can be consumable. The consumables must be of the character's level or lower.

Going into this challenge, players should understand that the encounters are intentionally difficult, and characters and parties optimized for success are the most likely to succeed. Some players might know details about the scenario from previous sessions, which they are free to share with other players.

BACKGROUND

Forty years ago, a raiding party of drow emerged from the Lurkwood and slaughtered the inhabitants of Silvershore, a village in the Valley of Khedrun. A sole survivor—a young elf with an aptitude for the arcane—escaped the carnage, and born within him was a hatred for drow that he would carry the rest of his days. Four decades later, this elf matured into a wizard of no small power and built the prototype of a new construct he hopes to mass-produce and release into the Underdark, with the sole intent of devouring drow.

The wizard, Etherik, is preparing to show off his construct to gain the full support of his peers, several of whom have arrived via magic portal to see the device for the first time. With their help, Etherik plans to build many more of them and release the constructs into the city of Menzoberranzan.

News of the wizard's wicked machine reached Menzoberranzan quickly. The drow houses consider the elf a common threat and have banded together to take him out, unaware that their "murder squad" (which consists of drow from multiple houses) will be used to test the construct's destructive power.

PREPARATION

This booklet comes with additional components needed to run the challenge.

Battle Map: The first part of the challenge uses the map that shows the wizard's manor. The reverse side depicts the dungeon below the manor, where the heroes face the drow-slaying wizard.

Token Sheet: In addition to tokens representing the various monsters, this sheet includes a special tile representing the wizard's construct.

Card Sheet: At the start of the challenge, each player receives a random card upon which is written a specific house goal. The leaders of the various drow houses give these secret goals to their agents before sending them on their mission. Any character who accomplishes his or her goal is awarded the House Agent achievement (see page 22). The card sheet is not perforated, so you need to cut out the cards before the challenge begins.

Explain the following circumstances of the scenario.

- ◆ The goal is to kill Etherik and destroy his drowslayer construct. Killing other creatures might yield additional rewards.
- ◆ No short rests can be taken during the challenge or between the two parts of the challenge. The characters have time to perform rituals before they attack the wizard's manor, but they can't cast rituals during the challenge.
- ◆ Describe the party awards and individual awards, but not the secret awards (see "Awards," page 22). Reveal fulfilled secret awards after the encounter.

Nightmare Mode

If all players agree, you can run the challenge on “nightmare mode” by adding a +4 bonus to all monster, trap, and hazard damage rolls. In addition, all doors in the dungeon level are arcane locked and require a DC 24 Athletics check or Thievery check (standard action) to open. The doors are not locked to Etherik and his allies.

PART 1: THE MANOR

In this part of the challenge, the characters infiltrate Etherik’s manor, deal with the wizard’s elusive apprentice, Variel, and obtain the key they need to reach the wizard’s dungeon. Characters arrive at whatever time suits them, day or night.

For this part of the challenge, you need these tokens and tiles.

- ◆ Apprentice token (Variel)
- ◆ 2 iron defender tokens

In addition, have each player draw a random card from the eight House Goal cards included with this challenge. A player can choose to keep his or her house goal hidden from the other players or reveal it to them.

When the players are ready to start, read:

A tunnel leads you from the Underdark to the Lurkwood, a foreboding forest. From there, you creep across the surface realm, avoiding detection. You now stand outside the gates of a three-story stone manor with stained glass windows. The spymasters of your respective houses have confirmed that your quarry, the elf wizard Etherik, lurks somewhere within. Your orders are to enter the mansion, kill the wizard, and destroy his latest creation—a construct designed to slay drow, which the wizard intends to mass-produce and release into the Underdark.

Start the characters in the front of the manor. The players choose the method of their assault. The manor’s doors and windows are trapped with eldritch runes (see “Features of the Manor,” page 8), and triggering a glyph alerts occupants.

Characters who find their way inside without triggering the traps must succeed on individual DC 21 Stealth checks to move through the manor undetected. A character makes the check at the end of any turn in which he or she moves. If any character fails, the iron defenders bark to warn Variel and then engage the intruders in close combat. Roll for initiative.

Tactics: The iron defenders engage intruders in melee combat while Variel activates the sleeping gas trap (see below) and attacks from range. Different rooms within the manor also give Variel access to special powers (see the room descriptions for details).

Variel's Starting Area: Etherik's apprentice begins the challenge in one of the following six rooms, determined by rolling a d6.

- | | |
|--------------------|---------------------------------|
| ▣ Foyer (area 1) | ⊞ Dining Room (area 4) |
| ▣ Study (area 2) | ⊞ Apprentice's Bedroom (area 5) |
| ▣ Kitchen (area 3) | ⊞ Wizard's Workroom (area 7) |

Variel, Elf Apprentice

Medium fey humanoid

Level 8 Elite Controller

XP 700

HP 164; Bloodied 82

AC 22, Fortitude 18, Reflex 22, Will 20

Speed 7

Saving Throws +2; Action Points 1

Initiative +7

Perception +5

Low-light vision



STANDARD ACTIONS

⚔ **Dagger** (force, teleportation, weapon) ⚡ **At-Will**

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

Hit: 2d4 + 1 damage plus 2d8 force damage, and Variel teleports the target up to 3 squares.

Effect: Variel teleports the target 1 square.

⚡ **Teleporting Bolt** (force, teleportation) ⚡ **At-Will**

Attack: Ranged 5 (one creature); +11 vs. Reflex

Hit: 2d10 + 5 force damage, and Variel teleports the target up to 3 squares.

Miss: Variel teleports the target 1 square.

Double Attack ⚡ **At-Will**

Effect: Variel makes two basic attacks.

⚡ **Wave of Discord** (charm, psychic) ⚡ **Encounter**

Attack: Close blast 5 (enemies in the blast); +11 vs. Will

Hit: As a free action, the target uses an at-will attack power against another creature of Variel's choice. If the target cannot or will not make the attack, it takes 15 psychic damage.

TRIGGERED ACTIONS

Elven Accuracy ⚡ **Encounter**

Trigger: Variel makes an attack roll.

Effect (Free Action): Variel rerolls the triggering attack roll and uses the second result.

Str 12 (+5)

Dex 16 (+7)

Wis 12 (+5)

Con 10 (+4)

Int 20 (+9)

Cha 17 (+7)

Alignment evil

Languages Abyssal, Common, Draconic, Elven

Equipment robes, dagger, wand, portal key

Sleeping Gas: When Variel becomes aware of intruders, she whispers a command word (a free action) that causes sleeping gas to begin filling the manor. She and the iron defenders are immune to the gas. Until Variel deactivates the trap (a free action) or drops to 0 hit points, she makes the following attack at the start of each of her turns. If all the characters are rendered unconscious and one or more enemies are still active, the challenge ends in failure. If Variel and the iron defenders are defeated, any unconscious characters awaken.

NO ACTION

Sleeping Gas ♦ At-Will

Attack: Each living creature in the manor; +11 vs. Fortitude

Hit: The target is slowed (save ends).

First Failed Saving Throw: The target is slowed and weakened (save ends both).

Second Failed Saving Throw: The target instead falls unconscious until the end of the encounter.
Effect: The target grants combat advantage until the end of Variel's next turn.

Variel's Portal Key: Variel wears a magic key on a thin silver chain around her neck. The key can be pilfered with a DC 24 Thievery check, and it has two properties that can be ascertained by any character who holds it.

- ♦ The key's owner can teleport to a square adjacent to any manor door as a free action on his or her turn. This teleportation effect does not end his or her movement, and the owner doesn't need line of sight to the destination.
- ♦ Inserting the key into the lock of any single door attunes the doorway to the dungeon beneath the manor. For the next 5 minutes, any character walking through the doorway is transported to a space next to one of eight random false doors in the dungeon. The transportation is one-way. See Part 2 for how this key functions when the characters use it to go to the dungeon.



Features of the Manor

Ceilings: The ceilings in the manor are 20 feet high except in the foyer, where the ceiling is 40 feet high.

Doors and Windows: Doors are fashioned from dark oak banded with iron, with well-oiled iron hinges. All the doors are unlocked, but any intruder who opens a door triggers an eldritch rune trap (see below) unless the trap is disabled. Variel and her iron defenders do not set off these traps. A barricaded door can be forced open with a DC 16 Athletics check.

Each window is made of 6-inch-square panes of opaque stained glass set into an iron framework. The windows are designed to swing open on well-oiled iron hinges but are currently locked from the inside with sturdy latches. A window can be unlocked from the outside with a DC 24 Thievery check. All the windows are also trapped with eldritch runes. Breaking a window without alerting the apprentice and the iron defenders requires a DC 24 Stealth check.

Eldritch Rune

Level 8 Trap

Object

XP 350

Detect Arcana or Perception DC 24
Immune attacks

Initiative –

TRIGGERED ACTIONS

↔ **Attack (force)** ↔ **Encounter**

Trigger: An unauthorized creature opens or breaks the trapped object.
Attack (Immediate Reaction): Close blast 3 (creatures in the blast); +11 vs. Reflex
Hit: 2d8 + 10 force damage.
Miss: Half damage.

COUNTERMEASURES

↔ **Disable:** Arcana or Thievery DC 24 (standard action). *Failure (19 or lower):* The trap triggers.

Fire Ward: A powerful ritual has rendered the manor and all its furnishings immune to fire. The fire ward does not protect creatures, firewood, and foreign objects brought into the manor.

Rooftops: The angled roofs are difficult terrain.

Stairways: Stairs are difficult terrain while ascending them.

Trees: These 30-foot-tall oaks can be climbed with DC 12 Athletics checks. Their trunks are blocking terrain.

Walls: The manor's walls require DC 25 Athletics checks to climb unaided.

Room Descriptions

These area descriptions are keyed to the map on page 7.

1. Foyer

Wooden stairs and landings connect the three floors of the manor.

Monsters: 2 fireforged iron defenders (D). One lounges on the landing between the first and second floors, and the other on the landing at the top of the stairs (outside area 7).



2 Fireforged Iron Defenders (D) Level 8 Soldier

Medium natural animate (construct, homunculus) XP 350 each

HP 88; Bloodied 44

AC 24, Fortitude 21, Reflex 20, Will 19

Speed 6

Immune disease, poison; Resist 20 fire

Initiative +9

Perception +11

Darkvision

STANDARD ACTIONS

⊕ Bite ◆ At-Will

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

Hit: 2d8 + 7 damage.

Effect: The target is marked until the end of the defender's next turn.

↵ Breath Weapon (fire) ◆ Encounter

Attack: Close blast 3 (creatures in the blast); +11 vs. Reflex

Hit: 3d6 + 7 fire damage, and the target is slowed (save ends).

Miss: Half damage.

TRIGGERED ACTIONS

⊕ Guardian Reaction ◆ At-Will

Trigger: An enemy adjacent to and marked by the defender makes an attack that doesn't include the defender as a target.

Effect (Immediate Reaction): The defender uses bite against the triggering enemy.

Str 18 (+8)

Dex 17 (+7)

Wis 14 (+6)

Con 16 (+7)

Int 5 (+1)

Cha 8 (+3)

Alignment unaligned

Languages –

2. Study

The study contains wraparound bookcase stacked with arcane texts, atlases, historical references, and other books. The desk in the middle of the room contains little of value but can provide cover.

Special Attack: While in this room, Variel has the power to cause books to fly off the bookshelves and attack enemies.

MINOR ACTION

☞ Book Swarm ◆ At-Will (1/round)

Attack: Ranged 5 (one creature); +11 vs. Reflex. This attack does not provoke opportunity attacks.

Hit: 2d4 damage, and the target is dazed until the end of Variel's next turn.

3. Kitchen and Pantry

The kitchen contains an assortment of cooking utensils and containers. Variel does most of the cooking, although banal cleaning tasks are left to an unseen servant that appears at odd times of the day and night to tidy up. A large stone fireplace burns low along the north side of the wall, near a small indoor well. A door leads to a 5-foot-square, well-stocked pantry tucked under the stairs.

Special Attack: While in this room, Variel has the ability to make the unseen servant attack enemies.

MINOR ACTION

☞ **Invisible Strike** (force) ♦ **At-Will** (1/round)

Attack: Ranged 5 (one creature); +11 vs. Reflex. This attack does not provoke opportunity attacks.

Hit: 2d10 force damage, and Variel can slide the target 1 square.

4. Dining Hall

Fine china covers an oak dining table surrounded by four high-backed chairs. Set into the eastern wall is a soot-stained fireplace. A stone statue depicting Etherik stands in one corner of the room, facing the double doors that lead to the foyer.

Special Attack: While in this room, Variel has the ability to cause the statue of Etherik to mock her enemies. The statue ceases to function if destroyed (AC/Reflex 20, Fortitude 22; immune to necrotic, poison, psychic, forced movement, all conditions, ongoing damage; hp 150)

MINOR ACTION

☞ **Mocking Words** ♦ **At-Will** (1/round)

Attack: Ranged 5 (one creature); +11 vs. Will. This attack does not provoke opportunity attacks.

Hit: Until the end of Variel's next turn, whenever the target makes an attack roll, it must roll twice and take the lower result.

5. Apprentice's Bedroom

This room contains a bed, a desk, a hardwood chair, a locked chest, and a slender wardrobe. Variel carries a key to the chest, which can also be unlocked with a DC 24 Thievery check. The chest contains mundane possessions.

Special Attack: While in this room, Variel has the power to teleport intruders elsewhere in the manor. Her first choice is the workshop cell (see area 7).

MINOR ACTION

☞ **Forced Teleport** (teleportation) ♦ **At-Will** (1/round)

Attack: Ranged 5 (one creature); +11 vs. Fortitude. This attack does not provoke opportunity attacks.

Hit: The target is teleported to a location of Variel's choice inside the manor. Variel does not need line of sight to the destination.

6. Wizard's Bedroom

This bedroom contains a soft bed and a large oak desk, upon which rest some books on magic and history. Above the fireplace, held in place with *sovereign glue*, is a smiling portrait of Etherik. Numerous robes and other fineries hang in the closet. An unlocked chest at the foot of the bed contains mundane possessions.

Special Attack: While in this room, Variel has the power to cause the portrait over the fireplace to shoot rays of fire at enemies. The portrait ceases to function if destroyed (AC/Reflex 20, Fortitude 18; immune to necrotic, poison, psychic, forced movement, all conditions, ongoing damage; hp 100).

MINOR ACTION

☞ Fire Ray (fire) ♦ At-Will (1/round)

Attack: Ranged 5 (one creature); +11 vs. Reflex. This attack does not provoke opportunity attacks.

Hit: 2d6 fire damage, and ongoing 5 fire damage (save ends).

7. Wizard's Workshop

Etherik's workshop contains a large oak desk, a comfortable chair, two tables strewn with alchemical supplies and strange elixirs, and two bookshelves containing tomes that focus on such arcane subjects as alchemy, metallurgy, and magic item creation. In the southeast corner, a cell contains a drow spy named Zaldir. Etherik has been tormenting the prisoner since he was first captured two weeks ago. The cell's iron-barred door provides partial cover, is magically locked, and requires a DC 24 Athletics or Thievery check to force open.

Drow Prisoner: Zaldir is the victim of torture and is quite insane. He mumbles incessantly, and when set free, he cackles madly and capers about while flailing his arms. He carries no gear and doesn't aid the characters in any way. He is killed if hit by an attack (all defenses 15).

Special Attack: While in this room, Variel has the ability to telekinetically hurl arcane elixirs at enemies.

MINOR ACTION

☞ Hurl Elixir ♦ At-Will (1/round)

Attack: Ranged 5 (one creature); +11 vs. Reflex. This attack does not provoke opportunity attacks.

Hit: Roll a d4 to determine the effect.

1. 2d6 acid damage, and ongoing 5 acid damage (save ends).
2. 2d4 + 5 cold damage, and the target is slowed (save ends).
3. The target is blinded (save ends).
4. The target is polymorphed into a Tiny toad (save ends). As a toad, the target is dazed, and the only actions it can take are to move its speed or to shift. All of the target's equipment transforms with it.

PART 2: THE DUNGEON

When a character steps through the one-way portal created using Variel's magic key, he or she appears next to one of eight false doors in the dungeon (see the map on the facing page). Each player rolls a d8 to determine the door next to which his or her character appears. Once every player has rolled and every character is placed near the corresponding door, roll for initiative. Use this same initiative throughout the entirety of the party's trek through the dungeon. The party's primary goal is to confront Etherik in the lecture hall (area 15), but reuniting the party should also be one of their goals.

Consult the area descriptions below to determine what actions take place as the characters arrive in different rooms.

For this part of the challenge, you need these tiles and tokens.

- ◆ Construct tile
- ◆ Wizard token (Etherik)
- ◆ 8 arcane student tokens
- ◆ Flesh golem token
- ◆ Black pudding token
- ◆ 4 black pudding spawn tokens
- ◆ 3 barlgura tokens
- ◆ 2 owlbear tokens

Placing Monsters

The map on the facing page shows where the monsters should be placed. Etherik (E), his construct (the square tile), and the eight arcane students (A) are in the lecture hall (area 15), but the placement of other monsters should be determined by you or, if you prefer, by rolling a d6 once and consulting the following table.

d6	Room 9	Room 10	Room 13
⬢	Flesh golem	3 barlguras	Black pudding
⬢	Flesh golem	2 barlguras, owlbear	Black pudding
⬢	Black pudding	2 barlguras, owlbear	Flesh golem
⬢	Barlgura	Barlgura, black pudding, owlbear	Flesh golem
⬢	Black pudding	Barlgura, flesh golem, owlbear	Barlgura
⬢	Owlbear	Barlgura, black pudding, flesh golem	Owlbear

The monsters in Etherik's dungeon attack intruders and follow the wizard's commands. They pursue intruders who flee from them. See "Etherik's Brute Squad" (pages 18-21) for the monsters' statistics.

Features of the Dungeon

Unlike the elegant manor above, the dungeon reveals Etherik's true obsession. Trophies taken from tortured and slaughtered drow can be found everywhere.

Ceilings: The ceilings in the dungeon are 15 feet high and flat except in the lecture hall (area 15), which has a 30-foot-high domed ceiling.

Doors and False Doors: Dungeon doors are like manor doors and are unlocked. A barricaded door can be forced open with a DC 16 Athletics check.

False doors resemble normal doors in all respects except that a false door can be opened only by inserting Etherik's magic key into its lock. Doing so allows the door to be opened, and beyond it is a shimmering portal. Any creature stepping through this portal is teleported to the foyer of the wizard's manor (area 1). The teleportation is one way only. After 5 minutes, the false door closes and the one-way portal vanishes.

Furniture: Tables, bookshelves, barrels, and similar furnishings are difficult terrain and might provide cover, at your discretion.

Torches: Everburning torches set in iron brackets shed bright light. These torches can be removed and carried around.

Walls: The walls are made of stone bricks, which require DC 25 Athletics checks to climb unaided.



Room Descriptions

The following descriptions are keyed to the map on page 13.

8. Greeting Hall

A two-way portal teleports anyone who enters the western alcove to a remote cave seventy miles away. Students and peers who attend Etherik's lectures use this portal to enter and leave the dungeon. The characters can use this portal to escape once they have killed Etherik and destroyed his construct.

The corridor leading to the lecture hall (area 15) is lined with alcoves containing statues of Etherik. These stone effigies are rigged with traps that treat intruders as enemies. Etherik and his allies do not trigger these traps.

Zapping Wizard Statue	Level 8 Trap
Object	XP 350
Detect Arcana or Perception DC 24	Initiative –
Immune attacks	
TRIGGERED ACTIONS	
⚡ Attack (lightning) ♦ At-Will	
<i>Trigger:</i> An enemy enters the square directly in front of the statue.	
<i>Attack (Immediate Reaction):</i> Ranged 1 (the triggering enemy); +11 vs. Reflex	
<i>Hit:</i> 2d10 + 5 lightning damage.	
COUNTERMEASURES	
♦ Disable: Arcana or Thievery DC 24 (standard action). <i>Success:</i> One statue is rendered unable to attack. <i>Failure (19 or lower):</i> The trap triggers.	
♦ Dodge: Acrobatics DC 24 (part of a move action). <i>Success:</i> The character enters a trapped square without triggering the trap.	

9. Gallery

The gallery contains macabre artwork and tapestries portraying humans and elves killing drow.

Monsters: One monster guards this room. See "Placing Monsters," page 12.

Pillars: The upright pillars are made of granite and are blocking terrain. The toppled pillar is difficult terrain.

10. Summoning Chamber

Three magic circles are inscribed on the floor of this chamber, and monsters are trapped within them.

Magic Circles: Etherik uses these three circles to summon monsters and force them to do his bidding. A creature that ends its turn in a magic circle's space is dazed until the end of its next turn. This property can be ascertained with a DC 16 Arcana check.

Monsters: When an intruder enters the room, the monsters in the magic circles are released. They attack. See "Placing Monsters," page 12.

11. Storage Room

Shelves of alchemical reagents are here, as well as three large barrels of water, oil, and embalming fluid. Barrels are difficult terrain and can provide cover.

12. Mushroom Garden

The smell of rot and fungal decay is thick in this room. A pool in the northeast corner feeds a garden of mushrooms. Etherik cultivates the fungus for various alchemical experiments.

Pool: The water is 2 feet deep and difficult terrain.

13. Research Laboratory

This laboratory contains components used in Etherik's experiments on drow prisoners. Tomes describing various arcane rituals are crammed into bookshelves. Tables are strewn with research materials and blueprints for Etherik's drow slayer construct and his flesh golem, which was pieced together from drow body parts. Hanging in the northwest and northeast corners are two unlocked iron cages, each cage containing a drow corpse. A DC 12 Heal check reveals both died of starvation.

Drow Skull: The north bookcase holds a drow skull, and a DC 16 Arcana check reveals that the skull can be used to control Etherik's decrepit flesh golem. A character who holds the skull can, as a standard action, attempt a trained DC 24 Arcana check to dominate the flesh golem until the end of the golem's next turn. If the check result is 19 or lower, the character attempting the check takes 20 lightning and necrotic damage.

Monsters: One monster guards this room. See "Placing Monsters," page 12.

14. Zoo

A wheeled operating table stands in the open between several cells. The table is stained with drow blood and fitted with leather wrist and ankle straps. The cells have thick iron bars spaced 3 inches apart and locked cage doors. Etherik carries the keys to the locks, which can be picked with a DC 24 Thievery check. A cell door can also be forced open with a DC 24 Athletics check.

Drow Prisoners: Two drow, Shalice and Chilvin, are imprisoned in separate cells. Etherik lobotomized Shalice, reducing her Intelligence to 2. She shambles about like a zombie. Chilvin, a drow spy, knows that one of the drow houses allied against Etherik plans to betray the others. If a character asks Chilvin to divulge what he knows, the player who has the Betray the Alliance card must reveal it to the rest of the group. If no player has the card, Chilvin lies and accuses a random player character of treachery; that player must reveal his or her card to the other players. Neither Shalice nor Chilvin has weapons or armor (Etherik disposed of them). They can't join the fight, have defenses of 15, and are killed if hit by an attack.

15. Lecture Hall

Raised wooden platforms provide an unobstructed view of the central floor, where Etherik conducts his lectures and performs experiments on prisoners before an audience. At present, he's showing off his new drowslayer construct, a large steel sphere with articulated stalks protruding from it.

When the party enters, the elf wizard says, "Just in time! I was hoping to perform a live demonstration!" He then unleashes the construct.

Monsters: Etherik (E), 8 arcane students (A), drowslayer construct.

Tactics: When he or his construct is first bloodied, Etherik uses a free action to speak a command word that teleports all other monsters in the dungeon to his location. Each monster appears anywhere in Etherik's line of sight.

The students are interested in seeing the drowslayer construct in action, and they attack the characters only if threatened or Etherik is bloodied. They focus their *magic missile* attacks on one target at a time. If Etherik drops to 0 hit points, any surviving students attempt to flee through the portal in area 8.

Platforms: The platforms are 5 feet high and 10 feet high, respectively. The stairs are difficult terrain while ascending them.

Treasure: Etherik carries a magic key similar to Variel's. See "Features of the Dungeon," page 13, for how the key interacts with the dungeon's false doors.

Etherik, Elf Wizard (E)

Medium fey humanoid

Level 10 Elite Controller

XP 1,000

HP 204; Bloodied 102

AC 24, Fortitude 21, Reflex 23, Will 22

Speed 7

Saving Throws +2; Action Points 1

Initiative +7

Perception +9

Low-light vision



STANDARD ACTIONS

⚔ **Dread Touch** (fear, necrotic, psychic) ♦ **At-Will**

Attack: Melee 1 (one creature); +15 vs. AC

Hit: 2d6 + 10 necrotic and psychic damage, and Etherik pushes the target up to 3 squares.

⚡ **Telekinetic Hold** (force) ♦ **At-Will**

Attack: Ranged 5 (one creature); +13 vs. Reflex

Hit: 3d8 + 5 force damage, and the target is immobilized (save ends).

Double Attack ♦ **At-Will**

Effect: Etherik makes two basic attacks.

✖ **Dispelling Radiance** (radiant) ♦ **Recharge** ☑ ☑

Attack: Area burst 1 within 10 (enemies in the burst); +13 vs. Fortitude

Hit: 3d10 + 10 radiant damage.

Effect: Any zone in the burst is destroyed. All its effects end, including those that normally last until a target saves.

TRIGGERED ACTIONS

Elven Accuracy ♦ **Encounter**

Trigger: Etherik makes an attack roll.

Effect (Free Action): Etherik rerolls the triggering attack roll and uses the second result.

Str 10 (+5)

Dex 14 (+7)

Wis 18 (+9)

Con 14 (+7)

Int 21 (+10)

Cha 18 (+9)

Alignment evil

Languages Abyssal, Common, Draconic, Dwarven, Elven

Equipment robes, wand, portal key

Drowlayer Construct

Level 10 Solo Soldier

Large natural animate (construct)

XP 2,500

HP 436; Bloodied 218

Initiative +11

AC 26, Fortitude 23, Reflex 22, Will 21

Perception +13

Speed 0, fly 6 (hover)

All-around vision, darkvision

Immune disease, poison

Saving Throws +5; Action Points 2



TRAITS

All-Around Vision

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

STANDARD ACTIONS

⊕ Bite ◆ At-Will

Attack: Melee 1 (one creature); +15 vs. AC

Hit: 2d12 + 5 damage.

⊕ Devour (fire) ◆ Recharge when no target is swallowed by the construct

Attack: Melee 1 (one Medium or smaller creature); +15 vs. AC

Hit: 2d12 + 5 damage, and the target is swallowed (escape DC 18). While swallowed, the target has neither line of sight nor line of effect to anything except the construct, and nothing has line of sight or line of effect to the target. At the start of each of the construct's turns, the target takes 10 fire damage. If the target dies, its body is destroyed and expelled as ashes. If the target escapes, or if the construct drops to 0 hit points, the target falls prone in an unoccupied square of its choice adjacent to the construct. As a free action, the construct can expel the target so that it falls prone in a square of the construct's choice adjacent to the construct.

⤴ Telekinetic Eye Ray (force) ◆ At-Will

Attack: Ranged 10 (one creature); +13 vs. Fortitude. This attack does not provoke opportunity attacks.

Hit: 2d6 + 10 force damage, and the construct slides the target up to 4 squares.

⤴ Telekinetic Barrage ◆ At-Will

Effect: The construct uses telekinetic eye ray twice, or if the construct is bloodied, three times.

TRIGGERED ACTIONS

⤴ Spontaneous Telekinesis ◆ At-Will

Trigger: The construct has at least 1 hit point, and an enemy starts its turn within 5 squares of it.

Effect (No Action): The construct uses telekinetic eye ray against the triggering enemy.

⊕ Opportunistic Consumption ◆ At-Will (1/round)

Trigger: An enemy enters a square adjacent to the construct.

Effect (Free Action): The construct uses bite or devour against the triggering enemy.

Str 13 (+6)

Dex 18 (+9)

Wis 16 (+8)

Con 21 (+10)

Int 3 (+1)

Cha 3 (+1)

Alignment unaligned

Languages –

8 Arcane Students (A)

Medium natural humanoid

Level 8 Minion Artillery

XP 88 each

HP 1; a missed attack never damages a minion.
AC 22, **Fortitude** 19, **Reflex** 21, **Will** 20
Speed 6

Initiative +5
Perception +6

**STANDARD ACTIONS**⊕ **Dagger** (weapon) ⊕ **At-Will**

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

⊕ **Magic Missile** (force) ⊕ **At-Will**

Effect: Ranged 10 (one creature); the target takes 6 force damage.

Str 11 (+4)**Dex** 12 (+5)**Wis** 14 (+6)**Con** 13 (+5)**Int** 18 (+8)**Cha** 12 (+5)**Alignment** evil**Languages** Common, Draconic, Elven**Equipment** robes, wand, dagger

ETHERIK'S BRUTE SQUAD

See "Placing Monsters," page 12, for the locations of these monsters.

Barlgora

Etherik's dungeon contains up to three barlgora demons. The demons have learned to respect the wizard's power.

Barlgora

Large elemental beast (demon)

Level 8 Brute

XP 350

HP 108; **Bloodied** 54
AC 19, **Fortitude** 20, **Reflex** 17, **Will** 17
Speed 8, climb 8

Initiative +7
Perception +12
 Low-light vision

STANDARD ACTIONS⊕ **Slam** ⊕ **At-Will**

Attack: Melee 2 (one creature); +13 vs. AC
Hit: 2d8 + 3 damage, or 3d8 + 3 damage if the barlgora is bloodied.

⊕ **Double Attack** ⊕ **At-Will**

Effect: The barlgora uses *slam* twice.

TRIGGERED ACTIONS**Savage Howl** ⊕ **Encounter**

Trigger: The barlgora is first bloodied.
Effect (Free Action): The barlgora and all allies within 5 squares of it gain a +2 bonus to attack rolls until the end of the barlgora's next turn.

Variable Resistance ⊕ **Encounter**

Trigger: The barlgora takes acid, cold, fire, lightning, or thunder damage.
Effect (Free Action): The barlgora gains resist 10 to the triggering damage type until the end of the encounter.

Str 22 (+10)**Dex** 16 (+7)**Wis** 16 (+7)**Con** 18 (+8)**Int** 6 (+2)**Cha** 12 (+5)**Alignment** chaotic evil**Languages** Abyssal

Black Pudding

Etherik has fed so many drow prisoners to this creature that it recognizes the wizard as an ally. It can squeeze underneath doors to reach elusive prey.



Black Pudding

Level 8 Elite Brute

Large natural beast (blind, ooze)

XP 700

HP 218; **Bloodied** 109

Initiative +6

AC 20, **Fortitude** 22, **Reflex** 20, **Will** 18

Perception +4

Speed 4, climb 3

Blind, tremorsense 10

Immune blinded, gaze effects; **Resist** 15 acid

Saving Throws +2; **Action Points** 1

TRAITS

Ooze

While squeezing, the pudding moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.

STANDARD ACTIONS

⬇ Slam (acid) ♦ At-Will

Attack: Melee 1 (one creature); +11 vs. Fortitude

Hit: 4d6 + 6 acid damage.

Effect: Before or after the attack, the pudding shifts up to its speed.

↶ Engulf (acid) ♦ At-Will

Attack: Close blast 3 (creatures in the blast); +11 vs. Fortitude

Hit: 4d6 + 6 acid damage, and the pudding grabs the target (escape DC 16).

⬇ Melt (acid) ♦ At-Will

Effect: Melee 1 (one creature grabbed by the pudding). The target takes 2d6 + 15 acid damage and loses a healing surge. It takes 10 extra acid damage if it has no healing surges.

TRIGGERED ACTIONS

Split ♦ At-Will

Trigger: An enemy hits the pudding with a weapon attack.

Effect (No Action): A black pudding spawn appears in the unoccupied space closest to the pudding.

Str 15 (+6)

Dex 14 (+6)

Wis 11 (+4)

Con 19 (+8)

Int 1 (-1)

Cha 1 (-1)

Alignment unaligned

Languages –

Statistics for the black pudding spawn appear on the next page.

Black Pudding Spawn**Level 8 Minion Brute**

Medium natural beast (blind, ooze)

XP 88

HP 1; a missed attack never damages a minion. **Initiative** +6**AC** 20, **Fortitude** 22, **Reflex** 20, **Will** 18 **Perception** +4**Speed** 4, climb 3 **Blind**, tremorsense 10**Immune** blinded, gaze effects; **Resist** 15 acid**TRAITS****Ooze**

While squeezing, the pudding moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.

STANDARD ACTIONS⊕ **Slam** (acid) ⊕ **At-Will**

Attack: Melee 1 (one creature); +12 vs. Fortitude

Hit: 10 acid damage, and the pudding shifts up to its speed.

Str 15 (+6) **Dex** 14 (+6) **Wis** 11 (+4)**Con** 19 (+8) **Int** 1 (-1) **Cha** 1 (-1)**Alignment** unaligned **Languages** –

Flesh Golem

Etherik's flesh golem is made from the stitched remains of butchered drow.

Decrepit Flesh Golem**Level 8 Elite Brute**

Large natural animate (construct)

XP 700

HP 210; **Bloodied** 105**Initiative** +4**AC** 20, **Fortitude** 22, **Reflex** 20, **Will** 18**Perception** +5**Speed** 5 (cannot shift)**Darkvision****Saving Throws** +2; **Action Points** 1**STANDARD ACTIONS**⊕ **Slam** ⊕ **At-Will**

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

Hit: 3d8 + 7 damage, and the golem pushes the target up to 2 squares.

↓ **Golem Rampage** ⊕ **Recharge** [1]

Effect: The golem moves its speed, including through enemies' spaces. Each time the golem enters an enemy's space for the first time during the move, it uses *slam* against that enemy.

TRIGGERED ACTIONS↓ **Berserk Attack** ⊕ **At-Will**

Trigger: An attack damages the golem.

Effect (Immediate Reaction): The golem uses *slam* against a random target.

Str 20 (+9) **Dex** 7 (+2) **Wis** 8 (+3)**Con** 15 (+6) **Int** 3 (+0) **Cha** 3 (+0)**Alignment** unaligned **Languages** –

Owlbear

Etherik's dungeon contains up to two owlbears. The wizard raised the owlbears from hatchlings, and they obey his simple commands.

Owlbear

Large fey beast

Level 8 Elite Brute

XP 700

HP 212; Bloodied 106

AC 20, Fortitude 22, Reflex 18, Will 20

Speed 7

Saving Throws +2; Action Points 1

Initiative +6

Perception +12

Darkvision

STANDARD ACTIONS

⊕ Claw ⊕ At-Will

Attack: Melee 2 (one creature); +12 vs. AC

Hit: 4d6 + 6 damage.

⊕ Double Attack ⊕ At-Will

Effect: The owlbear uses *claw* twice. If both attacks hit the same creature, the owlbear grabs it (escape DC 16) if the owlbear has fewer than two creatures grabbed.

⊕ Beak Snap ⊕ At-Will

Effect: Melee 1 (one creature grabbed by the owlbear). The target takes 4d8 + 22 damage.

TRIGGERED ACTIONS

↩ Stunning Screech ⊕ Encounter

Trigger: The owlbear is first bloodied.

Attack (Free Action): Close blast 3 (creatures in the blast); +11 vs. Fortitude

Hit: The target is stunned (save ends).

Str 20 (+9)

Dex 14 (+6)

Wis 16 (+7)

Con 16 (+7)

Int 2 (+0)

Cha 10 (+4)

Alignment unaligned

Languages –



AWARDS

In this D&D LAIR ASSAULT challenge, characters can gain up to 20 awards. Each award earns a player **10 glory**, and a player can earn a total of **200 glory** for collecting all of the awards. Have the players record their awards and glory and report them on the player tracking form. A player can earn a specific award only once, regardless of the number of times he or she plays the challenge.

Party Awards

Kill the Wizard: Slay Etherik.

Ballbuster: Destroy Etherik's drowslayer construct.

Brute Squad Bashers: Slay every monster in the dungeon.

Elf's Worst Nightmare: Defeat both Etherik and his drowslayer construct on nightmare mode (see page 5).

School's Out: Slay all eight of Etherik's arcane students.

Individual Awards

Can't Touch This: Complete the challenge without using a healing surge.

Give a Hoot: Get stunned by an owlbear's screech.

House Agent: Complete your secret house goal (see House Goal card).

Just Dessert: Create a black pudding spawn.

Lolth's Gift: Use the *cloud of darkness* or *darkfire* drow racial utility power.

Monkey Punk: Land the killing blow on a bargura.

Skull Challenge: Use the drow skull to force the flesh golem to deal damage to one of your enemies.

Spider Queen's Sacrifice: Slay a drow prisoner (if you have the Slay Zaldir house goal, it must be a prisoner other than Zaldir).

Traptastic: Disable or set off a trap.

Secret Awards

This challenge has secret awards that players can satisfy. At the end of the challenge, reveal only the awards that were fulfilled.

Hand of Eilistrae: Successfully use a Heal check or a healing power to help another party member.

Knock Knock: Use Thievery or brute force to open an arcane locked door on nightmare mode (see page 5).

Legend of Drizzt: Crack a Drizzt joke.

Sleep Tight: Be put to sleep by the sleeping gas in Etherik's manor.

Tastes Like Chicken: Be swallowed by Etherik's drowslayer construct.

Unfriendly Fire: Perform an action that deals damage to an ally.



PREPARE YOURSELF FOR THE RISE OF THE UNDERDARK™

The lightless realm of the drow has long been a place of danger, deceit, and death. But now, the schemes of the Spider Queen threaten to extend her reach to the surface world like never before.

Delve into the darkness to discover: tabletop roleplaying supplements and accessories, novels and comic books, board games and video games, apparel, great play experiences at local game stores, and more.

FIND OUT MORE AT
DUNGEONSANDDRAGONS.COM



All trademarks are property of Wizards of the Coast LLC
©2012 Wizards.

DUNGEONS
& DRAGONS

Each time you play this challenge, check off any new accomplishments below to earn the points listed. Try to collect as much glory as you can! Each award is worth 10 glory, so you can earn a total of 200 glory for collecting all the awards.

DUNGEONS & DRAGONS®

LAIR ASSAULT

Record your glory earned from each play session of this D&D® Lair Assault challenge and unlock special online badges!

Login with your Wizards Community account at community.wizards.com to report your accomplishments!

Secret Awards

These awards are only revealed by the Dungeon Master when you've earned them. Write down the name of the award in the space provided upon earning it.

Secret 1

Secret 2

Secret 3

Secret 4

Secret 5

TM & © 2012 Wizards of the Coast LLC
in the USA & other countries. 700B10348001

KILL THE WIZARD™ GLORY AWARDS

DUNGEONS & DRAGONS®

LAIR ASSAULT

Each time you play this challenge, check off any new accomplishments below to earn the points listed. Try to collect as much glory as you can! Each award is worth 10 glory, so you can earn a total of 200 glory for collecting all the awards.

Login with your Wizards Community account at community.wizards.com to report your accomplishments!

Party Awards

Kill the Wizard

Slay Etherik.

Ballbuster

Destroy Etherik's drowlayer construct.

Brute Squad Bashers

Slay every monster in the dungeon.

Elf's Worst Nightmare

Defeat both Etherik and his drowlayer construct on nightmare mode (see page 5).

School's Out

Slay all eight of Etherik's arcane students.

Individual Awards

These awards are specific to this challenge.

Can't Touch This

Complete the challenge without using a healing surge.

Give A Hoot

Get stunned by an owlbear's screech.

House Agent

Complete your secret house goal (see House Goal card).

Just Dessert

Create a black pudding spawn.

Lolth's Gift

Use the *cloud of darkness* or *darkfire* drow racial utility power.

Monkey Punch

Land the killing blow on a bargura.

Skull Challenge

Use the drow skull to force the flesh golem to deal damage to one of your enemies.

Spider Queen's Sacrifice

Slay a drow prisoner (if you have the Slay Zaldir house goal, it must be a prisoner other than Zaldir).

Traptastic

Disable or set off a trap.

Record your glory earned from each play session of this D&D® Lair Assault challenge and unlock special online badges!

KILL THE WIZARD™ GLORY AWARDS



HOUSE GOAL: SLAY ZALDIR

Zaldir, a failed drow agent of your house, is imprisoned in the wizard's manor and deserves death. Find and slay him.

TM & © 2012 Wizards.



HOUSE GOAL: BANISH A BARLGURA

Convince a barglura to abandon Etherik. While the demon is in your line of sight, make a DC 16 Charisma check as a standard action. On a success, the barglura is removed from play as it returns to the Abyss. You can banish only one demon in this manner.


TM & © 2012 Wizards.



HOUSE GOAL: RESCUE SHALICE

Shalice, a drow spy, has important information on Etherik's allies. See that she's safely removed from the wizard's dungeon.

TM & © 2012 Wizards.



HOUSE GOAL: STEAL THE PLANS

Etherik keeps the blueprints for his construct in the dungeon. Steal them for your house. (One of your "allies" might also have this goal.)


TM & © 2012 Wizards.



HOUSE GOAL: STEAL THE GOLEM

Etherik has a flesh golem made from drow parts. Obtain the skull that controls the flesh golem, and flee the wizard's dungeon with the skull and the golem.

TM & © 2012 Wizards.



HOUSE GOAL: QUESTION CHILVIN

Chilvin, a drow spy, is a prisoner in the wizard's dungeon. He knows that one of the houses is planning to betray the alliance. Question him to uncover the traitor in your midst.


TM & © 2012 Wizards.



HOUSE GOAL: BETRAY THE ALLIANCE

This alliance of drow houses is temporary at best. Kill another player character to show the strength of your house.

TM & © 2012 Wizards.



HOUSE GOAL: STEAL THE PLANS

Etherik keeps the blueprints for his construct in the dungeon. Steal them for your house. (One of your "allies" might also have this goal.)

TM & © 2012 Wizards.

DUNGEONS & DRAGONS

LAIR ASSAULT

DUNGEONS & DRAGONS

LAIR ASSAULT

DUNGEONS & DRAGONS

LAIR ASSAULT

DUNGEONS & DRAGONS

LAIR ASSAULT

DUNGEONS & DRAGONS

LAIR ASSAULT

DUNGEONS & DRAGONS

LAIR ASSAULT

DUNGEONS & DRAGONS

LAIR ASSAULT

DUNGEONS & DRAGONS

LAIR ASSAULT





Ground Floor



Third Floor

Second Floor



DUNGEONS & DRAGONS

LAIR ASSAULT

IT'S GOOD TO BE THE DROW

The noble houses of Menzoberranzan share a common enemy. An elf wizard has built a drow-slaying construct that he plans to release into the Underdark. Your job is to destroy the construct and kill the wizard... and bring victory and glory to your house.

Kill the Wizard™ is a *DUNGEONS & DRAGONS®* Roleplaying Game challenge designed for the 2012 fall installment of the *D&D®* LAIR ASSAULT official play program. It includes one full-color battle map, one sheet of tokens, a sheet of player cards, and information on the *D&D* LAIR ASSAULT program.



DUNGEONSANDDRAGONS.COM



© 2012 Wizards of the Coast LLC. B0000009732
Wizards of the Coast, DUNGEONS & DRAGONS, D&D, their respective logos, and Kill the Wizard are trademarks of Wizards of the Coast LLC in the USA and other countries. Manufactured by: Hasbro SA, Route de Courroux 6, 2800 Delemont, CH. Represented by Hasbro Europe, Stockley Park, UB11 1AZ, UK. MADE IN THE USA. Not for sale.