

DUNGEONS & DRAGONS[®]

ASSAULT ON NIGHTWYRM FORTRESS[™]



AN ADVENTURE FOR CHARACTERS OF 17TH-20TH LEVEL

Bruce R. Cordell • Robert J. Schwab

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NIGHTWYRM
FORTRESS™



ADVENTURE BOOK ONE

CREDITS

Design
Bruce R. Cordell and Shawn Merwin

Development
Stephen Radney-MacFarland, Jeremy Crawford

Editing
Scott Fitzgerald Gray, Jennifer Clarke Wilkes

Additional Development and Managing Editing
Bill Slavicsek

Mechanical Design and Development Manager
Andy Collins

Story Design and Development Manager
Christopher Perkins

Art Director
Jon Schindehette

Graphic Designers
Soe Murayama, Brian Dumas, Breanne Miller, Robert Jordan

Cover Illustration
Jesper Ejsing

Interior Illustrations
Eric Belisle, Matias Topia, Todd Lockwood, Vincent Dutrait

Maps and Diagrams
Jason A. Engle

Publishing Production Specialist
Erin Dorries

Prepress Manager
Jefferson Dunlap

Imaging Technician
Ashley Brock

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Cynda Callaway

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INTRODUCTION

Shadow dragons haunt crumbling cities and sunken palaces within the Shadowfell, voraciously hoarding food, wealth, and power. They are driven to commit atrocities to satisfy their appetites, pitilessly enslaving other beings to work as soldiers and servants. Most shadow dragons live far from settlements and are content to prey on those who dare the deepest darkness beyond the dim light of civilization.

Some time ago, the shadow dragon Urishtar Nightwyrms discovered an ancient structure in the Shadowfell, one whose foundation predated the rise of the Raven Queen. Urishtar claimed the site for herself and renamed the dread place Nightwyrms Fortress. Within its chambers, Urishtar learned much—too much—about the passage of mortals from life to death. She turned her newfound knowledge to capturing the life energy of just-slain mortals as they raced through the Shadowfell toward their ultimate destiny. By diverting life energy from its proper fate, the dragon risks the wrath of the Raven Queen. Urishtar cares not—she has her own goals in mind.

Assault on Nightwyrms Fortress™ presents a DUNGEONS & DRAGONS® game adventure for player characters of 17th to 20th level. You need the *Player's Handbook®*, the *Monster Manual®*, and the *Dungeon Master's Guide®* to play. *D&D™* *Dungeon Tiles* and *D&D®* *Miniatures* can also be used to enhance your play experience.

BACKGROUND

Following hints in dreams and clues born from fever visions, the shadow dragon Urishtar discovered an ancient structure in the Shadowfell. The structure first appeared during the wars between gods and primordials. In its lightless galleries, Urishtar discovered dread lore originally reserved for divine agents and necromancer lords. Flush with newfound power over the afterlife, Urishtar began to explore the limits of these abilities. Few in the natural world or the Shadowfell were aware of her activities until she began to steal the departing life force of the recently deceased.

Jothan Ironspell, a prominent adventurer of the southern regions, died defending the natural world from marauding demons. After the demons were finally vanquished, Jothan's corpse was recovered and returned to his home town of Vaester. Jothan's father, Sir Halumoor Ironspell, arranged for a Raise Dead ritual that would restore Jothan to life. However, when the ritual was concluded, Jothan did not return. The ritual caster, a priest of Pelor named Beldan, reported that he'd made tentative contact with Jothan's spirit and that the hero wished to return. But something was holding his life force back.

Grief-stricken, Sir Halumoor paid for the ritual to be performed again and again—four times in all. None succeeded. According to Beldan, contact with Jothan's life

force grew fainter each time he cast the ritual, as if it had slipped farther and farther away. On the final attempt, Beldan reported that Jothan was finally and truly gone.

This tragic news has many convinced that Vaester suffers under a dreadful curse. Several other Raise Dead rituals have failed since Beldan's attempts to revive Jothan, and rumors claim that the Gentle Repose ritual now fails to preserve corpses. Desperate to find the answer, various casters performed Speak with Dead rituals. They report that many of the recently dead who were able to be called back to life have splintered memories of a terrible vision—a dragonlike entity of black mist reaching toward them and plucking the light from deep within them.

A close friend of Jothan, Moyshanna, believes some terrible creature akin to both dragon and wraith made off with Jothan's spirit. She has pledged to learn the truth.

ADVENTURE SYNOPSIS

The adventurers arrive in Vaester, hearing something about the trouble the locals have had recently with the viability of Raise Dead rituals. By speaking with various people involved in these events, the adventurers learn about the entrance to the Gloomdeeps and the Tomb of Sartine that lies within (see “Supporting Characters,” page 5). After learning that something seems to be interfering with the natural process of life and death, the PCs might be inspired to follow the trail of stolen spirits into the Gloomdeeps.

The **Gloomdeeps** consists of a series of caverns underlying a line of ridges near Vaester. The upper caves contain threats typical to the Underdark, and the adventurers should be able to bypass these and descend quickly to the area containing the Tomb of Sartine. Within these strangely shadowed tunnels, greater dangers stand between the PCs and Sartine's tomb.

The **Tomb of Sartine** is the final resting place of a once-powerful shadar-kai warlock. It is infested with death traps of all sorts, as well as several guardian creatures. The adventurers can discover a powerful artifact, the *Skull of Sartine*. In the end, they pass through a dark portal into the Shadowfell.

Upon breaching the portal, the adventurers appear outside the walls of a massive fortress, its spire poised directly beneath an ominous swirling cloud in the shadowy sky. Here is where the stolen life force gathers.

The adventurers must seek the *soul rings* that provide access to the keep. Captains stationed in the outer walls each possess one of these items, and each captain presents a deadly challenge. These captains are under the command of the larva mage Magrathar, whose defeat is also required to attune the rings to new owners.

Once they obtain and attune the *soul rings*, the adventurers must battle their way across catwalks (a fight that includes a brush with Urishtar) to reach **Urishtar's Keep**. The party must defeat the challenges that protect the top of the spire and win one more showdown with Urishtar.

When the shadow dragon dies, the diversion of mortal life force ceases. The swirling darkness at the tower's zenith slowly dissipates and this threat comes to an end. Urishtar's role in a larger plot is revealed in the next adventure in the series, *E1: Death's Reach*.

HOW TO USE THIS ADVENTURE

Assault on Nightwyrm Fortress, a paragon-tier adventure for the DUNGEONS & DRAGONS Roleplaying Game, consists of three parts. It takes a group of five player characters (PCs) from 17th to 20th level. You can use this adventure as the culmination of the series of paragon tier adventures (which kicked off with *P1: King of the Trollhaunt Warrens™* and continued with *P2: Demon Queen's Enclave™*), or as a stand-alone adventure in your own campaign.

The two booklets included in this adventure are for the Dungeon Master (DM). If you're planning to experience the adventure as a player, stop reading now.

The *Assault on Nightwyrm Fortress* adventure contains these components:

1. *Adventure Book One* (this booklet) provides the Dungeon Master (DM) with an overview of the adventure. This includes descriptions of the three adventure areas—the Gloomdeeps (including the Tomb of Sartine), Magrathar's Teeth, and Urishtar's Keep. This booklet also provides illustrations of key locations and adversaries for the DM to show to the players, descriptions of several new monsters, and new magic items.
2. *Adventure Book Two* contains the bulk of the adventure, including many possible encounters within the three adventure areas described in *Adventure Book One*.
3. A poster map depicting two of the adventure's most important encounter areas, rendered in a scale that allows you to place your *D&D Miniatures* directly on the map.
4. A folder to hold the booklets and the poster map.

If You're the DM . . .

Read *Adventure Book One* first, and familiarize yourself with the Adventure Overview map on page 5. It represents a conceptual flow chart of the adventure. Then read through the overview sections in this book, as well as the first few encounters in *Adventure Book Two*. Read the rest of *Adventure Book Two* at your leisure; you need to read ahead only a few encounters at a time.

Getting Started

Begin the adventure by providing your players with one or more hooks from “Adventure Hooks” (page 4), and then proceed to Encounter A1: The Failed Ritual (page 6).

ADVENTURE HOOKS

Involving the player characters in this adventure can be a straightforward affair or the result of long planning, with seeds of the over-arching plot laid in earlier adventures. This section provides possible adventure hooks. Use one or more of these, or fashion one that serves the needs of your campaign. If possible, introduce a hook into your game before the characters finish their current adventure.

The adventure hooks described below presume the PCs begin their inquiries in Vaester. Encounter A1: The Failed Ritual on page 6 introduces relevant NPCs who can provide useful information.

HOOK: THE FAILED RITUAL

If the adventurers experienced the events of P2: *Demon Queen's Enclave*, they can continue that storyline with this adventure. Despite the PCs' success in dealing with Zirithian, a band of rampaging demons made it to the surface. There they ran amok, killing many, before Jothan and other defenders were able to slow the creatures down. PCs who return to the surface discover the result of the demonic rampage as they come upon the town of Vaester and witness the failed ritual.

See Encounter A1 on page 6 for details.

HOOK: MOURNING A FRIEND

The adventurers have come to pay their final respects to their old friend Jothan Ironspell. When news of his death, reaches the PCs, they make the trip to Vaester to attend the funeral and wind up arriving just in time to experience Encounter A1: The Failed Ritual.

Alternative: If one of the players lost a character in the previous session and wants to create a new one, then the old character's life force instead suffers the fate ascribed to Jothan in the adventure background. It is that character's funeral and failed ritual attempt that makes up the setting for Encounter A1: The Failed Ritual (see page 6).

Quest XP: 1,600 XP (minor quest) for traveling to Vaester and participating in the events of Encounter A1. 14,000 XP (major quest) for tracing the hero's missing spirit to Urishtar's Keep and killing Urishtar. In addition, the grieving Sir Halumoor pays a reward of up to 1,000 pp for the return of his son's lost life force.

HOOK: DEATH CULT REDUX

Marla of the Great Church, a priest of Pelor, contacts the adventurers. (They might have interacted with Marla long ago, at the beginning of their adventuring careers in *H1: Keep on the Shadowfell*.) Marla studies matters associated with death, both natural and unnatural, with an eye toward ferreting out death cult activity.

Normally the spirits of the dead travel first to the Shadowfell, using it as a conduit to their final destiny. Some are claimed by the gods and carried to divine dominions, while others join the Raven Queen. A few refuse to go gracefully and become undead.

Marla has learned of a disturbance in the Shadowfell, localized so far, but growing in scope. Some new factor is interfering with the natural order of things: Raise Dead rituals have failed for one or more high-profile people in the outpost town of Vaester. Marla suspects death cult interference and asks the party to go and investigate.

Alternative: An old enemy from a previous adventure shows up out of the blue, attacking the adventurers in a well-orchestrated ambush. When the PCs defeat this foe and search through his or her belongings, they discover their enemy was part of a new death cult that believed they could gain power by murdering mortals in Vaester's vicinity, because those killed near there cannot be raised. The enemy believes Orcus is claiming the life force, but offers no conclusive proof.

Quest XP: 1,600 XP (minor quest) for traveling to Vaester and agreeing to get to the bottom of things. 14,000 XP (major quest) for journeying to Nightwyrms Fortress and putting an end to Urishtar's operation.

URISHTAR THE SHADOW DRAGON

Shadow dragons are not common, even in the Shadowfell, and most are content to lurk in the shadows (literally and figuratively). Of those known, Urishtar Nightwyrms stands out for her grand aspirations.

Urishtar has dreams. These dreams guide her, inspire her, and even at some level frighten her. Still, she follows her dreams. They led her to a region of the Shadowfell that others fear to tread. There, Urishtar found the place she now calls Nightwyrms Fortress. Along with the power that has come to her through this discovery, there have also come nightmares. The dreams of guidance and inspiration have deserted her, and she now refuses to sleep in order to avoid the nightly visions and urgings,

Urishtar now suspects the dreams that led her to her current lair might not be the guiding hand of fate, as she first told herself. Rather, she believes they are the machinations of a being far more powerful than herself, who might be weaving subtle threads of opposition against the Raven Queen. Urishtar has no desire to draw the ire of the dark god of death. On the other hand, she enjoys the boons granted to her each time she diverts the life essence of a mortal from its intended destiny. The dreadful aperture that gapes in the topmost spire of her keep hungers always for such offerings, pulling them to a fate that even Urishtar shudders to imagine.

SUPPORTING CHARACTERS

The adventurers can talk to the following characters in Vaester during and after the events of Encounter A1: The Failed Ritual.

SIR HALUMOOR

A resident noble of Vaester, this middle-aged man dresses in grand fashion. His hair is impeccably groomed, his robe is stitched with gold thread, and his rings glimmer as if with powerful enchantment, but his face is furrowed with grief.

Sir Halumoor is normally cheerful and outgoing, but he is burdened by great sorrow. He is obsessed with learning the fate of his son Jothan's spirit and restoring him to life.

In addition to information described in "Background", Sir Halumoor can provide details about specific people.

Jothan Ironspell: "My poor Jothan. He died fighting off demons. His sacrifice saved us, but at what price? Oh my beloved son, where are you?"

Beldan: "I've sought Beldan four times for divine intercession. Each effort failed! I know he means well, but perhaps Pelor has found fault with him."

Moyshanna: "A strange woman. But Jothan thought she was a worthy ally, and that's good enough for me. She says Jothan's spirit was stolen. Can that possibly be true?"

BELDAN

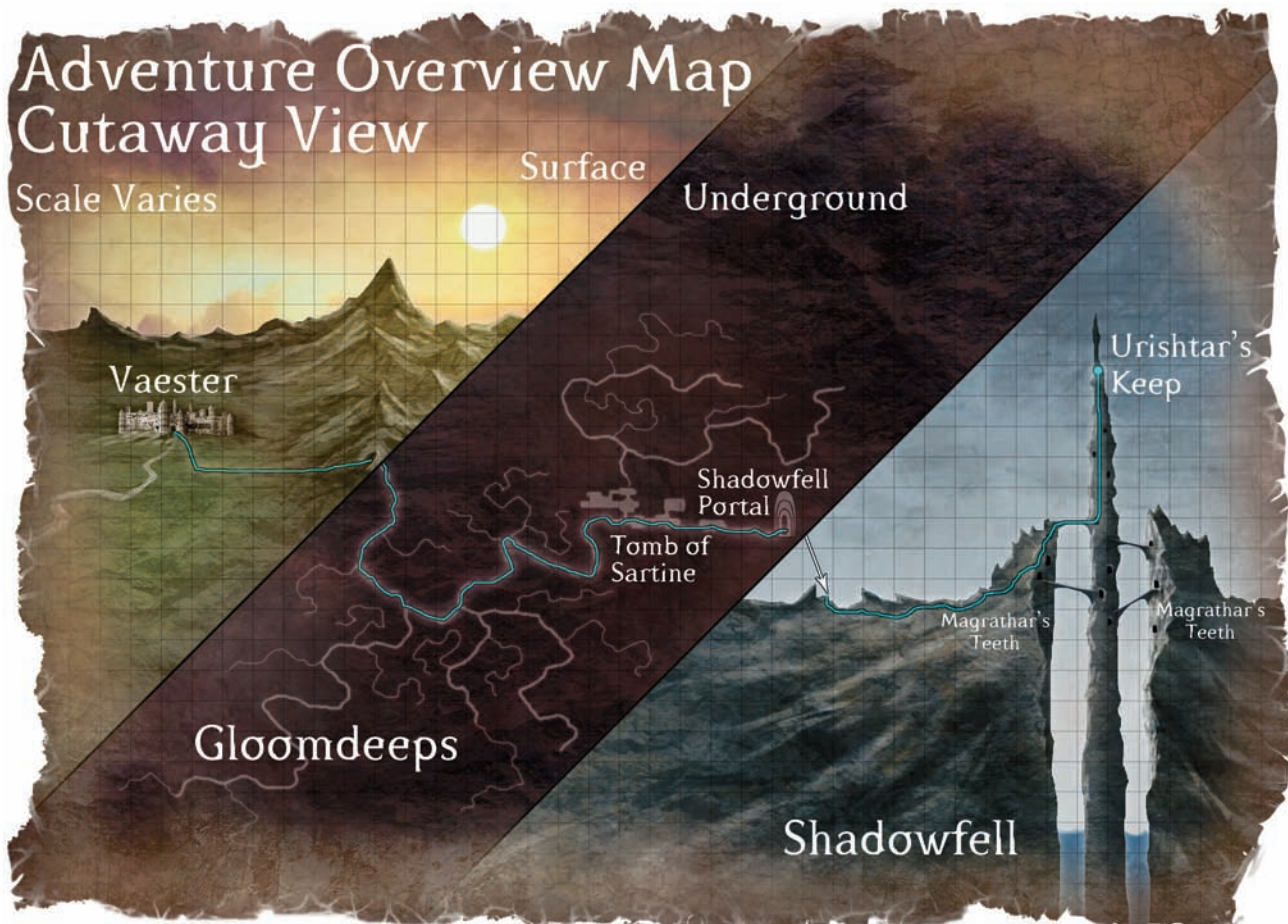
This young man wears an elaborately styled jerkin stitched with the design of the sun across his chest. Under one arm, he clutches a bundle of scroll cases, and his expression is worried.

Beldan is the resident priest of Vaester, newly come to speak for Pelor. He seems overly meek for one of his station. His favorite saying is "If Pelor so wills it . . ." He does not understand why his prayers are failing, and he wants to make things right.

In addition to the information described in "Background," Beldan can provide details about specific events.

Missing Souls: "Jothan's situation is a tragedy, as is the fate of the others who have failed to return when called. Each time I beseeched Pelor to raise Jothan from the dead, I briefly sensed the man's spirit. And each time, his soul seemed farther away, as if it were being pulled away!"

Gloomdeeps: "This nearby cavern complex is connected to the Shadowfell. Our friend Moyshanna hunts the caverns and says they are a terrible place. Few others from Vaester ever venture into its dangerous depths. Have you met Moyshanna? She knows more about the Gloomdeeps than anyone else in the area."



ENCOUNTER A1: THE FAILED RITUAL

Encounter Level 17 (8,400 XP)

SETUP

1 slaughter wight (W)
4 sword wraiths (S)

The adventure kicks off as the adventurers enter the town of Vaester and make their way toward the graveyard. A group has gathered around the Ironspell mausoleum, where the priest Beldan tries for the fourth and final time to cast the Raise Dead ritual on the body of Jothan.

As the adventurers approach the graveyard, read:

A crowd stands around an open mausoleum in the town graveyard on this dark, rainy day. You see a young priest of Pelor who wears a worried expression as he calls out, "Pelor, I beseech thee! Return this worthy warrior back to life!" Beside the priest, a well-dressed older man can barely contain his sobs of grief. The rest of the crowd looks no happier, and many of them make protective signs as they mumble, "Pelor has abandoned us," and "A curse has been placed upon this town," and "Poor, poor Jothan."

Perception Check

DC 13: You notice a figure standing apart from the crowd, leaning against another mausoleum and wearing a dark cloak and hood to ward off the rain.



The figure standing by herself is Moyshanna. The adventurers can enter the graveyard and join the crowd, or they can wait by the gate and watch the final stages of the ritual play out. As Beldan reads the last words of the ritual and applies the last of the mystic salves to the corpse, read:

"... in Pelor's name I call you forth, Jothan! Return to life!" the young priest demands, completing the final steps of the ritual. The body on the slab in the open mausoleum doesn't move, but suddenly a malevolent wind rises within the stone crypt, and a dark mist swirls wildly. "This one is mine!" screams an otherworldly voice as the dark mist erupts from the open mausoleum and knocks back the priest and scatters the crowd. For just a moment, the mist seems to take the shape of a dragon, and then it disappears as quickly as it arrived. A deep hush falls over the graveyard, broken only by the falling rain and the sobs of the well-dressed man.

INVESTIGATION

What happens next depends on what the adventurers decide to do. Most likely, if they weren't in the graveyard already, they enter to help the priest and discover more about the events they just witnessed. A quick conversation with Beldan or Halumoor reveals the information found in "Background" and "Supporting Characters."

The adventurers can also talk to other members of the crowd, who begin to wander off while muttering to themselves about the terrible curse that has befallen Vaester. Moyshanna rushes over to help Sir Halumoor. She proclaims in a quiet voice, "I told you it wouldn't work. Something has broken the natural order."

If the PCs approach Moyshanna, see the information on the facing page.

A few moments after the adventurers enter the graveyard, undead creatures rise from graves to attack.

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

4 Sword Wraiths (S)		Level 17 Lurker	
Medium shadow humanoid (undead)		XP 1,600 each	
Initiative +19	Senses Perception +14; darkvision		
HP 90; Bloodied 45; see also <i>death strike</i>			
Regeneration 10 (if the sword wraith takes radiant damage, regeneration is negated until the end of the sword wraith's next turn)			
AC 30; Fortitude 29, Reflex 30, Will 32			
Immune disease, poison; Resist 20 necrotic, insubstantial;			
Vulnerable 10 radiant (see also <i>regeneration</i> above)			
Speed fly 8 (hover); phasing; see also <i>shadow glide</i>			
⊕ Shadow Sword (standard; at-will) ♦ Necrotic			
+20 vs. Reflex; 2d8 + 7 necrotic damage, and the target is weakened (save ends).			
↓ Death Strike (when reduced to 0 hit points) ♦ Necrotic			
The sword wraith shifts 4 squares and makes a melee basic attack, dealing an extra 2d8 necrotic damage on a hit.			
Combat Advantage ♦ Necrotic			
The sword wraith deals an extra 2d6 necrotic damage against any target it has combat advantage against.			
Shadow Glide (move; encounter)			
The sword wraith shifts 6 squares.			
Spawn Wraith			
Any humanoid killed by a sword wraith rises as a free-willed sword wraith at the start of its creator's next turn, appearing in the space where it died (or in the nearest unoccupied space). Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.			
Alignment Chaotic evil	Languages Common		
Skills Stealth +20			
Str 14 (+10)	Dex 24 (+15)	Wis 12 (+9)	
Con 18 (+12)	Int 11 (+8)	Cha 24 (+15)	

TACTICS

The wight and the wraiths rise from the ground in the spaces indicated on the map. The slaughter wight focuses on the most-powerful-looking adventurer who is either a defender or a striker. It speaks in a terrible voice, "You have interfered in the master's plans for the last time." That's all it says before moving in to attack. Orcus has sent these creatures to deal with the PCs who have caused him no small amount of trouble over the past few months. The slaughter wight pounds away on a single PC until it is destroyed.

The sword wraiths, meanwhile, phase and move constantly (using *shadow glide*), seeking to set up flanks and gain combat advantage. They try to take the adventurers down one or two at a time, and they fight to the death.

Remember to use these creatures *death wail* and *death strike* powers when they are destroyed.

MOYSHANNA

This woman's skin is gray and her eyes are raven-black. Her red hair hangs in a long braid. She wears a cape over black, form-fitting leather armor. A longsword hangs at her waist.

Moyshanna is quiet and reserved. In truth, she is shy, though sometimes her demeanor is misinterpreted as haughtiness. Moyshanna is a shadar-kai but doesn't go out of her way to reveal her heritage. She was friends with Jothan and wants to do whatever she can to return him to life. She offers to guide the PCs into the Gloomdeeps to

search for the creature she believes is interfering with the natural order of life and death.

Gloomdeeps: "The Gloomdeeps caverns are shadowy and supernaturally dim, even in lamplight, because they connect to the Shadowfell. There is a portal in the Tomb of Sartine. I know because I've been there. I can lead you to an entrance to the Gloomdeeps that bypasses the upper tunnels and connects directly to the caverns that hold the tomb. The entrance lies only about five miles from here."

Tomb of Sartine: "I wasn't able to win through past the tomb's outer gates to reach the Shadowfell, but I will try again. I can do no less if I am to discover the source of the trouble and save Jothan's spirit. If you like, we can work together on this. I can guide you to the edge of the tomb, and if we enter the Shadowfell, I know something of that land and can help you navigate its perils."

FEATURES OF THE AREA

Illumination: Dim light on this dreary, rainy day.

Fence: The 10-foot-high fence requires two move actions to climb over.

Grave Stones: A grave stone provides cover to any creature standing in their space.

Mausoleum: This is the Ironspell family crypt, a stone structure containing the bodies of past generations. Jothan's corpse is interred here.

Moyshanna		Level 16 Skirmisher	
Medium natural humanoid, shadar-kai		XP 1,400	
Initiative +12	Senses Perception +15		
HP 152; Bloodied 76			
AC 30; Fortitude 28, Reflex 29, Will 29			
Speed 6; see also <i>shadow jaunt</i>			
⊕ Longsword (standard; at-will) ♦ Cold, Weapon			
+21 vs. AC; 1d8 + 6 damage (crit 3d6 + 14 cold damage). Moyshanna can choose to make this weapon's damage cold.			
Frost Longsword (free; daily) ♦ Cold			
Moyshanna can use this power when she hits with a longsword attack. The target takes an extra 2d8 cold damage and is slowed until the end of Moyshanna's next turn.			
Shadow Jaunt (move; recharge ☼☼☼) ♦ Teleportation			
Moyshanna teleports 3 squares and becomes insubstantial until the start of her next turn.			
Alignment Unaligned	Languages Common		
Skills Acrobatics +15, Insight +15, Stealth + 15			
Str 17 (+11)	Dex 15 (+10)	Wis 15 (+10)	
Con 16 (+11)	Int 18 (+12)	Cha 18 (+12)	
Equipment leather armor, +3 <i>frost longsword</i>			

HOOK: MOYSHANNA'S OFFER

"The Raven Queen weeps over this abomination, but I cannot deal with this alone. Help me explore Sartine's Tomb and seek the cause of Vaester's troubles." Moyshanna promises to guide the PCs and provide support along the way.

Quest XP: 1,600 XP (minor quest) for exploring the Gloomdeeps and passing through the portal to the Shadowfell. 12,000 XP (major quest) for defeating Urishtar's captains, their leader Magrathar, and Urishtar.

THE GLOOMDEEPS

Several routes exist into the cavern complex known as the Gloomdeeps, including a few that connect to the deeper Underdark. Moyshanna knows two routes into the Gloomdeeps from the surface near Vaester. One of these entrances bypasses the Gloomdeeps' upper tunnels. The information in this section assumes the PCs follow this path. The journey down takes a few hours through steeply sloping tunnels, until the party reaches Location G7.

A colony of carrion crawlers occupies the area closest to the Tomb of Sartine, though other threats from the Underdark also wander the tunnels.

The various numbered areas on the Gloomdeeps Overview Map are described below. Only two locations (G1 and G2) involve tactical encounters.

GENERAL DETAILS

Unless otherwise noted in an encounter description, the information here pertains to all areas in the Gloomdeeps, including the Tomb of Sartine.

Doors: Except where noted otherwise, doors are unlocked. They are made of stone (AC 4, Reflex 4, Fortitude 12; hp 80; break DC 25).

Walls: In the Gloomdeeps, the walls consist of rough, natural stone. In the tomb, smooth, worked stone is used.

G1. THE CRAWLING GOD

This great chamber is the lair of a mammoth carrion crawler worshiped by troglodytes in the area. A group of cyclopes protects the great creature.

See **Encounter G1: The Crawling God**, page 2 of *Adventure Book Two*.

Crawler Nest	Level 18 Lurker
Hazard	XP 2,000
<i>Odors of stagnation and rot fill this cave. A nearby mound of refuse quivers and shakes, as though something moves within.</i>	
Hazard: When a creature moves close to a mound, the larvae inside the eggs hatch. Hundreds of green caterpillar-like creatures swarm out and begin gorging on one another and any creature adjacent to the mound.	
Perception No check is required to notice the mound.	
Additional Skill: Dungeoneering ◆ DC 20: Character identifies the mound as a carrion crawler nest.	
Trigger When a creature moves into a square adjacent to a mound, the larvae inside the eggs hatch and attack.	
Attack ◆ Poison	
Standard Action Close burst 1	
Target: All creatures in burst	
Attack: +21 vs. Reflex	
Hit: 2d10 + 5 damage, and the target takes ongoing 10 poison damage (save ends).	
Miss: Half damage, and the target takes no ongoing damage.	

G2. OUTSIDE THE TOMB

This chamber lies outside the Tomb of Sartine. It is well defended by guardian creatures and a life-draining trap.

See **Encounter G2: Outside the Tomb**, page 4 of *Adventure Book Two*.

G3. CRAWLER NESTS

The caverns keyed to this location contain mounds that quiver with hundreds of gestating carrion crawler eggs.

Normally, crawler young are too small and their poison too weak to hurt other creatures; however, because of their concentrated numbers, they do pose a threat.

G4. SHADOW CRYSTAL

Some naturally occurring crystal formations are charged with necrotic power from the Shadowfell.

Shadow crystal causes strange twists and turns in space. A creature adjacent to a square containing a shadow crystal formation can sense a weird connection to another, similar location. By spending a move action, it can activate that connection, immediately appearing in a square adjacent to another shadow crystal formation in range. However, the creature takes 5 ongoing necrotic damage (save ends) for making such a transfer. This is a teleportation effect.

G5. CAVE FORMATION

Each location keyed to this entry contains one of the natural formations listed below (your choice) but are otherwise empty.

Cave Coral: *Rough knobs of powdery crystalline rock dot the ceiling.*

Stalactites: *Stony deposits hang from the cave roof.*

Straws: *Thin-walled, stone tubes about a finger's breadth in diameter cover the wall.*

G6. CAVE POOL

Approaching adventurers hear a low, constant rumble.

This chamber contains a pool of clear water at the base of a waterfall that emerges from the ceiling and runs down the stone wall.

G7. INSCRIBED MESSAGE

This chamber is empty, though cave detritus litters its floor. A clearly visible message is crudely scribed on the wall in Draconic. Read:

Brothers Take Heed: The Crawling God lairs in the shadows beyond. She cares not what rites we chant to appease her bottomless hunger or what tortures we enact in her name.

This message was scribed by troglodyte explorers some years ago, and was meant as a warning to other tribes to stay clear of the Crawling God (see Location G1).

Gloomdeeps Overview Map

One Square = 5 ft.

To
Upper
Tunnels

To
Surface



THE TOMB OF SARTINE

The various numbered areas on the Tomb of Sartine Overview Map are described below. Four locations involve tactical encounters, which are described in detail in *Adventure Book Two*.

TOMB OF SARTINE LORE

A character knows the following information with a successful History check.

DC 20: Sartine was a shadar-kai master of shadow and illusion magic. Legend speaks of her passage into service to the Raven Queen when she died, becoming one of the mighty sorrowsworn. Before her death, however, she built a tomb—a place that exists simultaneously in the natural world and the world of shadow—to house her mortal remains.

DC 25: A verse associated with Sartine was once popular but now is remembered only by lorekeepers:

*Sartine served the ebony bird of death;
She lured multitudes to their last breath.
When Raven's wing cast its long shadow,
Sartine lingered, her thoughts and deeds a fell echo.*

DC 27: Sartine left her greatest treasure in her tomb: her own skull, which holds knowledge and power accessible to those loyal to the god of death and fate.

T0. SIMPLE CORRIDOR

The double doors from Location G2 lead to this empty corridor. The doors themselves contain a trap. See Encounter G2: Outside the Tomb on page 4 of *Adventure Book Two* for details.

T1. OSSUARY VESTIBULE

Here waits the tomb's first defense against raiders. Deadly guardians and a vicious trap confront those who would enter Sartine's final resting place.

See **Encounter T1: Ossuary Vestibule**, page 6 of *Adventure Book Two*.

T2. SLAUGHTER CRYPT

Undead horrors guard the way, and the twisted space of the Shadowfell further confuses intruders.

See **Encounter T2: Slaughter Crypt**, page 8 of *Adventure Book Two*.

T3. FORGOTTEN IMAGE

A great horror once lurked here, ready to attack intruders to the tomb. Now, only dust and the charred image of a screaming man on the west wall remain, secure behind a rusted iron portcullis (DC 25 Strength check to force open).

T4. PORTAL OF VENGEANCE

Grim defenders guard a portal to Location T5.

See **Encounter T4: Portal of Vengeance**, page 10 of *Adventure Book Two*.

T5. PORTAL CHAMBER

This dusty chamber is empty other than the circle of glowing sigils inscribed on the chamber's floor. Those who step into the circle with a humanoid skull in hand appear on the twin circle in Location T4.

T6. DIM FISSURE

The floor of this chamber has collapsed 100 feet into a dead-end chasm filled with shattered bones. The adventurers must cross 30 feet of empty space, through an area that offers no easy handholds or bridge anchors.

A DC 25 Athletics check is required to climb across the western side of the chasm. Each success allows a character to climb at one-half speed with a move action. A failure that is 20 or less indicates that the character falls and takes 10d10 points of damage. The wall is slightly more navigable on the east side (DC 20).

With a running jump, a character can leap across the open space with a DC 36 Athletics check. Anything less than that doesn't provide enough distance to clear the chasm.

T7. FIRE TEMPLE

The doors to T7 are cunningly hidden (DC 25 Perception check to spot) above a slight ledge that juts from the stone wall here. Inside, a crude altar provides a warm vantage point from which to view a firestorm that rages in the chamber's eastern section. This supernatural flame fills that part of the room and burns eternally. Any creature that enters or begins its turn in the four-by-four section containing the firestorm takes 4d10 + 10 fire damage.

A skull on the floor at the center of the firestorm serves as the focus for this effect. This is the *Skull of Sartine* (see the artifact's description on page 24). A DC 25 Perception check is required to notice the skull within the flame.

T8. SHATTERED AMPHITHEATER

Terrible threats leveled at intruders are inscribed on great obelisks in this chamber, written in Common and Draconic, but the place actually contains no creatures or traps.

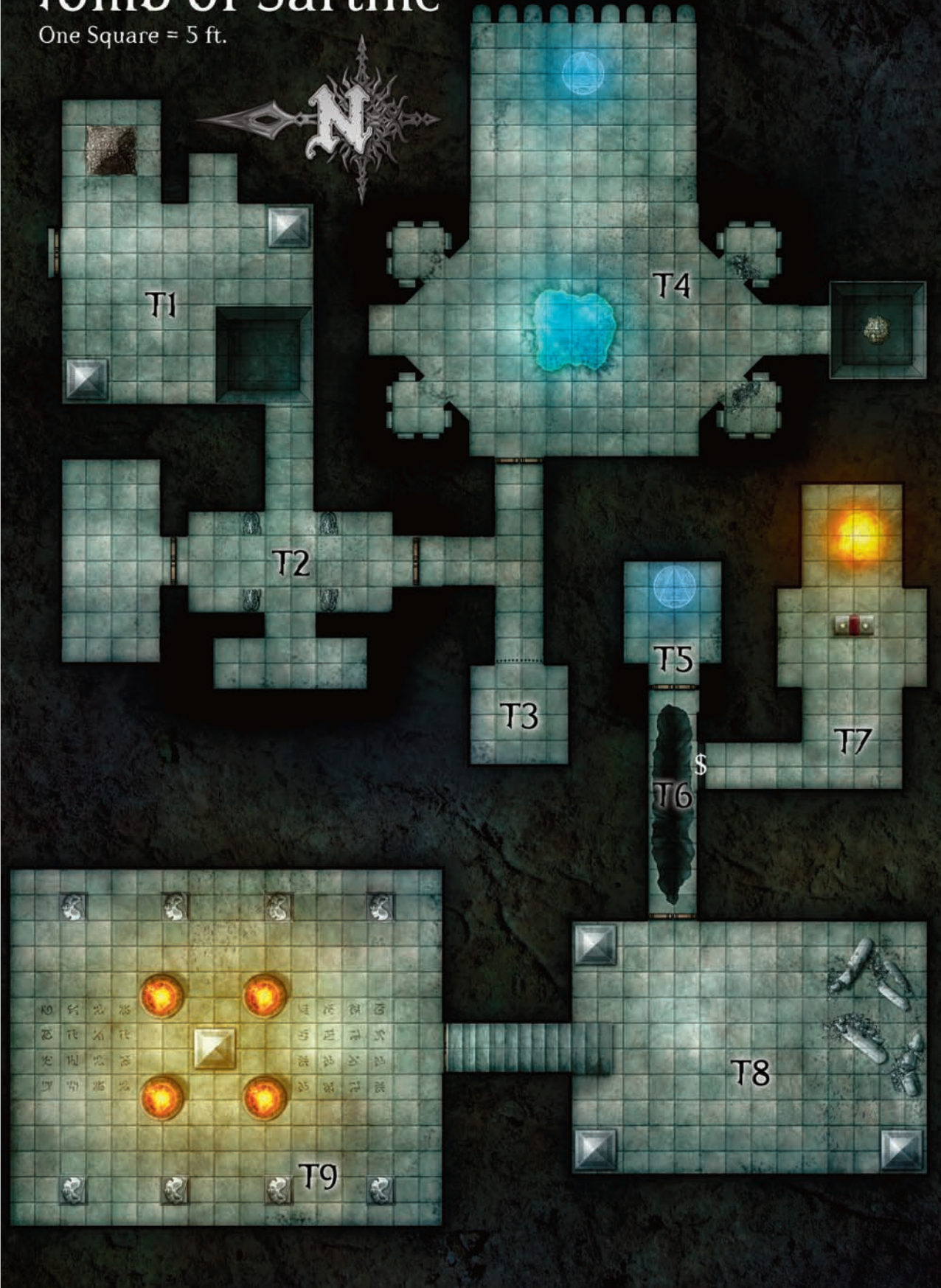
T9. SHADOWFELL PORTAL

Fire archons and an efreet deter the use of this chamber's portal, which leads to an area of the Shadowfell close to Nightwyrm Fortress.

See **Encounter T9: Shadowfell Portal**, page 12 of *Adventure Book Two*.

Tomb of Sartine

One Square = 5 ft.



MAGRATHAR'S TEETH

Jagged spikes top the outer walls of Nightwyrms Fortress, and fearsome guards walk its battlements. The walls are called Magrathar's Teeth, named for the larva mage who leads the troops that protect the fortress.

The Teeth circle a chasmlike moat, within which stands the inner keep. The wall battlements, a level area on top of the Teeth, range from 80 to 120 feet wide and are strong enough to support buildings. Miles of chambers honeycomb the interior space of the tall, thick walls. Only a small number of these are used by the forces currently occupying the fortress; the rest are either empty or sealed.

NAVIGATING THE TEETH

The complex of mostly empty chambers making up Magrathar's Teeth is too large, and the inhabited areas too spread out, to make an exhaustive map meaningful. Getting around this vast complex might seem daunting at first glance. However, only one clear and obvious path winds through the Teeth, from the entrance the adventurers approach when they first appear in the Shadowfell, to the portion of the walls Magrathar inhabits at the top. All the encounter areas described in the Teeth are found along this path. Other passages and chambers are accessible, but they have obviously seen no use in centuries.

The adventurers can easily move from one area of the Teeth to the next without getting lost—the tracks of countless servants of Urishtar are too obvious to miss. Traveling at normal speed between encounter areas takes 2d10 + 5 minutes. As the adventurers tire, they can discover many vacant rooms suitable for taking an extended rest simply by entering a side corridor thick with dust. However, if they take too many extended rests, they have an increased

chance of triggering random encounters (see “Additional Encounters in the Teeth,” on the facing page).

The easiest path through the Teeth follows this sequence: Locations P1-P4 (Porapherah's Haunt), then Locations V1-V4 (Ice Halls of Vorst), then Locations D1-D5 (Dedanum's War), and finally Locations Z1-Z3 (Zry's Patrol, located near or on the battlements walkway). If the adventurers climb or fly to the top of the wall, they face the threats there first. Regardless of the order, however, the adventurers must defeat the captain commanding each area within the Teeth. After they have done so, Magrathar waits to slay them when they return to traverse the catwalk to the keep (as described in Encounter Z4: Magrathar's Wrath, page 48 of *Adventure Book Two*).

Climbing the Walls: PCs might elect simply to climb to the top of the walls (DC 25 Athletics check) or fly up, if they have that ability. If so, they encounter the slaad patrol on the battlements walk. Refer to Encounter Z3: Battlements, page 46 of *Adventure Book Two*.

GENERAL DETAILS

Unless otherwise noted in an encounter description, the information here pertains to all areas within Magrathar's Teeth.

Illumination: Dim light magically radiates from the walls and ceilings throughout the Teeth.

Doors: Except where noted otherwise, doors are unlocked. They are made of stone (AC 4, Reflex 4, Fortitude 12; hp 80; break DC 25).

Walls and Floors: These are rough and made of a naturally dark stone native to the Shadowfell.

CHAIN OF COMMAND

Magrathar answers directly to Urishtar. He controls the defenses of the fortress through four captains who, in turn, each maintain a separate force of troops. Each captain is described below, along with an overview of the related set of chambers.

Magrathar is currently absent from the Teeth, on a scouting mission along the edges of the Raven Queen's territory. Nevertheless, the larva mage is always aware of the location of his captains within the fortress, because each wears a specially attuned *soul ring* (see below). He wears a command ring of his own, *Magrathar's Ring*, that keeps him in contact with the others. If ever all four *soul rings* come into close proximity for more than a few minutes, Magrathar senses something is amiss—whether attack or mutiny. He instantly returns to the Teeth, where he attacks the invading adventurers when they next move onto the battlements walkway.

ADVENTURING IN THE SHADOWFELL

The Shadowfell is a reflection of the natural world, darkly cast and twisted. It is also the initial destination of souls just loosed from their bodies. The following are the planar traits for the Shadowfell. More information on the plane can be found in the *Manual of the Planes* supplement.

SHADOWFELL TRAITS

Type: Parallel plane.

Size and Shape: The Shadowfell is a parallel plane with dimensions and topography similar to the mortal world.

Gravity: Normal.

Mutability: Normal.

Gloom: The Shadowfell mutes light sources, reducing the radius illuminated by 50 percent. For example, a torch illuminates 2 squares instead of 5; a lantern illuminates 5 squares instead of 10. Magical light sources are unaffected.

SOUL RINGS AND MAGRATHAR'S RING

Each captain wears or carries a *soul ring*, a platinum ring set with a sparkling point of light (actually a bound soul). Each ring is specifically attuned to its current wearer, allowing that creature to move in and out of Urishtar's Keep (see "Entering the Keep" on page 16). An attuned *soul ring* allows the wearer and up to ten allies to pass into and out of the keep through any of the catwalk entrances.

The only way to attune a *soul ring* to a new bearer is to bring it within 10 squares of *Magrathar's Ring* and the other three *soul rings*. Thus, the adventurers cannot gain entry to the inner keep until they collect each of the lesser *soul rings*, as well as *Magrathar's Ring*. See "New Magic Items" on page 25.

ARRIVING IN THE SHADOWFELL

When the adventurers appear in the Shadowfell for the first time, they see the great wall of Nightwyrms Fortress looming before them. Before they can enter, though, they are immediately set upon by terrible servants of Urishtar.

See **Encounter U1: Shadowfell Arrival**, page 14 of *Adventure Book Two*.

ENTERING THE TEETH

The adventurers most likely enter through the ground-level opening visible from where they appeared. Each area described below has a number of tactical encounters keyed to the indicated locations.

P1-P4. PORAPHERAH'S HAUNT

Porapherah, a nightwalker, commands a troop of undead creatures. It has been charged to keep watch over and guard a strange font of radiance that Urishtar has been unable to quell since moving into the fortress. The shadow dragon hopes Porapherah's undead forces can stop anything that might emerge from the area to threaten her.

V1-V4. ICE HALLS OF VORST

Vorst is a frostshaper ice archon who leads a company of cold creatures and has created a small empire of ice within the Teeth. Magrathar allows Vorst his delusions, as long as the archon patrols the Teeth and protects Urishtar's interests.

D1-D5. DEDANUM'S WAR

Dedanum, an azer mercenary hired to help keep the fortress safe, normally leads his troops on patrols through the upper reaches of the Teeth. A few months ago, though, an invasion of sorts began—a portal opened and aberrations began to spill out. The mercenary captain has failed to close the portal, allowing various creatures access to the Teeth. Perhaps the growing potency of the vortex spinning above the keep is having unforeseen side effects on the fabric of the Shadowfell.

Z1-Z3. ZRY'S SLAAD PATROL

Zry, a black slaad, leads others of his ilk. Although the slaad and his entourage fit his needs, Magrathar could not allow the chaotic creatures unfettered access to the fortress. He performed a ritual of binding on Zry and his followers, allowing them to freely patrol the top of the Teeth. Despite the binding, though, sometimes slaads and other forces collide in bloody melees.

Z4. MAGRATHAR'S WRATH

Eventually, the larva mage Magrathar is alerted to trouble when the PCs bring the four *soul rings* together. He teleports to the top of the Teeth with an entourage of guards to attack the invaders. This assault can occur within minutes of victory over Zry, making this attack especially vicious. Even if the PCs have left the walkway, Magrathar appears and waits patiently for their return.

If the adventurers defeat Magrathar, they can acquire *Magrathar's Ring* and attune the *soul rings*, thus enabling them to continue across the catwalk into Urishtar's Keep.

See **Encounter Z4: Magrathar's Wrath**, page 48 of *Adventure Book Two*.

ADDITIONAL ENCOUNTERS

If the party takes multiple extended rests within the corridors and chambers of the Teeth, they risk running afoul of patrolling monsters. For each extended rest after the first that the PCs take while in the Teeth, roll 1d20 and add +4 for each extended rest taken up to that point. If the result is 20 or higher, a patrol discovers their resting spot.

GRIM PATROL (LEVEL 18; 10,000 XP)

- ◆ 1 death knight (level 17 elite soldier; MM page 50)
- ◆ 2 bodak reavers (level 18 soldier; MM page 36)
- ◆ 1 rot harbinger (level 20 soldier; MM page 223)

Porapherah has assigned roving squads of undead to patrol the Teeth in his area of command. The rot harbinger and bodak reavers wade into melee, while the death knight sizes up the tactical situation and focuses on the most dangerous opponent, using *unholy flames* as often as possible to bolster its allies.

DELEGATION OF VORST (LEVEL 19; 12,000 XP)

- ◆ 1 rakshasa noble (level 19 controller; MM page 217)
- ◆ 4 rimehammer ice archons (level 19 soldier; MM page 20)

Vorst establishes his authority with "brute squads" that enforce his will. The ice archons gang up on enemies, slowing them with their frost mauls and *icy ground* auras. The rakshasa noble commands from the rear, using *phantom lure* to keep the PCs in difficult terrain and *mind twist* to reduce their defenses against the archons' attacks.

Magrathar's Teeth Overview Map One



Magrathar's Teeth Overview Map Two



URISHTAR'S KEEP

The towering central tower of Nightwyrms Fortress is accessible from Magrathar's Teeth by several catwalks that extend over a great chasm, although only the highest catwalk leads into the entry hall proper. The zenith of Urishtar's Keep seems to pierce the heart of the dark, spinning cloud that hangs over the structure.

INHABITANTS OF THE KEEP

Many of the creatures inside the keep that serve Urishtar hail from a clan of rakshasas that have thrown in their lot with the shadow dragon. The leader of the rakshasa contingent is Varun, a noble of his kind. Varun spends his hours in the Hall of Knowledge (Location K7), where he digs ever deeper into the mysteries of the Shadowfell. Everything Varun learns, he transmits to Urishtar, which further empowers the shadow dragon's understanding of the dark, spinning cloud that she calls the Soul Vortex.

Varun called others of his clan to serve Urishtar, including Kailash, a notorious assassin even among a people reviled for their cruelty. Kailash's specialty is torturous inquisition: He claims that his exquisite techniques can pry useful information even from the dead! Urishtar has set up Kailash with a well-outfitted Hall of Inquisition (Location K8).

Both Kailash and Varun have served Urishtar loyally. They believe that one day the dragon will be transfigured into a power strong enough to contend with the Raven Queen. When that day comes, they want to be at Urishtar's side and claim the immortality she has offered them for their service.

THE SOUL VORTEX

When Urishtar first claimed Nightwyrms Fortress, what is now a raging whirlpool of blackness visible for miles around was little more than a strange, dead-cold eddy in the air above the ancient spire. In the wake of her own observation and Varun's constant study of the location and its potential, she learned how to pry open the aperture and feed it with bodiless life energy—the souls of the mortal dead that should have traveled across the Shadowfell to be judged by the Raven Queen. This gruesome diet slowly enlarged the vortex to its current size. Draconic wraiths (see the monster entry on page 20) constantly travel to the vortex, depositing fresh souls and then winging away in search of more to harvest.

Urishtar's dimly realized plan, spurred on by her dreams and nightmares, is to continue to feed the vortex until its outer edges sweep across the entire plane. The shadow dragon doesn't know what happens after that, and she has been reluctant to fall asleep and allow more of the increasingly disturbing visions to inform her. Worse, while she is afraid to continue or to sleep, she is even more afraid to stop what her dreams have compelled her to begin.

CATWALKS

Four catwalks connect the inner walls of Magrathar's Teeth with the central keep, each spanning about 100 feet and each crossing at a different level. The catwalks average around 20 feet in width (sometimes wider, sometimes narrower) and are composed of the same black sedimentary stone as the Teeth and the keep. They are solid and cannot be broken except through extraordinary effort.

The catwalks span a chasm whose bottom consists of a stagnant moat of lifeless water. A fall from a catwalk into the cold, dark water deals 5d10 + 100 damage.

See **Encounter K0: Catwalk Attack**, page 52 of *Adventure Book Two*.

KEEP EXTERIOR

The keep is constructed of the same black stone as the rest of the fortress. The exterior is rough enough to be easily climbed (Athletics DC 15). Any who attempt to climb or fly to the higher reaches of the tower find that it possesses no obvious entrances or windows. The topmost level is open to the sky, though this isn't obvious from below because the spire plunges directly into the Soul Vortex. The top of the spire is completely obscured by swirling clouds and shadow.

Creatures with the shadow origin or that are undead can enter the vortex without harm, but living creatures that touch even its outmost edges lose 1d6 healing surges per round. The adventurers do not need to experience this effect to know that the cloud is dangerous: Any creature approaching within 100 feet of the phenomenon can feel its life-draining hunger.

ENTERING THE KEEP

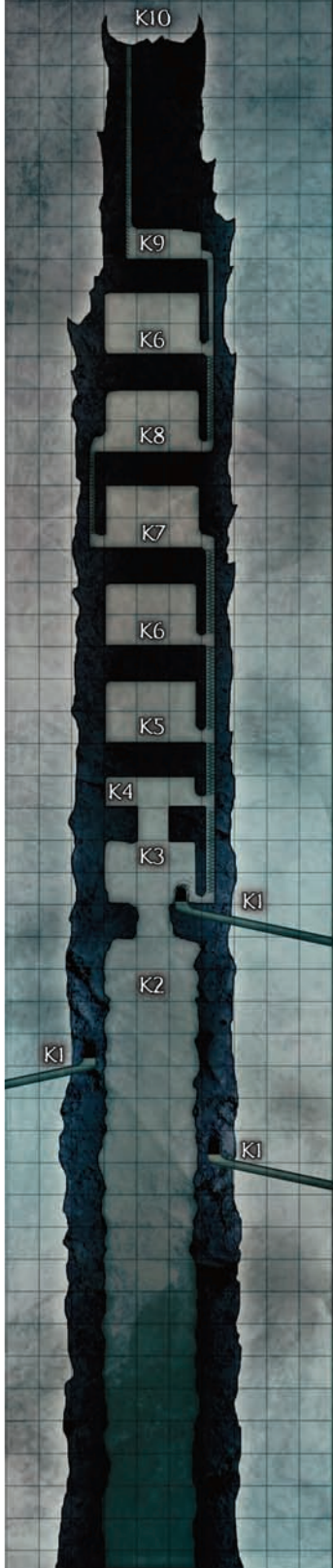
Urishtar's Keep has four entrances, each connected to a catwalk. None are barred or locked. The keep has a different method to restrict access to its depths. Because the keep touches the swirling Soul Vortex, it has developed many of the dark cloud's own attributes. Namely, only insubstantial or bodiless souls can enter the keep, as well as those who have spent at least one month acclimating to the area. Finally, anyone wearing a properly attuned *soul ring*, or in the direct company of such a ring bearer, can also pass into the keep.

When the adventurers first attempt to enter the keep, an impassable field prevents their passage. Teleportation attempts similarly fail. A successful DC 20 Arcana check reveals that the keep allows entry only to bodiless beings, to creatures that are acclimated to the area, or to those who possess some sort of key. Only the four *soul rings* and *Magrathar's Ring* can grant the adventurers access.

The various numbered areas on the Urishtar's Keep Overview Map are described on page 18. Four locations involve tactical encounters.

Urishtar's Keep Cutaway

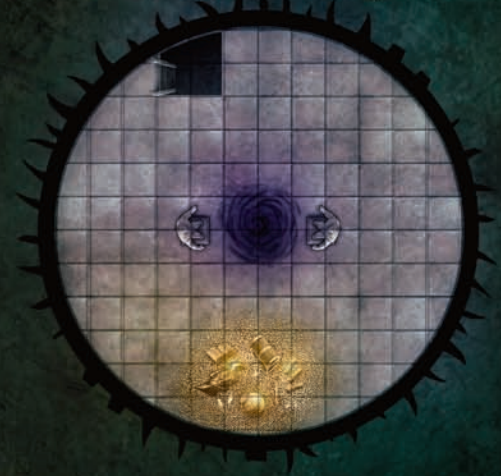
One Square = 20 ft.



Urishtar's Keep Map Overview

One Square = 5 ft.

K10 Urishtar's Spire



K8 Hall of Inquisition



K7 Hall of Knowledge



K3 Entry Hall



GENERAL DETAILS

Unless otherwise noted in an encounter description, the information here pertains to areas inside the keep.

Illumination: Darkness, unless otherwise noted in an encounter description.

Doors: Except where noted otherwise, doors are unlocked. They are made of stone (AC 4, Reflex 4, Fortitude 12; hp 80; break DC 25).

Walls and Floors: These are rough and made of a naturally dark stone native to the Shadowfell.

K1. CATWALK ENTRANCES

Above each of the entrances to Urishtar's Keep, a simple message is inscribed in Draconic.

*Through me lies the end for all souls;
Through me lurks death, the final funeral.*

This message was scribed by Urishtar, whose control of the fortress beneath the Soul Vortex gives her confidence in her claims that she holds power over life and death.

All the catwalks except the highest lead into the hollow shaft of Location K2.

K2. HOLLOW SHAFT

When the adventurers pass into Urishtar's Keep from any catwalk other than the highest one, they end up in a vast hollow cylinder that makes up the lower portions of the keep. Should anyone drop a torch or other light source down the dark shaft, they can make out small ledges that show where old levels have crumbled away over time.

A circular hole in the ceiling punches up into the entry hall (Location K3).

K3. KEEP ENTRY

This circular entry hall is depicted on one side of the poster map. The adventurers are likely to have at least two encounters here, the first when they first enter the keep.

A long, narrow stairway spirals up from this area to connect to Locations K4 through K9.

See **Encounter K3A: Keep Entry Defense**, page 54 of *Adventure Book Two*.

See **Encounter K3B: Keep Entry Second Wave**, page 56 of *Adventure Book Two*.

K4. VROCK CAVE

The carcasses of many past meals are scattered about this lightless, awful hollow. The smell of rot is overpowering.

This dark chamber, whose only exit and entrance is a hole in the floor, serves as a nest for dozens of vrocks. However, only about six are in the nest at any given time; the others are out hunting for food and sport.

K5. HALL OF ANCIENT DEATH

When the adventurers reach the landing that opens onto this level, they see only darkness. Haunting, spectral music is audible from somewhere deeper within the vast, echoing chamber. Fluting notes accompany words whispered in such an archaic form of Primordial that they are barely understandable by those who speak the tongue. The song manifests from time to time without an apparent source.

The Singer: Magrathar determined that there was nothing to fear from the singer. Urishtar's followers, however, are terrified of the invisible singer and avoid the area.

The Song: The words describe an ancient war in which the grasping, evil Bright Ones struck against the First Ones after attempting to steal their most prized possession—a jewel of indescribable beauty and grace.

Entering the Hall: If the adventurers enter this chamber, the song cuts off. Any light the adventurers bring inside only provides half the illumination it should, which reduces it to a quarter of its normal brilliance.

An exploration of the chamber turns up nothing. This room is safe for the adventurers to take refuge in, and is even a suitable place to take an extended rest. Whatever presence haunts this place leaves the adventurers alone.

K6. EMPTY

Crumbled statuary, dust, and bones are all that can be found in these empty chambers.

K7. HALL OF KNOWLEDGE

Urishtar keeps her library in this chamber. Varun, the leader of the rakshasas, maintains his headquarters here.

See **Encounter K7: Hall of Knowledge**, page 58 of *Adventure Book Two*.

K8. HALL OF INQUISITION

Urishtar's inquisitor, Kailash, conducts his interrogations in this area. His quarters are attached to the chamber.

See **Encounter K8: Hall of Inquisition**, page 60 of *Adventure Book Two*.

K9. LADDER TO THE SPIRE

The internal stairwell that rises through the keep ends in this chamber. From here, a 10-foot-wide square shaft pierces the stone to the spire top above, where Urishtar lairs beneath the swirling Soul Vortex. Iron rungs along one side of the shaft provide a ready means of ascent. The iron rungs climb 140 feet to the top of Urishtar's Spire.

K10. URISHTAR'S SPIRE

Urishtar lairs here. Confronting her is the climactic encounter of the adventure, and unless the adventurers have reached 20th level, facing Urishtar might well spell their doom.

See **Encounter K10: Urishtar's Spire**, page 62 of *Adventure Book Two*.

NEW MONSTERS

NEW MONSTERS

ABYSSAL ZEALOT

An abyssal zealot comes into being when a natural humanoid, usually human, dedicates itself to the powers of the Abyss. The transformation usually takes place at the end of a ritual, although some who have devoted their lives to the worship of demons change spontaneously after many years of evil actions. When the change occurs, a monster of blood and wings bursts from the skin of the former creature. It retains a somewhat humanoid shape, but one tainted by the gruesomeness of its change.



Abyssal Zealot Hurler Level 20 Artillery
Medium elemental humanoid (demon) XP 2,800

Initiative +15 **Senses** Perception +14; darkvision
HP 148; **Bloodied** 74
AC 32; **Fortitude** 32, **Reflex** 32, **Will** 34
Resist 20 variable (2/encounter; see *Monster Manual* page 282)
Speed 4, fly 8 (hover)

⊕ **Death Tail** (standard; at-will) ◆ **Necrotic**
+27 vs. AC; 1d8 + 4 damage, and the target takes ongoing 10 necrotic damage (save ends); see also *blood smite*.

↘ **Abyssal Arrow** (standard; at-will) ◆ **Necrotic**
Ranged 20; +25 vs. Reflex; 2d8 + 9 necrotic damage, and target takes ongoing 5 necrotic damage (save ends).

✱ **Forlorn Burst** (standard; recharge 2/3) ◆ **Necrotic**
Area burst 2 within 10; +25 vs. Fortitude; 1d10 + 9 necrotic damage, and the target is weakened (save ends).

Blood Smite ◆ **Necrotic**
When bloodied, the abyssal zealot's attacks deal an extra 2d6 necrotic damage.

Alignment Chaotic evil **Languages** Abyssal, Common

Skills Arcana +21

Str 14 (+12) **Dex** 20 (+15) **Wis** 19 (+14)

Con 22 (+16) **Int** 22 (+16) **Cha** 18 (+14)

Abyssal Zealot Brawler Level 20 Brute
Medium elemental humanoid (demon) XP 2,800

Initiative +12 **Senses** Perception +12; darkvision
HP 230; **Bloodied** 115
AC 32; **Fortitude** 32, **Reflex** 29, **Will** 30
Resist 20 variable (2/encounter; see *Monster Manual* page 282)
Speed 6, fly 4 (hover)

⊕ **Death Claw** (standard; at-will) ◆ **Necrotic**
+23 vs. AC; 2d8 + 6 damage, and the target takes ongoing 5 necrotic damage (save ends); see also *smite the weak*.

↖ **Death Strike** (free action; when reduced to 0 hit points) ◆ **Necrotic**
Close burst 1; +23 vs. AC; 1d8 + 6 necrotic damage.

Blood Smite ◆ **Necrotic**
When bloodied, the abyssal zealot's attacks deal an extra 2d6 necrotic damage.

Alignment Chaotic evil **Languages** Abyssal, Common

Skills Athletics +19

Str 18 (+14) **Dex** 14 (+12) **Wis** 15 (+12)

Con 20 (+15) **Int** 13 (+12) **Cha** 16 (+13)

ABYSSAL ZEALOT TACTICS

An abyssal zealot hurler prefers to fight at range, relying on its *abyssal arrow* and *forlorn burst* attacks. It flies quickly around any combat, staying out of reach of foes for as long as possible. Abyssal zealot brawlers, on the other hand, wade in to engage in melee combat, relying on their *death claw* attacks.

ABYSSAL ZEALOT LORE

A character knows the following information with a successful Arcana check.

DC 14: Abyssal zealots are natural creatures that have been altered and made very powerful by their dedication to the forces of the Abyss.

DC 22: An abyssal zealot comes in a variety of forms, from the hurler with its ranged attacks to the brawler with its necrotic claws.

DC 27: Abyssal zealots are said to have a tenuous tie to Orcus, though this assertion remains so far unproven.

ABYSSAL ZEALOT ENCOUNTERS

Abyssal zealots are usually found in the company of demons or demonic servants.

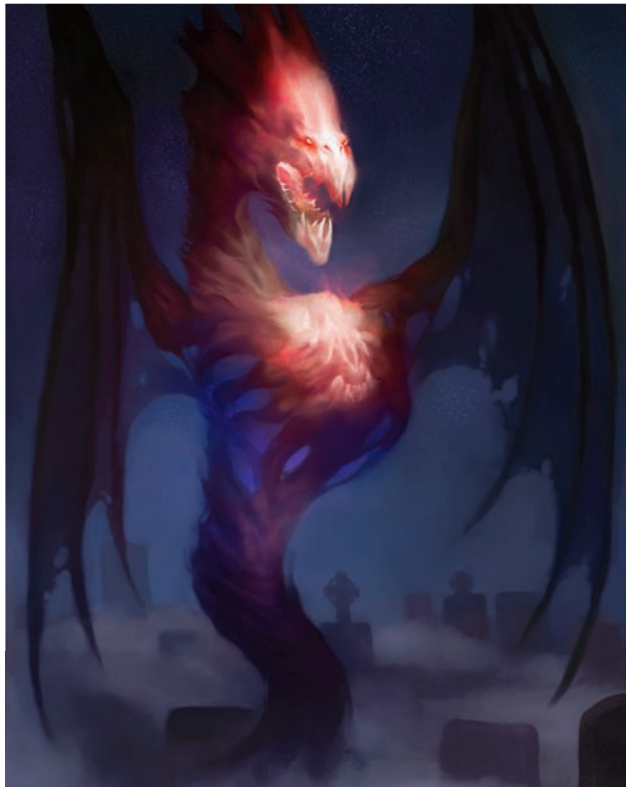
Abyssal Strike Force, Level 21 Encounter (XP 18,600)

- ◆ 1 glabrezu (level 23 elite brute)
- ◆ 1 abyssal zealot brawler (level 20 brute)
- ◆ 2 abyssal zealot hurlers (level 20 artillery)

DRACONIC WRAITH

A draconic wraith forms from the vilest portion of a dragon's soul, allowing such creatures to come into existence upon the dragon's death. Draconic wraith souleaters are particularly abominable, capable of hunting newly freed souls that enter the Shadowfell when their mortal hosts pass away.

Draconic Wraith		Level 19 Lurker
Large shadow magical beast (dragon, undead)		XP 2,400
Initiative +18	Senses Perception +20; darkvision	
Mist of Decay aura 2; enemies in the aura are weakened.		
HP 107; Bloodied 53		
Regeneration 10 (if the draconic wraith takes radiant damage, regeneration does not function until the end of its next turn)		
AC 33; Fortitude 32, Reflex 31, Will 32		
Immune disease, poison; Resist 10 necrotic, insubstantial; Vulnerable 10 radiant (see also <i>regeneration</i> above)		
Speed fly 8 (hover); phasing; see also <i>shadow glide</i>		
⊕ Shadow Bite (standard; at-will) ◆ Necrotic	Reach 2; +24 vs. AC; 1d10 + 6 necrotic damage.	
⊕ Shadow Claw (standard; encounter) ◆ Necrotic	Reach 2; +24 vs. AC; 3d6 + 8 necrotic damage, and the target loses 1 healing surge.	
↖ Fell Breath (standard; recharge ☹️ ☹️) ◆ Necrotic	Close blast 5; +22 vs. Reflex; 2d6 + 7 necrotic damage, and the target takes ongoing 10 necrotic damage (save ends).	
Combat Advantage ◆ Necrotic		
The draconic wraith deals an extra 2d6 necrotic damage against any target it has combat advantage against.		
Shadow Glide (move; encounter)		
The draconic wraith shifts 8 squares.		
Alignment Chaotic evil	Languages Draconic	
Str 20 (+14)	Dex 20 (+14)	Wis 22 (+15)
Con 22 (+15)	Int 12 (+10)	Cha 14 (+11)



DRACONIC WRAITH TACTICS

A draconic wraith can sense when a mortal life is about to end. It also has no problem helping a soul leave the mortal coil. It tries to gain combat advantage by any means necessary, striking over and over with its *shadow bite*. It uses *shadow claw* when most advantageous, and calls upon its *fell breath* when multiple targets are in range.

Draconic Wraith Souleater		Level 19 Skirmisher
Large shadow magical beast (dragon, undead)		XP 2,400
Initiative +15	Senses Perception +19; darkvision	
Cloud of Death aura 2; enemies in the aura cannot spend healing surges. Enemies treat the area within the aura as difficult terrain.		
HP 136; Bloodied 68		
Regeneration 10 (if the draconic wraith takes radiant damage, regeneration does not function until the end of its next turn)		
AC 33; Fortitude 32, Reflex 30, Will 31		
Immune disease, poison; Resist 10 necrotic, insubstantial; Vulnerable 10 radiant (see also <i>regeneration</i> above)		
Speed fly 8 (hover); phasing; see also <i>shadow strike</i>		
⊕ Shadow Bite (standard; at-will) ◆ Necrotic	Reach 2; +24 vs. AC; 1d12 + 6 necrotic damage.	
↖ Fell Breath (standard; recharge ☹️ ☹️) ◆ Necrotic	Close blast 5; +22 vs. Reflex; 1d12 + 6 necrotic damage, and the target takes ongoing 10 necrotic damage (save ends).	
↖ Steal Volition (minor 1/round; at-will)	Close burst 5; targets one creature within the burst; automatic hit; the target is slowed (save ends).	
Soul Feast (free, when the souleater bloodies an enemy with its bite or <i>fell breath</i> attack; encounter) ◆ Healing		
The target loses 1 healing surge, and the souleater regains 34 hit points.		
Shadow Strike (move; encounter)		
The souleater shifts 8 squares and can make a melee basic attack either before, during, or after the move.		
Alignment Chaotic evil	Languages Draconic	
Str 22 (+15)	Dex 19 (+13)	Wis 21 (+14)
Con 21 (+14)	Int 10 (+9)	Cha 13 (+10)

SOULEATER TACTICS

In battle, the souleater begins with its *steal volition* power if a target is in range, or its *fell breath* if multiple enemies are within 5 squares of it. It then resorts to melee, using its *cloud of death* aura to hamper its prey. When it is first bloodied, it uses its *soul feast* power to steal some of the target's life force and renew itself.

STEAL VOLITION

If a draconic wraith souleater uses its *steal volition* power on the helpless soul of a just-deceased mortal, the soul is immobilized. While immobilized, its trajectory across the Shadowfell is halted for 8 hours. The souleater can then transport the soul in its foreclaws, moving it as it would any solid object. Creatures without specialized abilities or equipment are incapable of affecting an immobilized soul.

Because the life energy of just-deceased mortals constantly stream from the natural world into the Shadowfell to discover their fate, a souleater always carries a spare soul that it can consume when it hungers.

Draconic Wraith Soulbinder		Level 20 Controller
Large shadow magical beast (dragon, undead)		XP 2,800
Initiative +16	Senses Perception +19; darkvision	
Tendrils of Terror aura 5; enemies in the aura are slowed and take a -2 penalty to attack rolls. If the draconic wraith takes radiant damage, aura is negated until the end of the wraith's next turn.		
HP 141; Bloodied 70		
AC 34; Fortitude 32, Reflex 33, Will 31		
Immune disease, poison; Resist 10 necrotic, insubstantial; Vulnerable 10 radiant (see also <i>tendrils of terror</i> above)		
Speed fly 8 (hover); phasing; see also <i>shadow glide</i>		
⊕ Binding Strike (standard; at-will) ◆ Necrotic		
Reach 2; +25 vs. AC; 2d6 +7 necrotic damage, and target is immobilized (save ends).		
✱ Binding Burst (standard; recharge 5/6) ◆ Necrotic		
Area burst 2 within 20; +24 vs. Reflex; 4d8 +7 necrotic damage, and the target is immobilized (save ends).		
↖ Shadow Breath (standard; recharge 1/1) ◆ Necrotic		
Close blast 5; +24 vs. Reflex; 4d10 + 7 necrotic damage.		
Soulbinding ◆ Healing, Necrotic		
When the soulbinder successfully attacks an immobilized creature, it regains 10 hit points.		
Shadow Glide (move; encounter)		
The draconic wraith shifts 8 squares.		
Alignment Chaotic evil	Languages Draconic	
Str 17 (+13)	Dex 22 (+16)	Wis 18 (+14)
Con 20 (+15)	Int 14 (+12)	Cha 19 (+14)

SOULBINDER TACTICS

A soulbinder can immobilize and capture the life force of mortal creatures. It employs its *tendrils of terror* aura to slow enemies and reduce their effectiveness in battle, so it makes sure to keep as many enemies within its range as possible. It uses *binding strike* whenever an enemy comes within reach, setting that target up for its *soulbinding* ability. It tries to catch groups of enemies in its two area attacks, *binding burst* and *shadow breath*. Whenever either of these recharges, the wraith uses the power again.

Draconic Wraith Soulravager		Level 21 Brute
Large shadow magical beast (dragon, undead)		XP 3,200
Initiative +15	Senses Perception +13; darkvision	
Tendrils of Reaping aura 2; enemies that enter or start their turn in the aura take 10 points of necrotic damage.		
HP 183; Bloodied 91		
AC 33; Fortitude 33, Reflex 30, Will 28		
Immune disease, poison; Resist 10 necrotic, insubstantial; Vulnerable 10 radiant (see also <i>soul ravage</i> below)		
Speed fly 8 (hover); phasing; see also <i>shadow glide</i>		
⊕ Ravaging Strike (standard; at-will) ◆ Necrotic		
Reach 2; +24 vs. AC; 3d8 +7 necrotic damage.		
⊕ Soul Ravage (standard; recharge 1/1) ◆ Healing, Necrotic		
Reach 2; +24 vs. AC; 4d8 +7 necrotic damage, and the target loses 1 healing surge, and the wraith regains 45 hit points. If the draconic wraith takes radiant damage, it cannot use this power until after the end of the wraith's next turn.		
Shadow Glide (move; encounter)		
The draconic wraith shifts 8 squares.		
Alignment Chaotic evil	Languages Draconic	
Str 26 (+18)	Dex 20 (+15)	Wis 16 (+13)
Con 24 (+17)	Int 9 (+9)	Cha 14 (+12)

SOULRAVAGER TACTICS

A soulravager is a raging monster driven mad by the circumstances of its undead existence. It becomes an engine of uncontrolled anger and aggression, usually venting its rage against spirits (which its ravaging strikes can shred as a sharp quill shreds parchment) or living mortal creatures. It attacks the living to release their spirits so that it can then attack and destroy them.

A soulravager hits with *ravaging strike* over and over again, though it has enough sense of mind to use *soul ravage* whenever it is recharged and it needs to regain lost hit points.

DRACONIC WRAITH LORE

A character knows the following information about draconic wraiths with a successful Religion check.

DC 14: A draconic wraith is the same sort of being as a humanoid wraith: a spirit infused with the necromantic essence of the Shadowfell.

DC 22: Draconic wraiths can arise in a variety of ways. Some are spawned by the Shadowfell or through the use of powerful necromantic rituals, while others arise spontaneously from the corpse of the vilest, most evil of dragons.

DC 27: Souleaters, soulravagers, and soulbinders are rare horrors said to have a common origin in the Shadowfell. They are the warped, stillborn hatchlings of a powerful shadow dragon named Urishtar, who fertilizes her eggs with the captured souls of hapless mortals. Some of these draconic wraiths have gained independence and hunt the Shadowfell in small flocks, but many yet serve Urishtar's mysterious purposes.

DC 29: Soulravagers are crazed draconic wraiths that have lost control of their limitless anger and now stalk the living and the dead to destroy whatever souls they find. A few of these extremely aggressive wraiths still serve Urishtar, but usually not of their own accord.

DRACONIC WRAITH ENCOUNTERS

Draconic wraiths can be found hunting throughout the portion of the Shadowfell surrounding Nightwyrm Fortress, or patrolling the skies around the churning soul vortex.

Draconic Wraith Patrol, Level 19 Encounter (XP 12,000)

- ◆ 2 draconic wraiths (level 19 lurker)
- ◆ 3 draconic wraith souleaters (level 19 skirmisher)

Draconic Wraith Hunting Party, Level 19 Encounter (XP 13,200)

- ◆ 1 draconic wraith soulbinder (level 20 controller)
- ◆ 1 draconic wraith (level 19 lurker)
- ◆ 2 draconic wraith souleater (level 19 skirmisher)
- ◆ 1 draconic wraith soulravager (level 21 brute)

SHADOW DRAGON

Shadow dragons are treacherous monsters that prowl in the darkest corners of the Shadowfell. Whether skulking in the deeps of the plane's Underdark or commanding armies from the ruins of old cities infested with undead, shadow dragons are a dreadful force in this realm.

At a glance, a shadow dragon appears insubstantial. Its dark hide and translucent scales help it blend into its dim surroundings. Often mistaken for black dragons, shadow

dragons have heads featuring rows of backward-pointing horns. A long fringe of spines emerges from the back of the dragon's neck, and its powerful tail features a distinctive, powerful fin.

Young Shadow Dragon Level 8 Solo Lurker

Large shadow magical beast (dragon) XP 1,750

Initiative +14 **Senses** Perception +12; darkvision
HP 344; **Bloodied** 172; see also *bloodied breath*
AC 23; **Fortitude** 20, **Reflex** 21, **Will** 18

Resist 15 necrotic; **Vulnerable** radiant (whenever a shadow dragon takes radiant damage, one of its *globes of darkness* ends)

Saving Throws +5

Speed 8, fly 8 (hover), overland flight 10, swim 8; see also *shadow walk*

Action Points 2

⊕ **Bite** (standard; at-will) • **Necrotic**
 Reach 2; +13 vs. AC; 1d8 + 4 damage, and the target is weakened (save ends).

⊕ **Claw** (standard; at-will)
 Reach 2; +13 vs. AC; 1d6 + 3 damage.

⊕ **Draconic Frenzy** (standard; at-will)
 The dragon makes a bite attack and a claw attack.

⊕ **Tail Slash** (immediate reaction, when an enemy misses the dragon with a melee attack; at-will)
 The dragon attacks the enemy that missed it; +13 vs. AC; 1d6 + 4 damage.

⊕ **Breath Weapon** (standard; recharge ☞ ☞) ◆ **Necrotic**
 Close blast 5; +11 vs. Fortitude; 2d6 + 5 necrotic damage, and the target loses one healing surge and is weakened (save ends). *Aftereffect:* The target's necrotic resistance is negated until the end of the encounter. *Miss:* Half damage, and the target does not lose a healing surge.

⊕ **Bloodied Breath** (free, when first bloodied; encounter) ◆ **Necrotic**
 The dragon's *breath weapon* recharges, and the dragon uses it immediately.

⊕ **Frightful Presence** (standard; encounter) ◆ **Fear**
 Close burst 5; targets enemies; +11 vs. Will; the target is dazed until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

⊕ **Globe of Darkness** (minor 1/rd; sustain minor; at-will) ◆ **Zone**
 Area burst 2 within 10; this power creates a zone of darkness that remains in place until the end of the dragon's next turn. The zone blocks line of sight for all creatures except the dragon. Any creature entirely within the area (except the dragon) is blinded.

Combat Advantage

The shadow dragon deals an extra 1d6 damage against a target it has combat advantage against.

Shadow Walk (move; at-will) ◆ **Teleportation**

A shadow dragon that is in at least one square of a *globe of darkness* can teleport to any other *globe of darkness* within line of sight. It must end this move in at least one square of that *globe of darkness*.

Alignment Evil **Languages** Common, Draconic
Skills Intimidate +9, Stealth +15
Str 20 (+9) **Dex** 23 (+10) **Wis** 16 (+7)
Con 14 (+6) **Int** 12 (+5) **Cha** 11 (+4)

Adult Shadow Dragon Level 14 Solo Lurker

Large shadow magical beast (dragon) XP 5,000

Initiative +21 **Senses** Perception +16; darkvision
HP 685; **Bloodied** 342; see also *bloodied breath*
AC 29; **Fortitude** 25, **Reflex** 27, **Will** 21

Resist 20 necrotic; **Vulnerable** radiant (whenever a shadow dragon takes radiant damage, one of its *globes of darkness* ends)

Saving Throws +5

Speed 9, fly 9 (hover), overland flight 12, swim 9; see also *shadow walk*

Action Points 2

⊕ **Bite** (standard; at-will) • **Necrotic**
 Reach 2; +19 vs. AC; 1d10 + 5 damage, and the target is weakened (save ends).

⊕ **Claw** (standard; at-will)
 Reach 2; +19 vs. AC; 1d8 + 4 damage.

⊕ **Draconic Frenzy** (standard; at-will)
 The dragon makes a bite attack and a claw attack.

⊕ **Tail Slash** (immediate reaction, when an enemy misses the dragon with a melee attack; at-will)
 The dragon attacks the enemy that missed it; +19 vs. AC; 1d8 + 5 damage.

⊕ **Breath Weapon** (standard; recharge ☞ ☞) ◆ **Necrotic**
 Close blast 5; +17 vs. Fortitude; 2d8 + 6 necrotic damage, and the target loses one healing surge and is weakened (save ends). *Aftereffect:* The target's necrotic resistance is negated until the end of the encounter. *Miss:* Half damage, and the target does not lose a healing surge.

⊕ **Bloodied Breath** (free, when first bloodied; encounter) ◆ **Necrotic**
 The dragon's *breath weapon* recharges, and the dragon uses it immediately.

⊕ **Frightful Presence** (standard; encounter) ◆ **Fear**
 Close burst 5; targets enemies; +17 vs. Will; the target is dazed until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

⊕ **Globe of Darkness** (minor 1/rd; sustain minor; at-will) ◆ **Zone**
 Area burst 2 within 10; this power creates a zone of darkness that remains in place until the end of the dragon's next turn. The zone blocks line of sight for all creatures except the dragon. Any creature entirely within the area (except the dragon) is blinded.

Combat Advantage

The shadow dragon deals an extra 2d6 damage against a target it has combat advantage against.

Shadow Walk (move; at-will) ◆ **Teleportation**

A shadow dragon that is in at least one square of a *globe of darkness* can teleport to any other *globe of darkness* within line of sight. It must end this move in at least one square of that *globe of darkness*.

Alignment Evil **Languages** Common, Draconic
Skills Intimidate +14, Stealth +22
Str 23 (+15) **Dex** 26 (+17) **Wis** 18 (+11)
Con 17 (+10) **Int** 15 (+9) **Cha** 14 (+9)

SHADOW DRAGON TACTICS

A shadow dragon rarely fights fair. It lurks in the darkness, biding its time for the proper moment to strike. In fact, a shadow dragon might follow its quarry for hours before revealing itself. When it finally strikes, it drops *globes of darkness*, then uses *shadow walk* to move to the best position for its breath weapon, spending an action point to use it on that turn. While its foes struggle against the rotting power of that attack, the dragon tears into them with fangs and claws, spawning additional *globes of darkness* to help it teleport about the battlefield.



SHADOW DRAGON LORE

A character knows the following information with a successful Arcana check.

DC 24: Shadow dragons haunt crumbling cities and sunken palaces. They are especially greedy and rapacious, hungry for power and wealth. Shadow dragons regularly enslave other races to serve as soldiers and slaves.

DC 29: The shadow dragon Urishtar controls the castle known as Nightwyrn Fortress. She has some strong connection to the swirling cloud of darkness that rotates around the castle's spire, and rumors abound that she is attempting to gain power by diverting the souls of the dead.

Elder Shadow Dragon	Level 24 Solo Lurker
Huge shadow magical beast (dragon)	XP 30,250
Initiative +25 Senses Perception +22; darkvision HP 1,100; Bloodied 550; see also <i>bloodied breath</i> AC 41; Fortitude 37, Reflex 41, Will 37 Resist 30 necrotic; Vulnerable radiant (whenever a shadow dragon takes radiant damage, one of its <i>globes of darkness</i> ends) Saving Throws +5 Speed 10, fly 10 (hover), overland flight 20, swim 10; see also <i>shadow walk</i> Action Points 2	
⊕ Bite (standard; at-will) • Necrotic Reach 3; +29 vs. AC; 2d10 + 9 damage, and the target is weakened (save ends).	
⊕ Claw (standard; at-will) Reach 3; +29 vs. AC; 1d10 + 9 damage.	
† Draconic Frenzy (standard; at-will) The dragon makes a bite attack and a claw attack.	
† Tail Slash (immediate reaction, when an enemy misses the dragon with a melee attack; at-will) The dragon attacks the enemy that missed it; +29 vs. AC; 2d8 + 9 damage.	
⚡ Breath Weapon (standard; recharge ☹️ ☹️) ♦ Necrotic Close blast 5; +27 vs. Fortitude; 2d12 + 5 necrotic damage, and the target loses one healing surge and is weakened (save ends). <i>Aftereffect:</i> The target's necrotic resistance is negated until the end of the encounter. <i>Miss:</i> Half damage, and the target does not lose a healing surge.	
⚡ Bloodied Breath (free, when first bloodied; encounter) ♦ Necrotic The dragon's <i>breath weapon</i> recharges, and the dragon uses it immediately.	
⚡ Frightful Presence (standard; encounter) ♦ Fear Close burst 10; targets enemies; +25 vs. Will; the target is stunned until the end of the dragon's next turn. <i>Aftereffect:</i> The target takes a -2 penalty to attack rolls (save ends).	
✨ Globe of Darkness (minor 1/rd; sustain minor; at-will) ♦ Zone Area burst 2 within 20; this power creates a zone of darkness that remains in place until the end of the dragon's next turn. The zone blocks line of sight for all creatures except the dragon. Any creature entirely within the area (except the dragon) is blinded.	
Combat Advantage The shadow dragon deals an extra 4d6 damage against a target it has combat advantage against.	
Shadow Walk (move; at-will) ♦ Teleportation A shadow dragon that is in at least one square of a <i>globe of darkness</i> can teleport to any other <i>globe of darkness</i> within line of sight. It must end this move in at least one square of that <i>globe of darkness</i> .	
Alignment Evil Languages Common, Draconic Skills Intimidate +20, Stealth +26 Str 25 (+19) Dex 29 (+21) Wis 21 (+17) Con 20 (+17) Int 18 (+16) Cha 17 (+15)	

MAGIC ITEMS

The following new items appear as treasure in this adventure. They are detailed below.

SKULL OF SARTINE

The *Skull of Sartine* is an artifact appropriate for high paragon-level characters.

Skull of Sartine

Paragon Level

A relic left behind by Sartine when she discarded her mortal shell to enter the Shadowfell in search of the Raven Queen, the artifact is a burned, black skull that constantly emits dark smoke. It is warm to the touch.

The *Skull of Sartine* is a +4 magic orb with the following properties and powers.

Enhancement: Attack rolls and damage rolls

Critical: +4d6 damage

Property: You gain a +2 item bonus to History checks.

Property: You gain darkvision.

Property: You gain resist 10 necrotic and resist 10 fire.

Power (Daily ♦ Arcane, Fire, Implement): Standard Action.

You can use *fire burst* (wizard 7).

Power (Daily ♦ Arcane, Conjuration, Force, Implement):

Standard Action. You can use *Otiluke's resilient sphere* (wizard 15).

Special: Whenever one of the Skull's attack powers hits Urishtar, the dragon gains vulnerable 20 radiant (save ends).

GOALS OF THE SKULL OF SARTINE

- ♦ Spread the worship of the Raven Queen.
- ♦ Send the living to their just reward: death.
- ♦ Mercilessly stamp out those who meddle in the affairs of death and are not affiliated with the Raven Queen, especially those pledged to the demon prince Orcus.

ROLEPLAYING THE SKULL OF SARTINE

The *Skull of Sartine* speaks in harsh whispers to its possessor, using vivid metaphors to communicate its stark outlook. When first handled, the artifact asks, "Who has the strength of will to wield the last living remnant of Sartine, Handmaiden of the Raven Queen?"

CONCORDANCE

Starting score	5
Owner gains a level	+1d10
Owner worships the Raven Queen	+2
Owner allows a wounded ally to perish naturally	+2
Owner kills an Orcus follower or a demon (max. 1/day)	+1

PLEASED (16–20)

"The Skull and I sing praises to the Raven Queen, whose realm is as pure as newly fallen snow."

The Skull clearly recognizes the wielder as a fit conduit for the glory of the Raven Queen.

The Skull's enhancement bonus increases to +5.

Critical: +5d6 damage

Property: This weapon deals an extra 2d6 damage against demons or creatures that serve Orcus.

Power (Daily ♦ Arcane, Fire, Necrotic): Minor Action. You call forth an *aura of blackfire* (aura 5) that lasts until the end of the encounter. Any enemy that enters or starts its turn within the aura take 5 necrotic damage and 5 fire damage.

SATISFIED (12–15)

"The Skull shows me the true nature of life and death, and it constantly tests my resolve and commitment to the ideals of the Raven Queen."

The Skull believes it may have found the perfect conduit, but it isn't completely sure. While it continues to teach and test, it grants its wielder additional power against the enemies of the Raven Queen.

Power (Daily ♦ Arcane, Fire, Implement, Necrotic): Standard Action. You can hurl a *ball of blackfire* from the Skull (area burst 1 within 10 squares); Wisdom vs. Reflex; 3d10 + Wisdom modifier necrotic and fire damage.

Power (Encounter): Minor Action. You can recognize an agent of Orcus; close burst 3; Wisdom vs. Will; with a success, you know if a character has knowingly allied with Orcus or aided a known agent of Orcus within the past year.

NORMAL (5–11)

"This Skull whispers to me, demanding that I walk in the shadow of the Raven Queen and spread her immortal words."

The Skull cautiously explores the nature of the new wielder, determining his or her devotion to the Raven Queen, attitude about death and dying, and outlook concerning Orcus and his agents.

UNSATISFIED (1–4)

"The Skull whispers terrible things to me, explaining to me over and over again that only the Raven Queen can send my soul to its ultimate destiny. And reminding me that neither the Skull nor the Raven Queen is particularly happy with my performance."

The Skull is not pleased with the wielder, and will soon depart in search of a more appropriate host.

Special: You take a -2 penalty to attack rolls and damage rolls against creatures other than demons or those that serve Orcus. This applies whether or not you are using or even holding the Skull.

ANGERED (0 OR LOWER)

"I have failed the Raven Queen, and even the Skull rejects me!"

The Skull will not remain in the wielder's possession for much longer.

The Skull's enhancement bonus drops to +3.

Critical: +3d6 damage

Special: You take a -5 penalty to attack rolls and damage rolls against creatures other than demons or those that serve Orcus. This applies whether or not you are using or even holding the Skull.

MOVING ON

“The Skull must rest for a time, regaining its strength and power until the Raven Queen again has need of its services.”

The Skull knows the time has come to leave its current wielder. When the character next drops to 0 hit points, the skull explodes in a burst of black fire (burst 3; automatic hit against all enemies in burst (if satisfied or better) or against all creatures in burst (if unsatisfied or angered); 15 necrotic and 15 fire damage). The Skull reconstitutes again in the Tomb of Sartine, seeking a new champion of the Raven Queen. If the Skull is at least satisfied when it moves on, it leaves behind a *magic orb* +5 for the wielder to use in its place.

MAGRATHAR'S RING

This ring was presented to the larva mage lord Magrathar when he agreed to serve the shadow dragon Urishtar and to defend Nightwyrm Fortress. Urishtar found the ring in the silent, empty fortress when she first took up residence. The ring's abilities slowly grew as Urishtar's knowledge of the fortress expanded, especially after she fully opened the Soul Vortex above the spire.

Magrathar's Ring

Level 18

This platinum band, inset with six small diamonds, has a single word etched into its inside surface over and over in a variety of languages—"soul." When worn, the ring alternates between being extremely warm when the wearer is healthy and icy cold when the wearer is sick or injured.

Item Slot: Ring 85,000 gp

Property: Requires the wearer to be attuned to *Magrathar's Ring*. You can pass through one of the five entrances to Urishtar's Keep. Up to ten allies within 10 squares of you can enter Urishtar's Keep with you.

Power (At-Will): Standard Action. Target a creature wearing a soul ring within 5 squares. That target spends a healing surge but regains no hit points. Instead, it becomes attuned to the soul ring it is wearing.

Power (Daily ♦ Healing): Free action, when you take psychic damage. Spend a healing surge.

Power (Daily ♦ Healing): Free action, when an enemy within 5 squares of you becomes bloodied. Spend a healing surge.

Power (Daily): Standard Action. Spend a healing surge but regain no hit points. Instead, you become attuned to this ring.

LORE

A character knows the following information about *Magrathar's Ring* with a successful Arcana check.

DC 20: Magrathar was a powerful wizard of great cunning and greater evil. His experiments with the essence and migrations of souls led him to take up residence in the Shadowfell.

DC 25: Magrathar perished in the Shadowfell while in the middle of an experiment, and he returned in the form of a larva mage lord. His expertise with and knowledge of souls and the power within them grew even greater in his new form.

SOUL RING

This specially crafted ring is one of several that can grant entry to Urishtar's Keep. Keyed to its wearer, it contains a bound soul that manifests as a point of light.

Soul Ring

Level 15

This platinum band, inset with a sparkling point of light, has a single word etched into its inside surface over and over in a variety of languages—"soul."

Item Slot: Ring 25,000 gp

Property: Requires the wearer to be attuned to the ring (see *Magrathar's Ring*, above). You can pass through one of the five entrances to Urishtar's Keep. Up to ten allies within 10 squares of you can enter Urishtar's Keep with you.

SHADOWFELL BLADE

Forged from the darkness of the Shadowfell and infused with the lingering energy of the mortal dead, a Shadowfell blade is a rare and coveted weapon among those who live within or frequently travel to the Shadowfell.

Shadowfell Blade

Level 20+

The dark blade of this weapon seems to absorb light and shift as though it were a thing alive.

Lvl 19 +4 105,000 gp Lvl 29 +6 2,625,000 gp

Lvl 24 +5 525,000 gp

Weapon: Axe, Heavy Blade, Light Blade

Enhancement: Attack rolls and damage rolls

Critical: +1d6 radiant damage per plus.

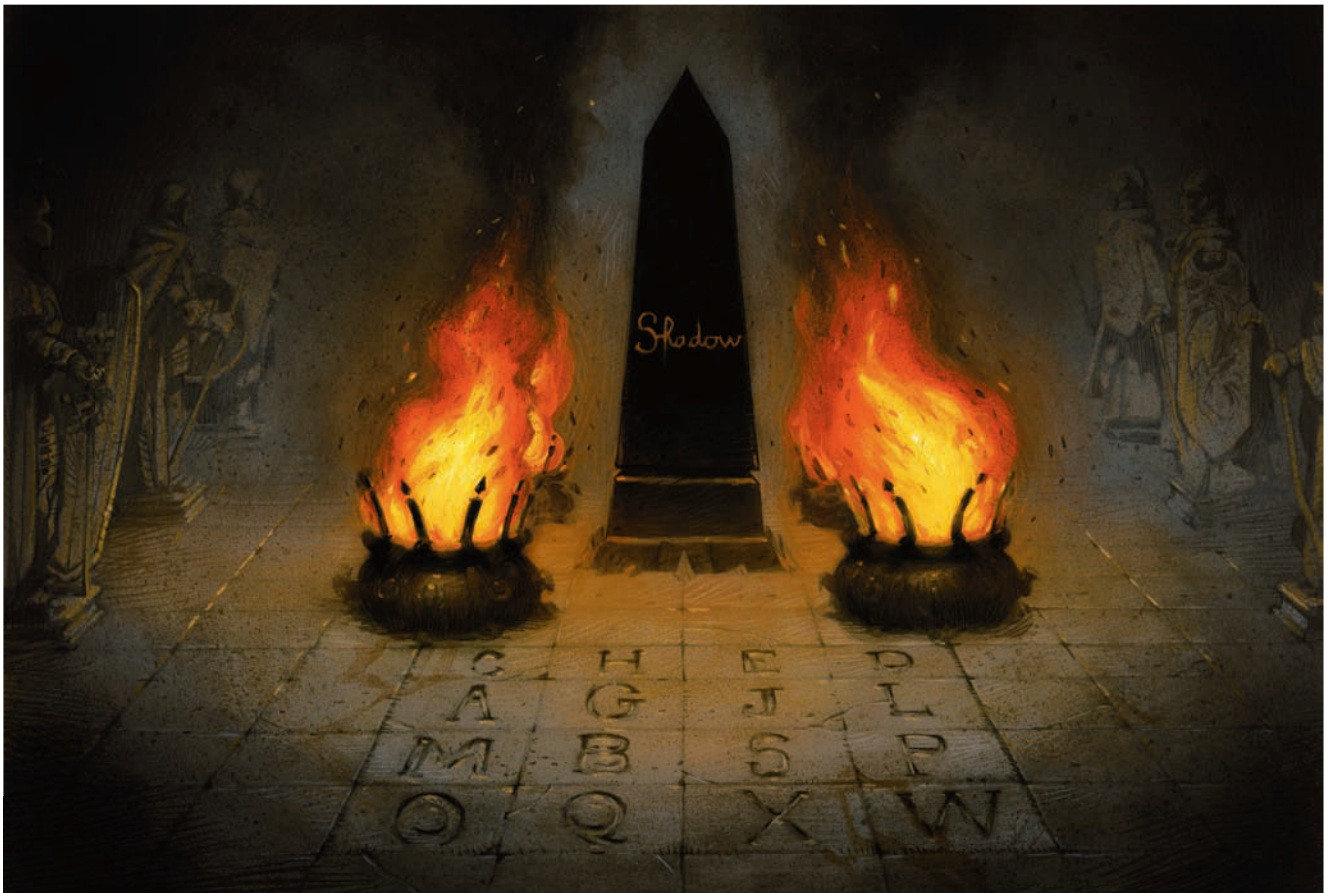
Property: When this weapon is used against a shadow or undead creature, a successful attack also deals 5 radiant damage and slows the creature until the end of your next turn.

Power (Encounter): Minor Action. You become insubstantial until the end of your next turn.

Power (Daily): Standard Action. You shift up to 6 squares and make two basic melee attacks at any time before, during, or after the shift.



View of the Mound of Skulls



View of the Obelisk Chamber



View of the Shadowfell



View of the Dracolich



View of the Icy Fog



View of the Prisoners



View of the Strange Stand-Off



View of the Hydra

MATIAS TAPIA/VINCENT DUTRAIT



View of Magrathar



View of the Keep Entry



View of the Hall of Inquisition



View of Urishtar's Spire



ADVENTURE BOOK TWO



ASSAULT ON NIGHTWYRM FORTRESS™

ENCOUNTER G1: THE CRAWLING GOD

Encounter Level 17 (9,000 XP)

SETUP

3 cyclops hewers (H)

1 cyclops storm shaman (S)

The Crawling God, Huge carrion crawler (C)

The troglodytes of the upper tunnels call the huge carrion crawler that lives in this chamber “the Crawling God,” believing it to be an aspect of the deity Torog. A partially devoured purple worm, remains of a recent kill, hint at the presence of this enormous creature. Although the crawler’s divinity is merely legend, nearby fomorians have bought into the troglodyte story. They have sent a group of cyclopes here to protect the creature in the hope of appeasing Torog and sharing in the “divine” crawler’s power.

When the adventurers first approach, the crawler is hidden within the shadows on the ceiling of the chamber, above the location marked on the map. The storm shaman, leader of this band of cyclopes, lingers near the large chest that holds the treasure his group has collected. The three cyclops hewers keep a casual watch on the approaching passages, lazily patrolling the area. They raise the alert if they see anything out of the ordinary.

Cyclops Storm Shaman (S)	Level 17 Artillery
Large fey humanoid	XP 1,600
Initiative +11	Senses Perception +17; truesight 6
HP 128; Bloodied 64	
AC 29; Fortitude 28, Reflex 26, Will 27	
Speed 8; see also wind flight	
⚔ Quarterstaff (standard; at-will) ♦ Thunder, Weapon	Reach 2; +22 vs. AC; 2d4 + 4 damage plus 1d8 thunder damage.
⚡ Tempest Orb (standard; at-will) ♦ Lightning, Thunder	Ranged 20; +20 vs. Reflex; 2d8 + 6 lightning and thunder damage.
☞ Evil Eye (minor; at-will)	Ranged 20; +20 vs. Fortitude; the target gains vulnerable 5 to thunder damage and vulnerable 5 to lightning damage (save ends both).
⚡ Storm Burst (standard; encounter) ♦ Lightning, Thunder, Zone	Area burst 2 within 10; the power creates a zone that lasts until the end of the encounter. Enemies within the zone at the start of their turns take 2d8 lightning damage. Uncovered flames are doused and ongoing fire damage ends immediately within the zone.
Wind Flight (minor; encounter)	The cyclops storm shaman gains a fly speed of 8 (hover) until the end of its next turn. If it doesn’t land before then, it crashes.
Alignment Unaligned	Languages Elven
Str 18 (+12)	Dex 16 (+11) Wis 19 (+12)
Con 20 (+13)	Int 14 (+10) Cha 15 (+10)
Equipment leather armor, quarterstaff	

When the adventurers approach this area, read:

The walls and stalagmites ahead glow with phosphorescent fungi as the passage opens into an enormous cavern. The corpse of a monstrous wormlike beast with lavender scales stretches across the ground. Four large, one-eyed humanoids linger here. A 10-foot-long wooden chest with black iron fittings rests against the southeast cavern wall.

Perception Check

DC 25: You notice an enormous wormlike creature crawling across the ceiling of the chamber ahead.

If the adventurers fail to spot the enormous carrion crawler on the ceiling, it drops down to surprise the PCs after they enter the area.

TACTICS

The watchful cyclopes begin the encounter by bellowing out a war cry. The hewers use *evil eye* against the weakest-looking melee combatants, hoping to quickly reduce the size of the party. They know to avoid the crawler nest, but aren’t above trying to maneuver enemies next to it.

The cyclops storm shaman catches as many enemies as possible in its *storm burst* before targeting foes individually with its *evil eye* and *tempest orb* powers. If pressed, the storm shaman enters the *storm burst*’s zone for protection. The storm shaman is focused on its mission, and it protects the Crawling God even at the expense of the lives of the cyclops hewers.

The Crawling God drops down into the spot marked on the map after the PCs notice it or move into the chamber. It focuses on one or two opponents at a time with its poisonous tentacles, but makes bite attacks against stunned or lightly armored foes. The crawler reserves its *tentacle flurry* until it can target three or more adventurers in the attack.

FEATURES OF THE AREA

Ceiling: 35 feet high.

Illumination: Dim light shed by phosphorescent fungi throughout the area.

Purple Worm Remains: The well-decayed and partially eaten corpse of the purple worm fills the center of the cavern. This provides a challenge for Large and smaller creatures trying to move through the area (DC 20 Athletics check to climb over the corpse at half speed). Huge or larger creatures treat the area as difficult terrain.

Stalagmites: These upthrust pillars of rock are blocking terrain.

3 Cyclops Hewers (H) Level 16 Soldier

Large fey humanoid

XP 1,400 each

Initiative +13 **Senses** Perception +18; truesight 6**HP** 158; **Bloodied** 79**AC** 33; **Fortitude** 31, **Reflex** 27, **Will** 29**Speed** 8⚔ **Battleaxe** (standard; at-will) ♦ **Weapon**

Reach 2; +23 vs. AC; 1d12 + 7 damage.

☞ **Evil Eye** (minor; at-will)Ranged 20; the cyclops hewer can designate only one target with its *evil eye* at a time and gains the following effects:

- ♦ If the designated target misses one of the cyclops hewer's allies with a melee attack, the cyclops hewer can make a melee basic attack against that enemy as an immediate reaction.
- ♦ If the designated target moves out of the cyclops hewer's reach, the cyclops hewer can shift 1 square toward the target as an immediate reaction.

Alignment Unaligned **Languages** Elven**Str** 25 (+15) **Dex** 16 (+11) **Wis** 20 (+13)**Con** 22 (+14) **Int** 10 (+8) **Cha** 13 (+9)**Equipment** chainmail, light shield, battleaxe**Enormous Carrion Crawler (C) Level 17 Elite Controller**

Huge aberrant beast

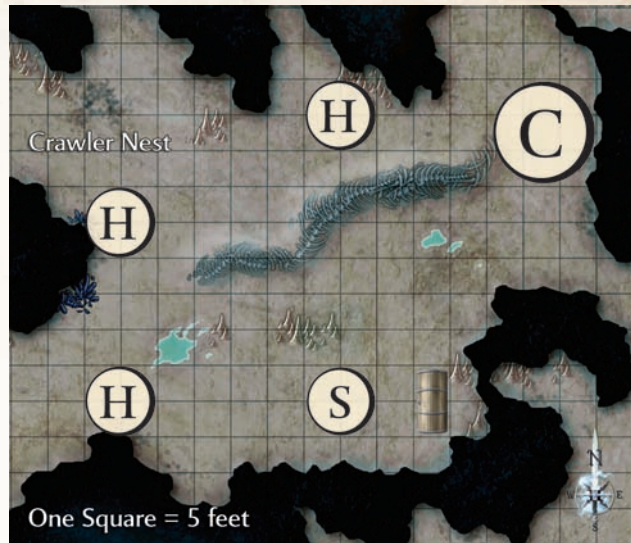
XP 3,200

Initiative +12 **Senses** Perception +11; darkvision**HP** 332; **Bloodied** 166; see also *tentacle flurry***AC** 32; **Fortitude** 31, **Reflex** 30, **Will** 29**Saving Throws** +2**Speed** 6, climb 6 (spider climb)**Action Points** 1⚔ **Tentacles** (standard; at-will) ♦ **Poison**Reach 3; +20 vs. Fortitude; 2d4 + 7 damage, and the target takes ongoing 10 poison damage and is slowed (save ends both). In addition, the target is pulled 1 square. *First Failed Saving Throw:* The target is immobilized instead of slowed (save ends). *Second Failed Saving Throw:* The target is stunned instead of immobilized (save ends). Saving throws made against the enormous carrion crawler's paralytic tentacles take a -5 penalty.⚔ **Bite** (standard; at-will)

+22 vs. AC; 2d8 + 7 damage.

☞ **Tentacle Flurry** (standard; recharges when first bloodied) ♦ **Poison**Close blast 3; +20 vs. Fortitude; 1d4 + 5 damage, and the target takes ongoing 5 poison damage and is slowed (save ends both). *First Failed Saving Throw:* The target is immobilized instead of slowed (save ends). *Second Failed Saving Throw:* The target is stunned instead of immobilized (save ends). Saving throws made against the enormous carrion crawler's paralytic tentacles take a -5 penalty.**Threatening Reach**

The enormous carrion crawler can make opportunity attacks against all enemies within its reach (3 squares).

Alignment Unaligned **Languages** –**Str** 25 (+15) **Dex** 18 (+12) **Wis** 16 (+11)**Con** 22 (+14) **Int** 4 (+5) **Cha** 18 (+12)

ENCOUNTER G1: THE CRAWLING GOD

Crawler Nest: As in location G3, this mound is laced with hundreds of gestating carrion crawler eggs. If any creature moves adjacent to the mound, uncountable carrion crawler larvae burst forth to make a single attack before dispersing. If this hazard plays a part in the encounter, increase the XP award to 11,000.

Large Chest: This chest is locked. The storm shaman carries the key. A DC 25 Thievery check or a DC 20 Strength check also opens it. Inside are the cyclopes' rations (a two-week supply of dried troglodyte meat). At the bottom of the chest lies an oversized black iron key. The shaman found the key in Location G6. The key opens the doors to Sartine's tomb (see Encounter G2: Outside the Tomb on page 4).

Crawler Nest Level 18 Lurker

Hazard

XP 2,000

Odors of stagnation and rot fill this cave. A nearby mound of refuse quivers and shakes, as though something moves within.

Hazard: When a creature moves close to a mound, the larvae inside the eggs hatch. Hundreds of green caterpillar-like creatures swarm out and begin gorging on one another and any creature adjacent to the mound.

Perception

No check is required to notice the mound.

Additional Skill: Dungeoneering

♦ DC 20: Character identifies the mound as a carrion crawler nest.

Trigger

When a creature moves into a square adjacent to a mound, the larvae inside the eggs hatch and attack.

Attack ♦ **Poison****Standard Action** Close burst 1**Target:** All creatures in burst**Attack:** +21 vs. Reflex**Hit:** 2d10 + 5 damage, and the target takes ongoing 10 poison damage (save ends).**Miss:** Half damage, and the target takes no ongoing damage.

ENCOUNTER G2: OUTSIDE THE TOMB

Encounter Level 20 (14,000 XP)

SETUP

- 2 stone golems (S)
- 2 nabassu gargoyles (N)
- 1 gibbering abomination (G)
- 1 necrotized floor trap (T)

Only four of the five monsters in this chamber are initially visible, and those might easily be mistaken for statues at first glance. Two stone golems carved to resemble ancient and forgotten kings stand motionless along the west wall, while two nabassu gargoyles stand statue-still opposite them to the east. A gibbering abomination resides in the larger of the two pools in the chamber, gaining total concealment. The double doors leading into the tomb are trapped.

When the adventurers enter this area, read:

Flaring torchlight illuminates this cavern, revealing a smooth wall of worked stone set with iron double doors to the south. Two pools of water in the cavern floor are surrounded by four statues—a pair of ancient kings standing along the west wall, and two gargoyles crouched on basalt pillars to the east.

Perception Check

- DC 14:** The area around the doors seems oddly shadowed, darker than it should be considering the bright light.
- DC 22:** The detail in the four statues betrays a semblance of life that goes beyond artistry.
- DC 27:** A ripple traces across the still water of the larger pool of water.

TACTICS

The gargoyles remain in their *stone form* unless they or the other guardians of the cavern are attacked. They move forward to catch enemies in the area of their *bloodfire gaze* aura, making *savage bites* against weakened foes.

The gibbering abomination waits within the pool (possibly gaining surprise), attacking any PCs who move within 2 squares of the southern wall or who attack the cavern's other guardians. It tries to keep foes within the area of its *unnatural utterances* aura, using its *gibbering* power each round, then using *eye of despair* at range against dazed opponents. If forced into melee, it makes tentacle attacks against dazed and lightly armored targets.

The stone golems maintain the guise of unmoving statues until they or the other guardians are attacked. They smash the closest combatants with *double slam* attacks, using *golem rampage* against PCs who attack them from range.

2 Nabassu Gargoyles (N)		Level 18 Lurker
Medium elemental humanoid (earth)		XP 2,000 each
Initiative +20	Senses Perception +17; darkvision	
Bloodfire Gaze (Fire) aura 2; any creature taking ongoing damage that enters or starts its turn in the aura takes 5 fire damage and is weakened (the effect ends when the creature leaves the aura). This aura is not active while the nabassu gargoyle is in <i>stone form</i> .		
HP 136; Bloodied 68		
AC 32; Fortitude 30, Reflex 30, Will 28		
Immune petrification		
Speed 6, fly 8		
⊕ Claw (standard; at-will)		
+23 vs. AC; 2d8 + 7 damage, and ongoing 5 damage (save ends).		
⊕ Savage Bite (standard; recharge ☒ ☒) ◆ Healing		
+23 vs. AC; 2d6 + 7 damage, or 2d10 + 7 damage against a bloodied or weakened target. In addition, the gargoyle regains a number of hit points equal to the amount of damage dealt.		
Stone Form (standard; at-will)		
The gargoyle becomes a statue and gains resist 30 to all damage, regeneration 5, and tremorsense 10. It loses all other senses and can take no actions in stone form other than revert to its normal form (as a minor action).		
Alignment Evil	Languages Primordial	
Skills Stealth +21		
Str 25 (+16)	Dex 24 (+16)	Wis 17 (+12)
Con 22 (+15)	Int 5 (+6)	Cha 20 (+14)

2 Stone Golems (G)		Level 17 Elite Soldier
Large natural animate (construct)		XP 3,200 each
Initiative +8	Senses Perception +7; darkvision	
HP 336; Bloodied 168; see also <i>death burst</i>		
AC 33; Fortitude 33, Reflex 24, Will 24		
Immune disease, poison, sleep		
Saving Throws +2		
Speed 6; can't shift		
Action Points 1		
⊕ Slam (standard; at-will)		
Reach 2; +23 vs. AC; 3d6 + 7 damage, and the target is pushed 1 square and dazed (save ends).		
⊕ Double Attack (standard; at-will)		
The stone golem makes two slam attacks.		
⊕ Golem Rampage (standard; recharge ☒ ☒)		
The stone golem moves up to its speed plus 2 and can move through enemies' spaces, provoking opportunity attacks as normal. When it enters a creature's space (ally or enemy), the golem makes a slam attack against that creature. The creature remains in its space, and the golem must leave the space after it attacks. The golem must end its rampage in an unoccupied space.		
⚡ Death Burst (when reduced to 0 hit points)		
The stone golem explodes in a burst of jagged stones. Close burst 1; +23 vs. AC; 2d6 + 7 damage, and the space it occupied is difficult terrain until cleared.		
Alignment Unaligned	Languages —	
Str 24 (+15)	Dex 7 (+6)	Wis 8 (+7)
Con 24 (+15)	Int 3 (+4)	Cha 3 (+4)

Gibbering Abomination (A)		Level 18 Controller
Medium aberrant magical beast		XP 2,000
Initiative +13	Senses Perception +13; all-around vision, darkvision	
Unnatural Utterances aura 5; enemies that start their turns in the aura take a -2 penalty to attack rolls.		
HP 168; Bloodied 84		
AC 32; Fortitude 31, Reflex 30, Will 30		
Speed 6, fly 4 (hover; maximum altitude 1)		
⬇ Tentacles (standard; at-will) ⬆ Psychic		
Reach 2; +22 vs. AC; 2d6 + 5 damage, and ongoing 5 psychic damage (save ends).		
↩ Gibbering (free, once on the gibbering abomination's turn before it takes other actions; at-will) ⬆ Psychic		
Close burst 5; deafened creatures are immune; +20 vs. Will; the target is dazed until the end of the gibbering abomination's next turn.		
➤ Eye of Despair (standard; recharge ☞☞☞☞) ⬆ Psychic		
Ranged 10; +20 vs. Will; 3d8 + 4 psychic damage, and the target is immobilized (save ends).		
Combat Advantage		
The gibbering abomination deals an extra 2d6 psychic damage on melee and ranged attacks against any target it has combat advantage against.		
Alignment Unaligned	Languages –	
Str 20 (+14)	Dex 18 (+13)	Wis 19 (+13)
Con 16 (+12)	Int 11 (+9)	Cha 12 (+10)

FEATURES OF THE AREA

Ceiling: 25 feet high.

Illumination: Bright light from five everburning torches situated around the cavern.

Cave Pools: Both of these pools are filled with icy water and are 10 feet deep. A search of either pool discovers the rotting bones of the gibbering abomination's most recent prey. A careful search of those remains (DC 22 Perception check) uncovers 147 pp in a watertight leather purse.

Stalagmites: These upthrust pillars of rock are blocking terrain.

Double Doors: These black doors are roughly etched with a warning in Common script:

Beyond these doors lies not treasure but disaster. To breach this portal is to invite the doom of a bloody and gruesome death.

Though the message has the appearance of having been scrawled by previous adventurers, it was written by Sartine in an effort to dissuade those seeking to disturb her tomb. The door is locked (DC 27 Thievery check to open). The black iron key found in the bottom of the cyclopes' chest (see Encounter G1: The Crawling God on page 2) also opens these doors.

In addition to the message and the lock, a trap guards the area immediately in front of the iron doors and the corridor beyond.



ENCOUNTER G2: OUTSIDE THE TOMB

Necrotized Floor (T)		Level 17 Obstacle
Trap		XP 1,600
<i>The area near the door seems somehow colder and darker than the rest of the cavern.</i>		
Trap: The squares in front of the black doors (marked "T" on the map) are charged with necrotic energy. Any creature stepping on the squares is subject to attack.		
Perception		
⬆ DC 14: The character can discern that the area seems oddly shadowed and darker than it should be considering the proximity of the torches.		
Additional Skill: Arcana		
⬆ DC 22: The character recognizes the process by which necrotic energy has been imbued into the stone floor in front of the doors, providing a +2 bonus to any Thievery checks made to disable a square.		
Trigger		
When a creature enters or begins its turn on one of the trapped squares, the trap activates.		
Attack		
Opportunity Action	Melee	
Target: Creature on a trapped square.		
Attack: +20 vs. Fortitude		
Hit: 3d8 + 7 necrotic damage. On a critical hit, the target loses one healing surge.		
Miss: Half damage.		
Countermeasures		
⬆ An adjacent character can disable a trapped square with a DC 22 Thievery check.		

ENCOUNTER T1: OSSUARY VESTIBULE

Encounter Level 20 (14,600 XP)

SETUP

- 2 bone nagas (N)
- 1 boneclaw (B)
- 2 lightning obelisk traps

Sartine might be gone, but her greatest treasures remain well guarded. The bone nagas have total concealment when the adventurers arrive, hiding among the mound of skulls that dominates the northeast wing of the chamber. This makes them invisible unless an adventurer succeeds at a DC 27 Perception check. If the adventurers enter that area, or if the mound of skulls is disturbed in any way, the nagas reveal themselves and attack. Otherwise, they wait for the boneclaw and the lightning obelisks to take care of intruders, emerging to join the fray only after the boneclaw becomes bloodied.

The lightning obelisk traps are activated as soon as any living creature enters through the north doors.

The boneclaw waits in the small southeastern alcove. It is immediately visible from the entrance, moving forward to attack at the first sign of intruders.

When the adventurers open the doors, show the players “View of the Mound of Skulls” on page 26 of *Adventure Book One*, and read:

Two obelisks stand in this large chamber, one to the northwest and one to the southeast. A doorway is visible in the southwest wall, but a wide pit prevents easy access to it. To the east, a large alcove contains a great mound of humanoid skulls, all bleached a pristine white. A smaller alcove stands to the south, occupied by a hulking skeletal creature with long, skewerlike claws. Its mouth twists into a leering grin as it lumbers out of the alcove.

Perception Check

DC 22: The mound of skulls shifts slightly.

DC 27: Within the mound of skulls, a snake of bones slithers and writhes.

TACTICS

The boneclaw stays as close to as many foes as possible, taking full advantage of its *threatening reach* to make opportunity attacks. As it fights, it attempts to lure foes into the center of the chamber and within range of both lightning obelisk traps.

The bone nagas have superior cover and total concealment (-10 penalty to attack rolls made against them) while they are burrowed and coiled among the mound of skulls. Once they enter combat, they attempt

to keep as many foes as possible within the area of their *death rattle* aura. They make *bite* attacks against lightly armored PCs, using *death sway* only if more than one enemy can be targeted, or if a PC is already dazed. The first round that two or more PCs are dazed (whether by *death rattle*, *death sway*, or the lightning obelisk), a naga spends its action point to make a *death sway* attack.

Boneclaw (B)		Level 14 Soldier
Large shadow animate (undead)		XP 1,000
Initiative +15	Senses Perception +13; darkvision	
HP 136; Bloodied 68; see also <i>necrotic pulse</i>		
AC 30; Fortitude 24, Reflex 27, Will 25		
Immune disease, poison; Resist 20 necrotic; Vulnerable 5 radiant		
Speed 8		
⊕ Claw (standard; at-will)		
Reach 3; +20 vs. AC; 1d12 + 6 damage.		
↔ Necrotic Pulse (free, when first bloodied; encounter) ◆ Healing, Necrotic		
Close burst 10; undead allies in the burst regain 10 hit points, and enemies in the burst take 10 necrotic damage.		
Relentless Opportunist		
If the boneclaw hits with an opportunity attack, it can make another opportunity attack against the same target during the current turn.		
Threatening Reach		
The boneclaw can make opportunity attacks against all enemies within its reach (3 squares).		
Alignment Evil	Languages Common	
Skills Intimidate +16, Stealth +18		
Str 17 (+10)	Dex 23 (+13)	Wis 12 (+8)
Con 16 (+10)	Int 10 (+7)	Cha 18 (+11)

2 Bone Nagas (N)		Level 16 Elite Controller
Large immortal magical beast (undead)		XP 2,800 each
Initiative +11	Senses Perception +13; darkvision	
Death Rattle (Necrotic) aura 2; enemies that start their turns in the aura are dazed.		
HP 328; Bloodied 164		
AC 32; Fortitude 32, Reflex 28, Will 29		
Immune disease, poison; Resist 20 necrotic; Vulnerable 10 radiant		
Saving Throws +2		
Speed 7		
Action Points 1		
⊕ Bite (standard; at-will) ◆ Necrotic		
Reach 2; +20 vs. AC; 2d4 + 6 damage, and ongoing 5 necrotic damage (save ends). <i>Aftereffect:</i> The target is weakened (save ends).		
↔ Death Sway (standard; at-will) ◆ Necrotic		
Close burst 3; blind creatures are immune; +21 vs. Will; the target is dazed (save ends). If the target is already dazed, it takes 2d6 + 6 necrotic damage instead.		
Alignment Unaligned	Languages Common, Draconic, Supernal	
Skills Arcana +18, History +18, Insight +18, Religion +18		
Str 22 (+14)	Dex 16 (+11)	Wis 20 (+13)
Con 28 (+17)	Int 20 (+13)	Cha 22 (+14)

LIGHTNING OBELISKS

Each obelisk is 10 feet tall. Energy crackles and flares along the length of each obelisk, and occasionally bolts of electricity arc from one to the other. Each obelisk is covered in intricate runes and carvings that praise and honor the Raven Queen. One word, written in Common, on each visible side of each obelisk stands out among the carved runes and is easily noticed on a DC 14 Perception check. Reading from left to right, starting with the obelisk in the southeast corner, the four words are “Fate,” “Destiny,” “Winter,” and “Stark.”

The first time a living creature starts its turn within range of an obelisk, read the following out loud: *Suddenly, the air around the obelisk crackles and pops, and a bolt of lightning flashes toward you.*

2 Lightning Obelisks

Level 18 Elite Blaster

Trap

XP 4,000 each

The pillars in opposite corners of the chamber flare with intermittent surges of power.

Trap: An obelisk’s pent-up energy explodes into a blast of lightning, targeting a living creature within 5 squares.

Perception

- ◆ **DC 20:** The obelisks flare with a crackling blue-white light, the air between them charged with static.
- ◆ **DC 25:** Each pillar features a cleverly disguised keyhole at its base.

Additional Skill: Arcana

- ◆ **DC 20:** The character recognizes the obelisks as a pair of arcane devices designed to shoot lightning between them.

Trigger

When a living creature starts its turn within 5 squares of a lightning obelisk, it attacks.

Attack

Opportunity Action Ranged 5

Target: One living creature.

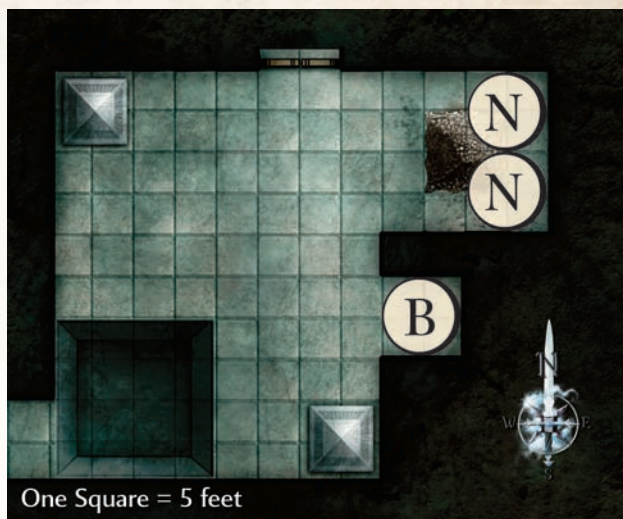
Attack: +23 vs. Reflex

Hit: 2d10 + 5 lightning damage, and the target takes ongoing 5 lightning damage and is dazed (save ends both).

Miss: Half damage, no ongoing damage, and the target is not dazed.

Countermeasures

- ◆ The black iron key that opens the doors into this area (see Encounter G1) fits in the keyhole of each obelisk. When turned (a minor action), it disables the trap.
- ◆ An adjacent character can disable a lightning obelisk with a DC 25 Thievery check.



FEATURES OF THE AREA

Ceiling: 25 feet high.

Illumination: None. The chamber is totally dark when the PCs arrive. Dim light fills the chamber once the lightning obelisks activate.

Pit: The open pit to the southwest is 50 feet deep and blocks easy access to the corridor beyond. The pit is not a trap, since its threat is obvious and it can be easily avoided. However, the PCs must find a way to cross over it, most obviously by jumping across with a DC 41 Athletics check (or a DC 21 check with a running start across the pit at an angle).

Anyone falling into the pit plunges onto sharp, poison-coated spikes, taking 5d10 damage from the fall, 2d8 damage from the spikes, and ongoing 10 poison damage (save ends).

Mound of Skulls: The skulls piled in the northeast wing of the chamber are the remnants of those creatures that have tried and failed to gain access to Sartine’s tomb. Although those unfortunates were consumed by the tomb’s guardians, the bone nagas collected their skulls and created the mound. A search through the pile (requiring 5 minutes and a DC 20 Perception check) unearths 153 pp in loose coins.

Double Doors: The double doors leading into this chamber close of their own accord 1 round after all of the adventurers enter the room. The doors magically lock (DC 25 Thievery check to open, though the black iron key found in Encounter G1 opens the doors from this side also). The closing of the doors reactivates the necrotized floor trap in Encounter G2.

ENCOUNTER T2: SLAUGHTER CRYPT

Encounter Level 18 (10,500 XP)

SETUP

- 5 abyssal ghouls (G)
- 2 slaughter wights (W)
- 1 bodak reaver death knight (B)

This area of Sartine's tomb is protected by undead guardians and a spatial warp that teleports and disorients anyone attempting to leave the chamber through the southern doors. Two slaughter wights wait within the western crypt. The remaining guardians begin the encounter out of sight, in the northern chamber.

When the adventurers enter this area (and if they can see), read:

This chamber appears to be a wide hall with double doors standing closed to the north and south. An open archway opposite your entry leads into a crypt of black stone. There's a heavy taint of ancient rot hanging in the air. Shadow-gray sculptures of monstrously large toads flank both openings. Each statue bears a glowing sigil in its open mouth.

Perception Check

DC 25: *The nearly imperceptible sound of shuffling footsteps can be heard within the crypt.*

THE SOUTHERN DOORS

Any living creature that steps through the southern doorway is immediately teleported into the northern chamber so that it is standing in front of the northern doors. If the space in front of the doors is occupied, the creature teleports into the first unoccupied space in the northern chamber closest to the doors. This spatial warp cannot be circumvented except by dealing with the glowing sigils in the mouths of the toad statues.

TOAD STATUES

The four toad statues are carved from a shadowy, gray stone. Each statue sits upon a 5-foot-tall pedestal made of the same material. Lifelike and amazingly detailed, each statue's mouth is carved wide open. Sitting in a statue's mouth, nestled in the curve of its carved tongue, is a glowing sigil rendered in the Iokharic script (the script used in the Draconic language). The sigils translate to these words, in order, starting with the statue to the southeast: "Destiny," "Winter," "Stark," and "Fate."

To temporarily turn off the spatial warp, the sigils must be moved from one mouth to another so that they are placed in the same order as the words on the obelisks in Encounter T1. See "Features of the Area," below.

2 Slaughter Wights (W)

Medium natural humanoid (undead)

Level 18 Brute

XP 2,000 each

Initiative +14 **Senses** Perception +13; darkvision
HP 182; **Bloodied** 91; see also *death wail*
AC 30; **Fortitude** 30, **Reflex** 27, **Will** 26
Immune disease, poison; **Resist** 20 necrotic; **Vulnerable** 10 radiant
Speed 7

⚔ **Claw** (standard; at-will) ♦ **Healing, Necrotic**
+21 vs. AC; 3d6 + 8 necrotic damage, the target loses a healing surge and is weakened (save ends), and the slaughter wight regains 15 hit points.

↩ **Death Wail** (when reduced to 0 hit points) ♦ **Necrotic**
Close burst 5; targets enemies; +21 vs. Fortitude; 2d6 + 4 necrotic damage. Undead allies in the burst can make a basic attack as a free action.

Alignment Chaotic evil **Languages** Common
Str 26 (+17) **Dex** 20 (+14) **Wis** 9 (+8)
Con 22 (+15) **Int** 12 (+10) **Cha** 18 (+13)

Bodak Reaver Death Knight (B)

Medium shadow humanoid (undead)

Level 18 Elite Soldier

XP 4,000

Initiative +16 **Senses** Perception +17; darkvision
Agonizing Gaze (**Fear, Gaze, Necrotic**) aura 5; a creature in the aura that makes a melee or a ranged attack against the bodak reaver death knight takes 5 necrotic damage before the attack roll is made and takes a -2 penalty to the attack roll.

Marshal Undead aura 10; lower-level undead allies in the aura gain a +2 bonus to their attack rolls.

HP 342; **Bloodied** 171
AC 33; **Fortitude** 35, **Reflex** 30, **Will** 33

Immune disease, poison; **Resist** 20 necrotic; **Vulnerable** 10 radiant; a bodak reaver death knight that takes radiant damage can't weaken a target until the end of its next turn.

Saving Throws +2

Speed 5

Action Points 1

⚔ **Soul Greataxe** (standard; at-will) ♦ **Necrotic, Weapon**
+23 vs. AC; 1d12 + 6 damage (crit 2d12 + 18) plus 1d8 necrotic damage, and the target is dazed and weakened (save ends both).

☞ **Death Gaze** (standard; encounter) ♦ **Gaze, Necrotic**
Ranged 10; targets a living creature; +20 vs. Fortitude; if the target is weakened, it is reduced to 0 hit points; otherwise, the target takes 1d6 + 6 necrotic damage and loses a healing surge.

↩ **Unholy Flames** (standard; recharge ☞ ☞) ♦ **Fire, Necrotic**
Close burst 2; level +2 vs. Reflex; 6d8 + 6 necrotic and fire damage to living creatures; undead creatures within the burst (including the death knight) deal an extra 2d6 fire damage with melee attacks until the end of the death knight's next turn.

Death Drinker

If a living creature is reduced to 0 hit points within 5 squares of the bodak reaver death knight, the death knight gains a +1 bonus to attack rolls until the end of its next turn, as well as 15 temporary hit points.

Alignment Evil **Languages** Common
Str 22 (+15) **Dex** 21 (+14) **Wis** 16 (+12)
Con 23 (+15) **Int** 10 (+9) **Cha** 23 (+15)

Equipment plate armor, greataxe

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

TACTICS

The slaughter wights in the eastern crypt attack as soon as intruders enter the main part of the chamber, singling out lightly armored enemies and flanking for combat advantage. When slain, each unleashes its *death wail* to give extra attacks to the other defenders.

The death knight and two of the ghouls enter the fray in the second round, opening and moving through the northern doors. The other two ghouls wait out of sight for two rounds in the hope that the PCs attempt to flee through the southern doors (which teleports them into the northern room). If no PCs appear in that time, they burst into the main chamber and join the battle.

The death knight focuses its *soul greataxe* attacks on the most powerful-looking melee combatants, reserving its *death gaze* for a spellcaster at the edge of the battle.

The abyssal ghouls make claw attacks against the closest enemies, leaving immobilized foes to the slaughter wights and picking new targets.

Any PCs attempting to solve the sigil puzzle (see “Features of the Area”) are specifically targeted by these defenders.

FEATURES OF THE AREA

Ceiling: 25 feet high.

Illumination: Darkness.

Crypt (western chamber): This area is imbued with necrotic energy. Any living creature that enters or starts its turn within the crypt takes 10 necrotic damage.

Southern Double Doors: Until the sigil puzzle is solved, the southern doors do not function normally. Instead, any living creature attempting to pass through the southern double doors (or pushed through the doorway once the doors are open) finds itself teleported into the northern chamber in front of the northern double doors. Teleported creatures appear in the first unoccupied space closest to the doors.

Note that once the PCs successfully move through the southern doors, they can freely pass back into this chamber. If the spatial warp has reset, they must once again deal with the puzzle to use the southern doors.

Sigil Puzzle: Each toad statue holds a glowing sigil in its mouth. Each sigil is a construct of necrotic energy that can be removed, carried, and rearranged in a different order. A sigil deals 10 necrotic damage to a living creature that begins its turn holding one.

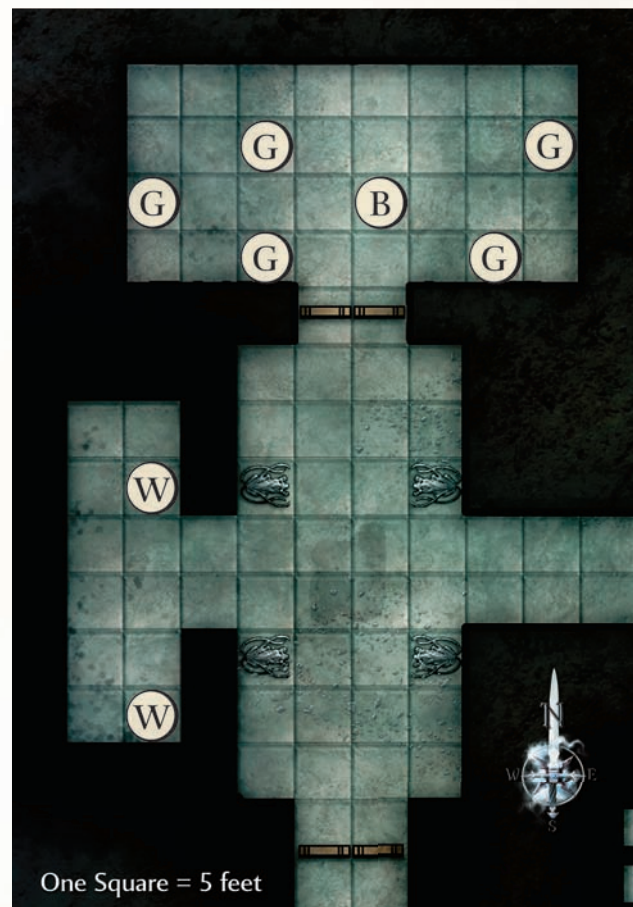
The Draconic sigils translate to the four words inscribed on the obelisks in the previous chamber, as described in “Toad Statues” on the facing page. If the sigils are picked up and moved (minor action to pick up, move action to move, standard action to place) so that they are positioned in the following order (starting with the southeast statue and proceeding clockwise), the spatial warp deactivates and the adventurers can pass deeper into the tomb. The order is “Fate,” “Destiny,” “Winter,” and “Stark.” The sigils remain in position for 10 minutes, then randomly rearrange themselves so that the spatial warp reactivates.

If your players are having a difficult time with the puzzle, you can allow skill checks to provide a few hints as to how to approach the situation.

Arcana (DC 20): You can sense a distinct connection between the southern doors and the toad statues.

Insight (DC 13): The sigils appear to be loose, and can thus be moved from one statue to another.

Wisdom (DC 13, if the character knows Draconic): The words on the sigils are the same words inscribed on the obelisks in the previous chamber.



ENCOUNTER T4: PORTAL OF VENGEANCE

Encounter Level 21 (16,000 XP)

SETUP

- 4 sword wraiths (S)
- 6 angel of valor legionnaires (L)
- 1 angel of vengeance (V)

No monsters are visible when the adventurers enter this chamber. However, sword wraiths lurk within the crypts at each of the room's corners, while an angel of vengeance (sworn to the Raven Queen's service but corrupted and enslaved by Sartine) resides in the pool of ice in the center of the chamber. The angel of vengeance has six angel of valor legionnaires at its beck and call. These appear in the designated squares on the tactical map (or the closest unoccupied squares) in the round after the angel of vengeance first attacks.

Within the frozen pool, the angel of vengeance sleeps away the years between intruders' attempts to penetrate the tomb. Even if it is spotted, it resembles a corpse trapped beneath the ice.

When the adventurers enter this chamber, read: *This echoing mausoleum is as cold as darkest winter. A bleak frozen pool fills its center. Each corner of the main chamber opens onto a small crypt. To the south stands a pair of frosted double doors. To the east, the chamber opens into a side hall backed with funeral niches. A circle scribed by glowing lines of energy is set into the floor of the eastern hall.*

Perception Check

DC 22: A large humanoid figure can be seen locked beneath the ice of the pool.

DC 27: Beneath the ice, the figure moves ever so slightly.

TACTICS

The angel of vengeance stays hidden (the ice grants it superior cover) until an adventurer moves more than 6 squares into the chamber, or if it is attacked. It then bursts from its frigid resting place with an explosion of splintering ice: close burst 3 from the angel of vengeance; +21 vs. Reflex; 2d6 + 4 damage. The angel focuses on a single target, using its *sign of vengeance* against the strongest-looking melee combatant. For its initial attack against the target, it spends its action point to make two *double attacks*. The angel then teleports each round to continually harass that foe, choosing a new target only if the original opponent falls.

In the round after the angel of vengeance first attacks, it summons six angel of valor legionnaires. These appear on the initiative count immediately after the angel of vengeance, in the spots marked on the map.

The angels of valor target PCs with *greatsword* attacks, flanking for combat advantage.

The sword wraiths use *shadow glide* to shift through PCs focused on the angels' assault. The wraiths attack with *shadow sword*, flanking for combat advantage whenever possible. They attempt to stay 2 squares away from the angel of vengeance, fearful of being caught in the area of its *coldfire pillar*. When bloodied, a wraith uses its *phasing* power to move through the wall and back into a corner crypt. It waits 1 round, hopeful that the adventurers will assume it has fled, then phases back to rejoin the fray.

6 Angel of Valor Legionnaires (L)		Level 21 Minion
Medium immortal humanoid (angel)		XP 800 each
Initiative +14	Senses Perception +12	
HP 1; a missed attack never damages a minion.		
AC 35; Fortitude 35, Reflex 31, Will 30		
Immune fear; Resist 10 fire, 10 radiant		
Speed 6, fly 9 (hover)		
⚔ Greatsword (standard; at-will) ♦ Fire, Weapon		
+26 vs. AC; 9 fire damage.		
Alignment Evil	Languages Supernal	
Str 26 (+18)	Dex 18 (+14)	Wis 14 (+12)
Con 18 (+14)	Int 12 (+11)	Cha 16 (+13)
Equipment chainmail, greatsword		

4 Sword Wraiths (S)		Level 17 Lurker
Medium shadow humanoid (undead)		XP 1,600 each
Initiative +19	Senses Perception +14; darkvision	
HP 90; Bloodied 45; see also <i>death strike</i>		
Regeneration 10 (if the sword wraith takes radiant damage, regeneration is negated until the end of the sword wraith's next turn)		
AC 30; Fortitude 29, Reflex 30, Will 32		
Immune disease, poison; Resist 20 necrotic, insubstantial;		
Vulnerable 10 radiant (see also <i>regeneration</i> above)		
Speed fly 8 (hover); phasing; see also <i>shadow glide</i>		
⚔ Shadow Sword (standard; at-will) ♦ Necrotic		
+20 vs. Reflex; 2d8 + 7 necrotic damage, and the target is weakened (save ends).		
⚔ Death Strike (when reduced to 0 hit points) ♦ Necrotic		
The sword wraith shifts 4 squares and makes a melee basic attack, dealing an extra 2d8 necrotic damage on a hit.		
Combat Advantage ♦ Necrotic		
The sword wraith deals an extra 2d6 necrotic damage against any target it has combat advantage against.		
Shadow Glide (move; encounter)		
The sword wraith shifts 6 squares.		
Spawn Wraith		
Any humanoid killed by a sword wraith rises as a free-willed sword wraith at the start of its creator's next turn, appearing in the space where it died (or in the nearest unoccupied space). Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.		
Alignment Chaotic evil	Languages Common	
Skills Stealth +20		
Str 14 (+10)	Dex 24 (+15)	Wis 12 (+9)
Con 18 (+12)	Int 11 (+8)	Cha 24 (+15)

Angel of Vengeance (V) **Level 19 Elite Brute**Large immortal humanoid (angel) XP 4,800**Initiative** +13 **Senses Perception** +16**HP** 446; **Bloodied** 223**AC** 34; **Fortitude** 33, **Reflex** 29, **Will** 33; see also *cloak of vengeance***Immune** disease, fear; **Resist** 15 cold, 15 fire, 15 radiant; see also *coldfire pillar***Saving Throws** +2**Speed** 8, fly 12 (hover); see also *sign of vengeance***Action Points** 1

⚔ **Longsword** (standard; at-will) ♦ **Cold, Fire, Weapon**
Reach 2; +25 vs. AC; 1d10 + 9 damage plus 1d8 fire damage plus 1d8 cold damage.

⚔ **Double Attack** (standard; at-will) ♦ **Cold, Fire, Weapon**

The angel of vengeance makes two longsword attacks.

↔ **Sign of Vengeance** (minor; encounter) ♦ **Teleportation**

Ranged sight; the angel of vengeance places an invisible sign upon the target. Until the end of the encounter, as a move action, the angel can teleport adjacent to the target.

⚡ **Coldfire Pillar** (free, when first bloodied; encounter) ♦ **Cold, Fire, Polymorph**

The angel transforms into a 30-foot-high pillar of blue flame. Close burst 2; +23 vs. Reflex; 1d8 + 9 cold damage plus 1d8 + 9 fire damage. The angel of vengeance is immune to all damage until the start of its next turn.

⚡ **Cloak of Vengeance** (until bloodied) ♦ **Cold, Fire**

Attacks against the angel of vengeance take a -2 penalty until the angel is bloodied. While *cloak of vengeance* is in effect, a creature that makes a successful melee attack against the angel takes 1d8 fire damage and 1d8 cold damage.**Alignment** Evil **Languages** Supernal**Skills** Insight +21, Intimidate +22**Str** 27 (+17) **Dex** 18 (+13) **Wis** 25 (+16)**Con** 23 (+15) **Int** 19 (+13) **Cha** 26 (+17)**Equipment** plate armor, 2 longswords

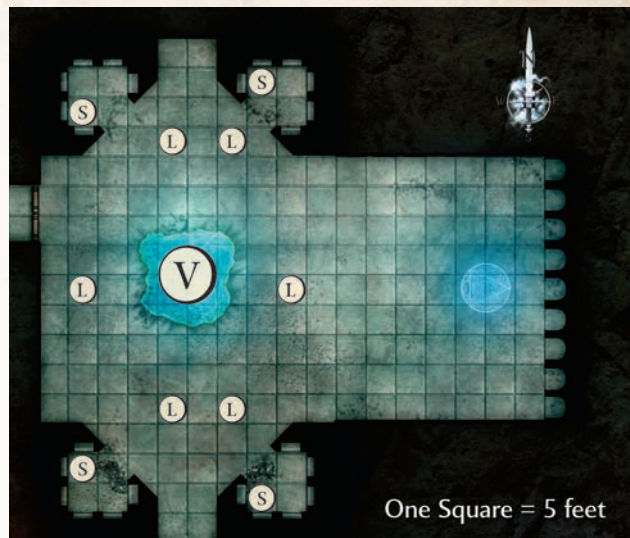
GLOWING CIRCLE

The eastern portion of the chamber is empty, except for the glowing circle inscribed upon the floor. Arcane power obviously courses through the intricate design of the circle. Those who stand adjacent to the glowing circle see the hazy image of a small room with a single door set in the far wall. The circle serves as a portal to Location T5, but its function can be determined only with an Arcana check.

DC 22: In order to function, this permanent portal requires each creature using it to carry the proper key.

DC 27: The skull of a long-dead creature is required to activate the portal.

Characters who step into the circle with a skull in hand (easily obtained from the ossuary, as described below) are teleported to Location T5.



FEATURES OF THE AREA

Ceiling: 30 feet high.

Illumination: Darkness.

Frozen Pool: Before the angel of vengeance emerges from the pool, any creature that ends its turn on the ice takes 15 cold damage and must make a DC 22 Acrobatics check or fall prone. After the angel bursts from the ice, the intense cold (and the damage it deals) persists, but the area becomes difficult terrain.

Glowing Circle: With the proper key, this arcane circle serves as a portal to Location T5. See the “Glowing Circle” entry above for full details.

Ossuary: The southern doors open onto a 30-foot-deep pit where the angel of vengeance drops the remains of all those who failed to defeat it in battle. The shattered bones of past victims cover the bottom of the shaft to a depth of 5 feet. More than twenty skulls lie among the bones, each one capable of serving as a key for activating the glowing-circle portal.

ENCOUNTER T9: SHADOWFELL PORTAL

Encounter Level 20 (14,150 XP)

SETUP

- 1 efreet fireblade (E)
- 3 fire archon blazesteels (B)
- 1 fire archon ash disciple (D)

On initial inspection, this large chamber seems empty of any immediate threats. Don't place the monsters until the adventurers begin to explore the chamber, as described below.

When the adventurers arrive, show the players "View of the Obelisk Chamber" on page 26 of *Adventure Book One*, and read:

Four roaring fire pits arranged around a 20-foot tall square obelisk light this massive chamber. The obelisk is carved of stone so black that it seems to absorb the light of the flames. A word carved into the obelisk's southern face, "Shadow," can barely be discerned in the black stone. To the north and south of the obelisk, dark sigils are inscribed every 5 feet across the floor. Statues of armored warriors stand in a line along the east and west walls.

Sartine's still-potent magic summons the fire archons and the efreet into the positions noted on the map (or the nearest unoccupied space), when the adventurers perform one of the following actions: begin moving statues around, attempt to manipulate the black obelisk, or attempt to quench the flames in any of the fire pits.

TACTICS

When the efreet fireblade appears, it bellows curses and challenges in the Primordial tongue. Then it attacks. It uses *hurl scimitar* as often as possible, reserving its *whirling firesteel strike* for when it has three or more targets within range.

The blazesteels fight together, flanking a single enemy to gain combat advantage. They stay in the thick of melee, hoping that their *wounded fireburst* power damages as many enemies as possible when they become bloodied or when they fall in battle.

The ash disciple stays out of melee and targets a group of enemies with *rain of fire*. It then uses *flame step* to teleport close to one of its allies, positioning itself to unleash *flame wave* and *cinder burst* attacks, then falls back on *flaming fist*. Once it becomes bloodied, it stays as close to as many enemies as possible, hoping to catch them all in the area of its *death embers*.

ACTIVATING THE PORTAL

The elements of this chamber combine to create a portal to the Shadowfell. Each inscribed floor tile is a 5-foot-by-5-foot slab of stone that can be depressed to sink 6 inches below the level of the floor. A weight of at least 100 pounds is required to make this happen. A player character, one of the statues in the chamber, or a large hunk of debris from Location T8 can all be used to cause one of the floor tiles to depress.

The sigils are Iokharic, the runes of the Draconic language. Any adventurer that can speak Draconic can read the letters. The sigils can be translated into Common letters. The trick is to depress the six tiles that spell out the word inscribed on the obelisk, "Shadow." Each time one of the letters in the word is depressed, the tile clicks and the runes glow with a faint arcane light. This light fades as soon as the tile rises to its original position, level with the floor. The other tiles do not glow when depressed.

When all six letters and their corresponding tiles are depressed at the same time, spelling out the word "Shadow," the obelisk sinks into the floor. Once the top of the obelisk disappears from sight, a black pool of darkness is left behind in the 10-foot-by-10-foot space. This pool of darkness is the portal to the Shadowfell.

Once the portal opens, it remains accessible for ten days. At the end of this time period, the portal closes and the obelisk rises back to its original position. This portal can be opened again, as described above, from this side. It can't be opened from the Shadowfell side.

Efreet Fireblade (E)		Level 22 Soldier
Large elemental humanoid (fire)		XP 4,150
Initiative +18	Senses Perception +17	
HP 206; Bloodied 153		
AC 38; Fortitude 37, Reflex 36, Will 34		
Immune fire		
Speed 6, fly 8 (hover)		
⚔ Scimitar (standard; at-will) ♦ Weapon		
Reach 2; +27 vs. AC; 2d10 + 7 damage (crit 6d10 + 27), and the target is marked until the end of the efreet fireblade's next turn.		
↘ Hurl Scimitar (standard; recharge ☞☞☞☞) ♦ Weapon		
The efreet fireblade hurls its scimitar at two targets; the first target must be within 10 squares of the efreet fireblade, and the second target within 5 squares of the first target; +25 vs. AC; 2d10 + 7 damage (crit 6d10 + 27), and the target is marked until the end of the efreet fireblade's next turn. The scimitar returns to the fireblade's hand after the attacks are made.		
↙ Whirling Firesteel Strike (standard; recharge ☞☞☞☞) ♦ Fire, Weapon		
Requires scimitar; close burst 2; +25 vs. AC; 2d10 + 7 damage (crit 6d10 + 27), and the target is pushed 1 square and takes ongoing 10 fire damage (save ends).		
Alignment Evil	Languages Primordial	
Skills Bluff +20, Insight +17, Intimidate +20		
Str 24 (+17)	Dex 22 (+16)	Wis 15 (+12)
Con 22 (+16)	Int 18 (+14)	Cha 18 (+15)
Equipment scimitar		

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

Fire Archon Ash Disciple (D)		Level 20 Artillery
Medium elemental humanoid (fire)		XP 2,800
Initiative +18	Senses Perception +13	
HP 150; Bloodied 75; see also <i>death embers</i>		
AC 33; Fortitude 33, Reflex 34, Will 29		
Immune disease, poison; Resist 30 fire		
Speed 8; see also <i>flame step</i>		
⊕ Flaming Fist (standard; at-will) ♦ Fire		
+20 vs. Reflex; 1d8 + 5 fire damage, and ongoing 5 fire damage (save ends).		
⚡ Rain of Fire (standard; encounter) ♦ Fire		
Area burst 1 within 10; +23 vs. Reflex; 2d8 + 8 fire damage, and ongoing 5 fire damage (save ends). Miss: Half damage, and no ongoing damage.		
⚡ Flame Wave (standard; encounter) ♦ Fire		
Close blast 5; +23 vs. Reflex; 2d8 + 8 fire damage, and the target is pushed 2 squares and takes ongoing 10 fire damage (save ends).		
⚡ Cinder Burst (standard; encounter) ♦ Fire		
Close burst 5; +23 vs. Fortitude; 2d8 + 8 fire damage, and the target is blinded (save ends).		
⚡ Death Embers (when reduced to 0 hit points) ♦ Fire		
As the effect of <i>cinder burst</i> . The ash disciple is consumed in the burst, leaving only its metallic robes behind.		
Flame Step (move; at-will) ♦ Teleportation		
The ash disciple can teleport to within 3 squares of any fire creature within 20 squares of it.		
Alignment Chaotic evil	Languages Primordial	
Str 20 (+15)	Dex 27 (+18)	Wis 16 (+13)
Con 24 (+17)	Int 14 (+12)	Cha 15 (+12)
Equipment scale armor (metal robes)		



ENCOUNTER T9: SHADOWFELL PORTAL

FEATURES OF THE AREA

Ceiling: 30 feet high.

Illumination: Bright light, provided by the blazing fire pits arrayed around the black obelisk at the center of the chamber.

Statues: The armored statues are of indeterminate race. Though carved of stone, they are partly hollow, and can be slid around the room with a DC 14 Strength check (as part of a move action). The adventurers can use the statues to activate the portal to the Shadowfell by sliding them over the appropriate letters, as described under “Activating the Portal.”

Floor Tiles: The sigils inscribed in the floor tiles to the north and south of the obelisk are letters in the Lokharic script. When translated into Common, six of the tiles spell out the word, “SHADOW.” If each of the tiles with these letters are activated at the same time, as described under “Activating the Portal,” the obelisk sinks and is replaced with a portal to the Shadowfell.

Obelisk: The black obelisk has the word “SHADOW” inscribed on its south face. If the tiles are correctly activated (see above), a terrible rumbling sounds from beneath the chamber. Slowly, the obelisk descends into the floor, leaving behind a perfectly black pool of darkness. Anyone who jumps into the pool is teleported to the Shadowfell.

ENCOUNTER UI: SHADOWFELL ARRIVAL

Encounter Level 19 (12,800 XP)

SETUP

- 2 draconic wraith souleaters (S)
- 1 draconic wraith (W)
- 2 rot harbingers (R)

The portal in the Tomb of Sartine transports the adventurers to the Shadowfell, where the walls of Nightwyrm Fortress loom before them.

When the adventurers arrive in the Shadowfell, show the players “View of the Shadowfell” on page 27 of Adventure Book One and read:

A bitter wind stings your eyes as you stand within a glowing circle of light on a bleak plain. Before you, a massive citadel rises hundreds of feet into the shadowed air. Its great curtain wall is black and mottled with what appear to be the fossilized remains of horrid creatures. Jagged spikes protrude from the battlements. A great open gap at ground level seems to offer entrance. Within the wall, an inner tower rises still higher, its spire reaching into a vortex of swirling cloud and shadow that covers the sky.

Away from the citadel, wraithlike draconic creatures flit here and there across the bleak plain, chasing what appear to be shooting stars. When a wraith captures one of these lights, it immediately wings its way toward the fortress’s great spire.

Three of the wraiths notice the adventurers as they appear in the glowing circle. They break off from their task to attack. At the same time, two rot harbingers scavenging along the edge of the fortress sense the party’s presence and rise from the shadowy soil.

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

2 Draconic Wraith Souleaters (S)		Level 19 Skirmisher
Large shadow magical beast (dragon, undead)		XP 2,400 each
Initiative +15	Senses Perception +19; darkvision	
Cloud of Death aura 2; enemies in the aura cannot spend healing surges. Enemies treat the area within the aura as difficult terrain.		
HP 136; Bloodied 68		
Regeneration 10 (if the draconic wraith takes radiant damage, regeneration does not function until the end of its next turn)		
AC 33; Fortitude 32, Reflex 30, Will 31		
Immune disease, poison; Resist 10 necrotic, insubstantial;		
Vulnerable 10 radiant (see also regeneration above)		
Speed fly 8 (hover); phasing; see also shadow strike		
⊕ Shadow Bite (standard; at-will) ♦ Necrotic		
Reach 2; +24 vs. AC; 1d12 + 6 necrotic damage.		
⚡ Fell Breath (standard; recharge Ⓜ Ⓜ) ♦ Necrotic		
Close blast 5; +22 vs. Reflex; 1d12 + 6 necrotic damage, and the target takes ongoing 10 necrotic damage (save ends).		
⚡ Steal Volition (minor 1/round; at-will)		
Close burst 5; targets one creature within the burst; automatic hit; the target is slowed (save ends).		
Soul Feast (free, when the souleater bloodies an enemy with its bite or fell breath attack; encounter) ♦ Healing		
The target loses 1 healing surge, and the souleater regains 34 hit points.		
Shadow Strike (move; encounter)		
The souleater shifts 8 squares and can make a melee basic attack either before, during, or after the move.		
Alignment Chaotic evil	Languages Draconic	
Str 22 (+15)	Dex 19 (+13)	Wis 21 (+14)
Con 21 (+14)	Int 10 (+9)	Cha 13 (+10)

Draconic Wraith (W)		Level 19 Lurker
Large shadow magical beast (dragon, undead)		XP 2,400
Initiative +18	Senses Perception +20; darkvision	
Mist of Decay aura 2; enemies in the aura are weakened.		
HP 107; Bloodied 53		
Regeneration 10 (if the draconic wraith takes radiant damage, regeneration does not function until the end of its next turn)		
AC 33; Fortitude 32, Reflex 31, Will 32		
Immune disease, poison; Resist 10 necrotic, insubstantial;		
Vulnerable 10 radiant (see also regeneration above)		
Speed fly 8 (hover); phasing; see also shadow glide		
⊕ Shadow Bite (standard; at-will) ♦ Necrotic		
Reach 2; +24 vs. AC; 1d10 + 6 necrotic damage.		
⊕ Shadow Claw (standard; encounter) ♦ Necrotic		
Reach 2; +24 vs. AC; 3d6 + 8 necrotic damage, and the target loses 1 healing surge.		
⚡ Fell Breath (standard; recharge Ⓜ Ⓜ) ♦ Necrotic		
Close blast 5; +22 vs. Reflex; 2d6 + 7 necrotic damage, and the target takes ongoing 10 necrotic damage (save ends).		
Combat Advantage ♦ Necrotic		
The draconic wraith deals an extra 2d6 necrotic damage against any target it has combat advantage against.		
Shadow Glide (move; encounter)		
The draconic wraith shifts 8 squares.		
Alignment Chaotic evil	Languages Draconic	
Str 20 (+14)	Dex 20 (+14)	Wis 22 (+15)
Con 22 (+15)	Int 12 (+10)	Cha 14 (+11)

TACTICS

The draconic wraith souleaters use their *steal volition* power on the strongest-looking melee combatants, hindering movement as they attack. The wraiths move with *shadow strike* whenever possible, making a *shadow bite* attack as part of the move action before unleashing a second *shadow bite* or a *fell breath* attack for their standard action. They use their *fell breath* as often as possible in the thick of melee, maximizing the targets and counting on the resistance to necrotic damage they and the rot harbingers share to protect them from its effect. Once it is bloodied, a souleater focuses on a single target, hoping to bloody it and use its *soul feast* power.

The uncorrupted wraith slides into and out of combat, striking when it has combat advantage. It moves with *shadow glide* as often as possible, and uses *fell breath* when multiple opponents are in range. *Shadow claw* is its melee attack of choice, using it as early as possible before reverting to *shadow bite* attacks.

The rot harbingers work together, flanking lightly armored enemies to gain combat advantage.

FEATURES OF THE AREA

Illumination: Dim light, from the dreary daylight sky of the Shadowfell.

Crevices: Great cracks and fissures split the ground here, revealing the heavily fossilized stone from which the fortress's walls were quarried. The ground adjacent to a crevice collapses under the weight of an approaching creature, which must make a DC 22 Acrobatics check or fall 30 feet to the bottom of the rift. A creature that falls can climb out with a DC 22 Athletics check.

Boulders: These formations are blocking terrain.

Shadowfell Pool: These pools of dark water stretch southwest across the bleak plain. The shallow water is difficult terrain. Additionally, because of this area's proximity to the Soul Vortex, any creature entering or starting its turn in the water takes 5 necrotic damage.

MOYSHANNA SAYS

If the shadar-kai Moyshanna has accompanied the adventurers here, she can provide the information regarding the Shadowfell found in the *Dungeon Master's Guide* and in the "Adventuring in the Shadowfell" sidebar on page 12 of the *Adventure Book One*. She also indicates her belief that the starlike lights are souls moving through the Shadowfell, and tells the adventurers that the vortex, the draconic wraiths, and the massive citadel are features of the Shadowfell that are unknown to her.

Moyshanna can remain with the adventurers as a guide if you wish. If she does not fit with your plans, she offers to go back to Sartine's tomb, keeping the area secure for the adventurers' return.



ENCOUNTER U1: SHADOWFELL ARRIVAL

Entering the Teeth: The lower entrance to Magrathar's Teeth is a broad cavity in the curtain wall 300 feet from where the adventurers first appear. This expands into a tunnel that leads upward into a maze of passages and chambers. Only a few of the chambers within the interior of the hollow curtain wall are described here. The others are empty or used as lairs by lesser creatures. See "Navigating the Teeth" in *Adventure Book One* for more information (page 12).

Climbing the Walls: PCs might elect simply to climb to the top of the walls (DC 25 Athletics check) or fly up, if they have that ability. If so, they encounter the slaad patrol on the battlements walk. Refer to Encounter Z3: Battlements, page 46.

Portal: The endpoint of the portal from the Tomb of Sartine operates in both directions. Once the adventurers step out of the glowing circle, they can step back into it to be transported to a space adjacent to the obelisk in Location T9.

ENCOUNTER P1: DEATH'S DOORWAY

Encounter Level 18 (11,400 XP)

SETUP

8 abyssal ghouls (A)

3 slaughter wights (W)

Necrotic-energized doors

If the adventurers work their way up from the ground-level entrance, they first come to the area of the Teeth controlled by the nightwalker Porapherah and his undead soldiers. Any chambers the adventurers explored within the fortress walls on the way to this location were empty. (If the adventurers start at the top of the walls, these encounters come last, if at all.)

Two of the abyssal ghouls stand guard behind the doors, making active Perception checks to hear the party's approach. Unless the PCs are particularly stealthy as they discuss options and open the specially sealed door (see below), the ghouls hear them and alert their companions. The placement of the monsters on the tactical map assumes they are aware of the approaching adventurers and waiting for them to arrive.

As the adventurers approach the double doors leading into this area, read:

A set of large double doors carved of dark stone block the passage. Though some kind of symbol occupies the center space where the two doors meet, it has been chipped and marred so badly as to be unrecognizable. The doors have no handles or other visible means by which they might be opened.

THE DOORWAY

The double doors of dark stone stand within an ornate doorway of similar construction. In addition to the defaced symbol that spans the place where the two doors meet, the carvings within the doorway are disturbing to look upon. None of the carvings appear to be literal representations; they are all necrotic symbols from an ancient and long-gone Shadowfell society. The symbols can't be interpreted, but a character can get a sense of what these symbols represent with one of the following checks.

Arcana or Religion Check

DC 20: *You can sense the necrotic energy infused within these doors and the doorway that contains them.*

History Check

DC 25: *These symbols appear to be from an ancient, long-forgotten civilization that was built around the use of necromancy. You feel uncomfortable just looking at them.*

OPENING THE DOORS

The necrotic energy that flows through the double doors and the doorway that contains them presents a skill challenge to the adventurers. The completion of this skill challenge allows the PCs to open the doors and enter this section of the fortress.

Level: 16 (XP 1,400).

Complexity: 1 (4 successes before 3 failures).

Primary Skills: Arcana, Religion.

Arcana (DC 20, standard action): Studying the magical aura infused within the dark stone, the character determines that the necrotic energy has formed a seal that cannot be easily opened by living creatures. This skill can be used to gain 1 success in this challenge.

Religion (DC 20, standard action): Analyzing the flow of necrotic energy through the dark stone of the doors and doorway, the character determines that radiant energy can be used to disrupt or even halt the flow. This application of the skill can be used to gain 1 success in this challenge. As soon as one character succeeds on this check, all the PCs can attempt the followup Religion check described below.

Religion, followup check (DC 25, standard action): The character uses religious knowledge and faith to "exorcise" the necrotic energy flowing through the dark stone. This application of the skill can be used to gain up to 3 successes in this challenge. A failure draws life from the character; the character loses 1 healing surge.

Secondary Skills: Dungeoneering.

Dungeoneering (DC 13, standard action): The character examines the dark stone and the unusual construction. The use of this skill doesn't count as a success or a failure toward the completion of the challenge, but it does provide a +2 bonus or a -2 penalty to attacks made to disrupt the flow of necrotic energy (see Religion followup, above, and Special, below).

Special: Radiant attacks.

A successful attack with a power that deals radiant damage results in 1 success toward the completion of this challenge. Up to 3 successes can be gained in this fashion. The necrotic energy has an AC 28, other defenses 26. A failed attack draws life from the character; the character loses 1 healing surge.

Success: If the PCs earn 4 successes, the doors swing open and they can pass through into the area beyond.

Failure: If the PCs get 3 failures, the doors swing open but the necrotic energy remains active. As the adventurers step through the doorway, each character loses 1 healing surge.

With success or failure of the challenge, the doors remain open for 5 minutes. Then they slam shut and become sealed once more.

Note that undead creatures can open these doors and freely pass through the doorway without harm.

When the adventurers open the doors, read:

An unbearable stench hits you as the doors open. Decomposing heaps of humanoid bodies litter the floor of the chamber. Three statues dominate the room, rising almost to the ceiling 15 feet overhead. However, these are so defaced and eroded by time that it is impossible to determine what they once depicted. Ledges run 10 feet high along the east and west sides of the chamber, and a passageway leads out of the northwest corner.

Perception Check

DC 25: Behind the defiled statues and within the piles of corpses, you glimpse movement.

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

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

TACTICS

The slaughter wights let out frenzied screams as they burst from the mounds of corpses toward the closest intruders. They single out weaker-looking or bloodied foes for claw attacks, staying in the thick of combat to maximize the effect of their *death wail* when they fall.

The abyssal ghoulish hungerers attack in groups of three or four, concentrating their rage on single targets



ENCOUNTER P1: DEATH'S DOORWAY

to gain combat advantage as they try to quickly immobilize their foes.

DEVELOPMENTS

If the adventurers attempt to take an extended rest here, the creatures from Encounter P2 come to investigate 3 hours into that rest.

FEATURES OF THE AREA

Ceiling: 15 feet high.

Illumination: Darkness.

Defiled Statues: These 12-foot high statues have been hacked and clawed to the point of being unrecognizable. They are blocking terrain.

Mound of Corpses: These piles of decomposing bodies are gathered by the hungerers each week from across the bleak plain surrounding Nightwyrms Fortress. The mounds are difficult terrain. A living creature that starts its turn in a mound square is dazed until the start of its next turn by the stench.

Ledges: These ledges are 10 feet above the floor (DC 20 Athletics check to climb the rough wall).

Treasure: Both ledges contain a recently deceased humanoid body that the wights are saving for a later meal. The bodies are not visible from the floor. Although both have been stripped of adventuring gear, one of the corpses has a secret compartment in the heel of its boot (DC 25 Perception check to find) that holds three gems worth 5,000 gp each.

ENCOUNTER P2: CHAMBERS OF WOE

Encounter Level 18 (10,800 XP)

SETUP

- 1 draconic wraith soulravager (S)
- 4 abyssal ghouls (A)
- 2 boneclaws (B)

A draconic wraith soulravager leads the group of undead creatures guarding this area for Porapherah. They are charged with monitoring a mysterious radiant energy that sometimes surges in the middle chamber (Zone 2 on the map). Porapherah is concerned that this radiant energy might hinder Urishtar's efforts to open the Soul Vortex wider.

The first and third zones surge with necrotic energy that each react differently as living or undead creatures move through them. The middle zone is safe for the adventurers, though it might provide them an added benefit should the radiant energy surge while they are within it. See "Features of the Area" for more information.

When the adventurers turn the corner into this area, and if they have a light source, read:

A series of smaller rooms open off of the long corridor ahead, each barely discernible through curved archways in the walls. Enigmatic symbols carved on the archways and walls are eroded and defaced. Two ghouls block the middle of the corridor, snarling as they notice you.

ZONES OF ENERGY

A mix of necrotic and radiant energy pulses through the three zones that comprise this area. The adventurers can make a DC 20 Arcana or Religion check to recognize the nature of the zone in question.

Zone 1: The first set of chambers to each side of the western section of the corridor, as well as the adjoining space between the archways, is imbued with a zone of corrupting necrotic energy.

Any living creature within this zone gains vulnerable 10 necrotic. This vulnerability lasts for as long as the living creature is within the zone, or until the end of the creature's next turn once the creature exits the zone.

Undead creatures that start their turn within this zone heal 10 hit points.

Zone 2: The central set of chambers and the corridor between them occasionally erupts with radiant energy. Every turn, on initiative counts 20 and 10, roll 1d6. On a roll of 5 or 6, radiant energy surges through the zone.

Any living creature within the zone when a surge occurs heals 10 hit points.

Any undead creatures within the zone when a surge occurs takes 10 radiant damage.

Zone 3: The final set of chambers and the corridor between them (the eastern section) is imbued with deadly necrotic energy.

Any living creature that enters or starts its turn in this zone takes 10 necrotic damage.

Undead creatures within this zone deal an extra 1d8 necrotic damage with a successful attack.

Draconic Wraith Soulravager (S)		Level 21 Brute
Large shadow magical beast (dragon, undead)		XP 3,200
Initiative +15	Senses Perception +13; darkvision	
Tendrils of Reaping aura 2; enemies that enter or start their turn in the aura take 10 points of necrotic damage.		
HP 183; Bloodied 91		
AC 33; Fortitude 33, Reflex 30, Will 28		
Immune disease, poison; Resist 10 necrotic, insubstantial; Vulnerable 10 radiant (see also <i>soul ravage</i> below)		
Speed fly 8 (hover); phasing; see also <i>shadow glide</i>		
⚔ Ravaging Strike (standard; at-will) ♦ Necrotic		
Reach 2; +24 vs. AC; 3d8 +7 necrotic damage.		
⚔ Soul Ravage (standard; recharge ☞ ☞) ♦ Healing, Necrotic		
Reach 2; +24 vs. AC; 4d8 +7 necrotic damage, and the target loses 1 healing surge, and the wraith regains 45 hit points. If the draconic wraith takes radiant damage, it cannot use this power until after the end of the wraith's next turn.		
Shadow Glide (move; encounter)		
The draconic wraith shifts 8 squares.		
Alignment Chaotic evil	Languages Draconic	
Str 26 (+18)	Dex 20 (+15)	Wis 16 (+13)
Con 24 (+17)	Int 9 (+9)	Cha 14 (+12)

4 Abyssal Ghouls (A)		Level 16 Skirmisher
Medium elemental humanoid (undead)		XP 1,400 each
Initiative +16	Senses Perception +10; darkvision	
Sepulchral Stench aura 3; enemies in the aura take a -2 penalty to all defenses.		
HP 156; Bloodied 78; see also <i>dead blood</i>		
AC 30; Fortitude 30, Reflex 29, Will 25		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 8, climb 4		
⚔ Bite (standard; at-will)		
+21 vs. AC; 2d8 + 7 damage, and the target is immobilized (save ends). If the target is a living creature that is already immobilized, stunned, or unconscious, the bite deals an extra 2d6 damage.		
⚔ Dead Blood (when reduced to 0 hit points) ♦ Necrotic		
Close burst 1; all enemies in the burst take 10 necrotic damage.		
Alignment Chaotic evil	Languages Abyssal	
Skills Stealth +19		
Str 24 (+15)	Dex 22 (+14)	Wis 15 (+10)
Con 20 (+13)	Int 16 (+11)	Cha 10 (+8)

2 Boneclaws (B)		Level 14 Soldier
Large shadow animate (undead)		XP 1,000 each
Initiative +15	Senses Perception +13; darkvision	
HP 136; Bloodied 68; see also <i>necrotic pulse</i>		
AC 30; Fortitude 24, Reflex 27, Will 25		
Immune disease, poison; Resist 20 necrotic; Vulnerable 5 radiant		
Speed 8		
⊕ Claw (standard; at-will)		
Reach 3; +20 vs. AC; 1d12 + 6 damage.		
← Necrotic Pulse (free, when first bloodied; encounter) ♦ Healing, Necrotic		
Close burst 10; undead allies in the burst regain 10 hit points, and enemies in the burst take 10 necrotic damage.		
Relentless Opportunist		
If the boneclaw hits with an opportunity attack, it can make another opportunity attack against the same target during the current turn.		
Threatening Reach		
The boneclaw can make opportunity attacks against all enemies within its reach (3 squares).		
Alignment Evil	Languages Common	
Skills Intimidate +16, Stealth +18		
Str 17 (+10)	Dex 23 (+13)	Wis 12 (+8)
Con 16 (+10)	Int 10 (+7)	Cha 18 (+11)

TACTICS

The abyssal ghouls attempt to battle the adventurers within Zone 1, where the effect of the zone makes foes more vulnerable to necrotic damage. The visible ghouls charge forward and engage them within the zone. The two ghouls behind the curtains remain hidden for two rounds or until the adventurers approach the curtains.

The boneclaws join the fray at once, spreading out to maximize the effect of their *threatening reach*. They will fight from within Zone 2 if they have to, but try to push their way into Zone 1 or retreat into Zone 3 if they become bloodied.

The draconic wraith soulravager positions itself as a mobile wall at the far edge of Zone 3, making a *ravaging strike* attack against any creature trying to pass and reach the corridor to Location P3.

The creatures here know that being forced to fight within Zone 2 puts them at risk to radiant damage. They work to maneuver adventurers out of the zone as soon as possible.

FEATURES OF THE AREA

Ceiling: 15 feet high.

Illumination: Darkness.

Curtains: These thick curtains subdivide the chambers in Zones 1 and 2, providing concealment for the creatures hiding behind them. The curtains can be moved through as part of a move action, counting as difficult terrain. They can be torn down with a standard action and a Strength check (DC 15 for one 5-foot section, an additional 5-foot section for every 3 above the DC; so, to pull down the curtain in the northern chamber of Zone 1 with a single standard action, a character needs to achieve a result of 21 or better).

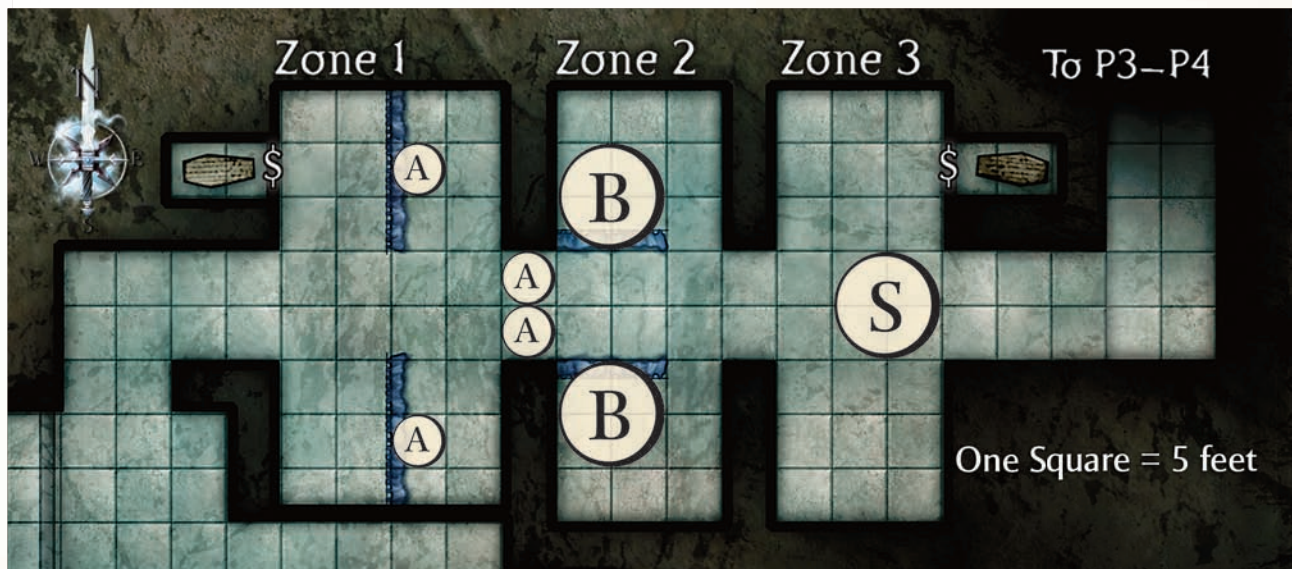
An attack made through a curtain, or which catches a curtain in its area, automatically destroys that section of the curtain.

Zones of Energy: See the section on the facing page.

A zone can be targeted with *dispel magic* (wizard utility 6). This requires an attack against the zone's Will defense (30). A dispelled zone reconstitutes after 5 minutes have elapsed.

Secret Alcoves: Ancient sarcophagi rest within secret compartments in the northern chambers of Zone 1 and Zone 3. A DC 27 Perception check is required to find one of these secret alcoves. Each sarcophagus is covered in ancient runes like those elsewhere in this section of the fortress, except that these have not been defaced. A DC 25 History check identifies them as ancient prayers to Orcus, made by some long-forgotten civilization.

Treasure: The eastern sarcophagus contains bone dust and a *helm of heroes* (level 20). The western sarcophagus is empty and eerily clean of even the least speck of dust.



ENCOUNTER P3: RELUCTANT GUARDIAN

Encounter Level 21 (16,000 XP)

SETUP

Xenro, blackfire dracolich (D)

1 eladrin prisoner (E)

This large chamber is the lair of a discontented red dragon tricked into undeath by Magrathar's servant, Porapherah. Xenro spends his time in quiet contemplation. From time to time, Porapherah attempts to improve the mood of his servant by sending him a live prisoner to toy with (most recently an eladrin male).

The dracolich begins the encounter out of line of sight of the chamber entrance. However, a character who speaks Draconic might hear a bit of conversation as the party approaches the chamber's entrance, and the eladrin prisoner is in plain sight.

Perception Check

DC 14: *You hear a rasping whisper from somewhere ahead. (If the character understands Draconic, he or she hears the following.) "He says you are a gift, but you cannot even speak the noble language. A poor gift, I think. He vexes me. Perhaps you are clever enough to learn. If not, no matter. Porapherah will send along another plaything. Perhaps one that can talk."*

When the adventurers can see the chamber, read:

In the center of the chamber, an eladrin male is shackled to a narrow stone pillar. A swath of rubble shows where portions of the ceiling have collapsed. Ruined statues stand in niches to the southeast.

When the dracolich emerges, show the players "View of the Dracolich" on page 27 of *Adventure Book One*. Xenro would rather parley than fight. If he becomes aware of the intruders before they enter the chamber, he bends his head around the corner and snarls in Draconic: "Pray you are a better conversationalist than this poor wretch." If the adventurers refrain from attacking, see the "Dracolich Diplomacy" skill challenge, below.

DRACOLICH DIPLOMACY

Xenro was once a mighty red dragon who terrified and oppressed the land. Porapherah, playing to the creature's vanity and thirst for power, convinced him to undergo the ritual that transformed him into a black-fire dracolich. As long as Porapherah holds Xenro's phylactery, the dracolich reluctantly follows the night-walker's commands. Xenro resents both his servitude to Porapherah and the fact that he was tricked into it—facts that clever adventurers can use to their advantage.

The following skill challenge gives the PCs the opportunity to parley with Xenro. They can discover that he is a captive and agree to help end his servitude, then encourage him to let them pass in return for retrieving his phylactery from Porapherah. The PCs must speak in Draconic to make use of the Diplomacy skill; other skills can be used by speaking Common, but the checks receive a -2 penalty.

Note that the PCs can achieve experience only once, either for defeating the dracolich in combat or by successfully completing the skill challenge.

Level: 21 (XP 16,000).

Complexity: 2 (6 successes before 3 failures).

Primary Skills: Bluff, Diplomacy, Insight.

Bluff (DC 22, standard action): A PC who speaks Draconic can appeal to Xenro's enormous ego, convincing the dracolich that the characters have come to pay their respects to him as the strongest guardian of Magrathar's Teeth. This skill can be used to gain 1 success in this challenge.

Diplomacy (DC 22, standard action): A PC who speaks Draconic can ingratiate himself to the dracolich, offering riveting conversation and gaining the creature's trust. With each success with this skill, Xenro reveals a little more of his story. This skill can be used to gain up to 3 successes in this challenge.

First Success: "When I was a living red dragon, the world trembled when my shadow passed by. Now . . ." As soon as one character succeeds on this check, any PC can attempt a History check, as described below.

Second Success: "I must keep you from progressing any deeper into the fortress. Porapherah the Liar, the Betrayer, the Despised One, demands it of me."

Third Success: "Tell me more about your adventures. What is the most powerful foe that you have vanquished? What is the most powerful relic that you have commandeered?"

Insight (DC 22, standard action): A PC can make an Insight check to get a sense of the dracolich's mood and demeanor. A success provides the PC with a sense that the dracolich is unhappy, bored, and generally discontented. This skill can be used to gain 1 success in this challenge.

Insight, after at least one Diplomacy check success (DC 14, standard action): A PC can make an Insight check to discover the dracolich's desire to thwart Porapherah and gain his captive phylactery. This skill can be used to gain 1 success in this challenge.

Secondary Skills: Arcana, History, Religion.

Arcana or Religion (DC 27, standard action): A PC can make an Arcana or Religion check to impress Xenro with obscure knowledge. Each of these skills can be used to gain 1 success in this challenge.

History, after at least one success with Diplomacy (DC 22, standard action): A PC remembers the legend of Blazenfiend the Red Dragon, a terrible creature that once terrorized the natural world before it mysteriously disappeared many years ago. (The name was what the oppressed humans called Xenro.) Recalling the legend and playing to Xenro's vanity earns a success with this skill. This skill can be used to gain 1 success in this challenge.

Success: If the PCs earn 6 successes, they impress Xenro and convince him to ask a favor of them. "I shall let you pass if you agree to destroy Porapherah and return my phylactery to me," the dracolich says. He expands the stakes by telling the adventurers about the *soul ring* his master wears and the magic item's purpose. If the PCs ask, Xenro agrees to spare the eladrin prisoner to seal the bargain.

Failure: If the PCs get 3 failures, Xenro becomes bored with the conversation or feels insulted, and attacks.

Xenro, Blackfire Dracolich (D) Level 21 Solo Controller

Huge natural magical beast (dragon, undead) XP 16,000

Initiative +17 Senses Perception +20; darkvision

HP 1,015; Bloodied 507

AC 38; Fortitude 39, Reflex 37, Will 35

Immune disease, fear, poison; Resist 35 necrotic; Vulnerable 10 radiant

Saving Throws +5

Speed 8, fly 10 (clumsy)

Action Points 2

Ⓛ Bite (standard; at will) ♦ Necrotic

Reach 4; +26 vs. AC; 2d10 + 8 damage. Against a stunned target, this attack deals an extra 3d8 necrotic damage.

⚡ Mesmerizing Gaze (immediate interrupt; when an enemy makes a melee attack against the dracolich; at-will) ♦ Fear

Close blast 3; +24 vs. Will; the target is stunned until the end of the blackfire dracolich's next turn. Miss: The target takes a -2 penalty to attack rolls against the blackfire dracolich until the end of the blackfire dracolich's next turn.

⚡ Blackfire (standard; recharge ☞☞☞) ♦ Fire, Necrotic

Close blast 5; automatic hit; 2d8 +7 necrotic damage, and ongoing 10 fire damage (save ends).

⚡ Breath Weapon (standard; recharge ☞☞) ♦ Necrotic

The blackfire dracolich breathes a coruscating blast of necrotic energy. Close blast 9; +24 vs. Reflex; 2d12 +7 necrotic damage, and the target is stunned until the end of the blackfire dracolich's next turn. Miss: Half damage, and the target is not stunned. Hit or Miss: The target loses any necrotic resistance it has (save ends).

⚡ Bloodied Breath (free, when first bloodied; encounter)

The blackfire dracolich's breath weapon recharges, and he uses it immediately.

⚡ Frightful Presence (standard; encounter) ♦ Fear

Close burst 20; targets enemies; +24 vs. Will; the target is stunned until the end of the blackfire dracolich's next turn. Afterside: The target takes a -2 penalty to attack rolls until the end of the encounter.

Alignment Evil Languages Common, Draconic

Skills Arcana +19, Endurance +23, History +19, Insight +21, Intimidate +18, Religion +19

Str 29 (+19)

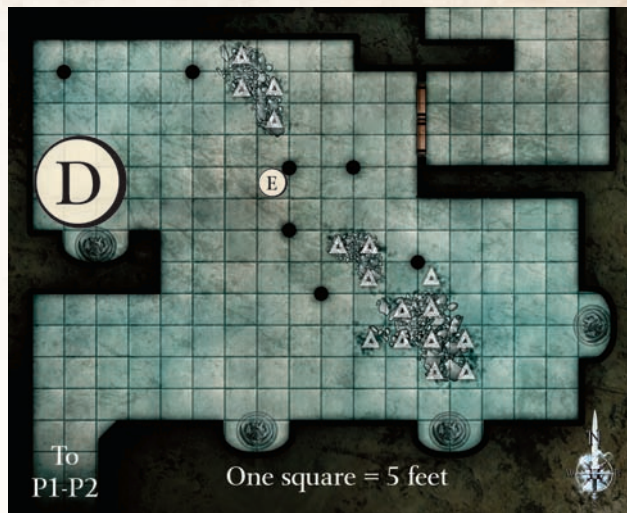
Dex 25 (+17)

Wis 20 (+15)

Con 27 (+18)

Int 18 (+14)

Cha 17 (+13)



ENCOUNTER P3: RELUCTANT GUARDIAN

TACTICS

If a fight breaks out, the dracolich opens combat with *frightful presence*, then alternates bite or *breath weapon* attacks with his *blackfire* power.

The dracolich normally avoids attacks that would include the eladrin, determined not to waste the prisoner's entertainment value. However, once the dracolich is bloodied, he uses all means at his disposal to destroy the PCs—whether the prisoner is targeted or not.

FEATURES OF THE AREA

Ceiling: 15 feet high.

Illumination: Bright light throughout the area provided by everburning torches.

Pillars: The pillars are too narrow to block line of sight or provide cover.

Eladrin Prisoner: Treat the eladrin as a 5th-level minion with 1 hit point. The prisoner's name is Radfel, and he is half mad with fear. He remembers falling down a dark crevice near his home in the Feywild and waking here.

Rubble: These areas of collapsed pillars and ceiling are difficult terrain.

Statuses: Eroded statues stand in niches along the walls.

Treasure: Buried beneath the rubble are the rotted remains of clothing, leather armor, and other bits of equipment. A thorough search and a DC 27 Perception check turns up 290 pp and a +4 *phasing shortbow*.

ENCOUNTER P4: HAUNT OF PORAPHERAH

Encounter Level 22 (20,800 XP)

SETUP

Porapherah, nightwalker (N)
2 slaughter wights (W)
8 abyssal ghouls (A)

Porapherah the nightwalker, one of Magrathar's four captains, uses this chamber as a lair. When he is not patrolling or performing missions for Magrathar, the nightwalker spends time here in a deathlike trance.

The main function of the nightwalker and his troops is to keep watch over a strange pool of golden light in this chamber, and to protect the sacred chamber hidden behind the secret door to the west. As with the strange radiant effect in Location P2, Magrathar and Urishtar have been unable to quell or destroy the mysterious font of radiance.

Porapherah spends a lot of time in the niche opposite the golden pool of light, hoping that his presence might help overcome the radiant effect suffusing the area. The nightwalker's minions mill about the chamber, awaiting the delivery of fresh meat from beyond the Teeth.

ENTRY HALL

The encounter begins in the entry hall outside the chamber, where the adventurers must find a way into Porapherah's haunt.

If the adventurers approach the doors, read:

The passage ends in large double doors carved of dark stone. The doors are undecorated and have no handles or other visible means by which they might be opened.

Perception Check

DC 24: A ten-foot-wide section of wall on the west side of the hall conceals a secret door.

Opening the Double Doors: There are three ways to open the doors to Porapherah's haunt. The first way requires the creature seeking entry to be undead. The doors easily swing open for undead creatures.

The second approach requires application of the Thievery skill. As a standard action, a character can make a DC 29 Thievery check. The first success causes the doors to click open slightly so that a line of light appears in the space where the doors meet. A second success causes the doors to swing open. A failure inflicts a necrotic shock on the character (10 necrotic damage). Dealing with the doors in this way alerts Porapherah and his troops to the presence of intruders.

The third approach requires application of either the Arcana or Religion skill. As a standard action, a character can make a DC 16 Arcana or Religion check to detect the necrotic energy flowing through the black stone. A second such check, also as a standard action, requires a DC 24 to temporarily disrupt that flow and allow the doors to swing open. A failure on the second check inflicts a necrotic shock on the character (10 necrotic damage).

Opening the Secret Door: If the PCs notice the secret door, they can open it with a minor action.

Nightwalker (N)		Level 20 Elite Brute
Large shadow humanoid (undead)		XP 5,600
Initiative +15	Senses Perception +14; darkvision	
Void Chill (Cold, Necrotic) aura 5; enemies that start their turns in the aura take 5 cold and necrotic damage.		
HP 464; Bloodied 232		
AC 34; Fortitude 32, Reflex 30, Will 32		
Immune disease, poison; Resist 20 cold, 20 necrotic; Vulnerable 20 radiant		
Saving Throws +2		
Speed 8		
Action Points 1		
⊕ Slam (standard; at-will) ♦ Cold, Necrotic Reach 2; +23 vs. AC; 1d8 + 7 plus 2d8 cold and necrotic damage.		
✂ Finger of Death (standard; encounter) ♦ Gaze, Necrotic Ranged 5; affects a bloodied target only; +21 vs. Fortitude; the target drops to 0 hit points. Resistance to necrotic damage does not apply to this power.		
↖ Void Gaze (minor 1/round; at-will) ♦ Gaze, Necrotic Close blast 5; +21 vs. Will; 1d8 + 7 necrotic damage, and the target is pushed 4 squares and takes a -2 penalty to all defenses (save ends).		
Alignment Evil		Languages Common, telepathy 20
Skills Stealth +20		
Str 24 (+17)	Dex 20 (+15)	Wis 18 (+14)
Con 22 (+16)	Int 17 (+13)	Cha 24 (+17)
Equipment glass prism phylactery, soul ring		

8 Abyssal Ghouls (A)		Level 16 Skirmisher
Medium elemental humanoid (undead)		XP 1,400 each
Initiative +16	Senses Perception +10; darkvision	
Sepulchral Stench aura 3; enemies in the aura take a -2 penalty to all defenses.		
HP 156; Bloodied 78; see also <i>dead blood</i>		
AC 30; Fortitude 30, Reflex 29, Will 25		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 8, climb 4		
⊕ Bite (standard; at-will) +21 vs. AC; 2d8 + 7 damage, and the target is immobilized (save ends). If the target is a living creature that is already immobilized, stunned, or unconscious, the bite deals an extra 2d6 damage.		
↖ Dead Blood (when reduced to 0 hit points) ♦ Necrotic Close burst 1; all enemies in the burst take 10 necrotic damage.		
Alignment Chaotic evil		Languages Abyssal
Skills Stealth +19		
Str 24 (+15)	Dex 22 (+14)	Wis 15 (+10)
Con 20 (+13)	Int 16 (+11)	Cha 10 (+8)

2 Slaughter Wights (W) **Level 18 Brute**

Medium natural humanoid (undead)

XP 2,000 each

Initiative +14 **Senses** Perception +13; darkvision**HP** 182; **Bloodied** 91; see also *death wail***AC** 30; **Fortitude** 30, **Reflex** 27, **Will** 26**Immune** disease, poison; **Resist** 20 necrotic; **Vulnerable** 10 radiant
Speed 7⊕ **Claw** (standard; at-will) ♦ **Healing, Necrotic**

+21 vs. AC; 3d6 + 8 necrotic damage, the target loses a healing surge and is weakened (save ends), and the slaughter wight regains 15 hit points.

← **Death Wail** (when reduced to 0 hit points) ♦ **Necrotic**

Close burst 5; targets enemies; +21 vs. Fortitude; 2d6 + 4 necrotic damage. Undead allies in the burst can make a basic attack as a free action.

Alignment Chaotic evil **Languages** Common**Str** 26 (+17) **Dex** 20 (+14) **Wis** 9 (+8)**Con** 22 (+15) **Int** 12 (+10) **Cha** 18 (+13)

INSIDE THE HAUNT

When the adventurers open either the double doors or the secret door, read:

The walls of this chamber are eroded and defaced. Bones litter the floor, forming uneven piles in places. A pack of ghouls and a pair of wights shamble about the chamber, digging through the bones for choice scraps to gnaw on. A shadowy creature stands motionless and silent in one corner of the room. In the opposite corner, a pool of golden light glows brightly.

TACTICS

If the adventurers launch an attack through the eastern doors, three ghouls emerge through the secret door the following round in an attempt to flank the party. If the adventurers enter through the secret door, the ghouls near the main doors rush out with the same plan.

The ghouls and wights swarm the PCs, focusing on any wielding holy symbols or other divine implements. They stay in the thick of combat, maximizing the effect of their *death wail* or *dead blood* abilities when they fall.

Porapherah uses his *void gaze* to force the PCs into combat with the ghouls and wights, focusing on those attempting to stay out of melee. Any PC who demonstrates the ability to deal radiant damage is targeted with *finger of death* as soon as he or she is bloodied.



FEATURES OF THE AREA

Ceiling: 15 feet high.**Illumination:** Bright light from the font of radiance.**Bone Piles:** Bones litter the entire floor of this chamber. Where the bones are piled up, the squares are difficult terrain.**Font of Radiance:** A pool of golden light erupts in the northwest corner of this chamber. It exudes an aura that makes all squares within and adjacent to it difficult terrain for any creature vulnerable to radiant damage. Any such creature that enters or begins its turn in the pool of light takes 1d10 radiant damage and ongoing 10 radiant damage (save ends).**Secret Chamber:** A DC 29 Perception check notes the secret door to the west of the pool. The chamber beyond contains an altar of white marble that shines with a golden light, on which are inscribed several odd sigils. A DC 24 Religion check reveals that this area was once associated with powerful entities of good.

If the altar is touched by a character with a good alignment who can use a holy symbol as an implement, a treasure appears in a flare of golden light (see below).

Once Porapherah's forces are routed, the adventurers can safely take an extended rest in the secret chamber. However, each time they do so, Magrathar has a chance to discover where they are hiding. On a roll of 1 on 1d6, a grim patrol waits to ambush them once they emerge (see *Adventure Book One*, page 13).

Treasure: The first PC who activates the altar in the secret chamber is presented with a +5 *symbol of life* dedicated to the character's deity.

On his forearm, Porapherah wears a glass prism. A DC 22 Religion check reveals that this is the phylactery of the dracolich Xenro (Encounter P3). Because Porapherah created the phylactery, only the nightwalker can command the dracolich. If the PCs destroy or return the phylactery, the freed dracolich immediately flees the fortress.

Soul Ring: Porapherah wears a platinum ring set with a spark of light. This is one of the four *soul rings*.

ENCOUNTER VI: HALL OF ICE AND SHADOW

Encounter Level 18 (11,000 XP)

SETUP

4 cold-eye basilisks (B)

3 ice archon hailscourges (H)

Ice ring trap

The frostshaper ice archon Vorst, one of Magrathar's captains, controls this section of the fortress. This first chamber contains several rough platforms that serve as roosts for the basilisks stationed here to guard against intruders. These creatures are bound to the ice archon handlers also stationed in the chamber. An ice ring trap provides additional security.

When the adventurers approach the doors to this chamber, read:

Frost paints cold whorls across a set of double doors. As you approach the doors, the temperature drops noticeably.

OPENING THE DOORS

The double doors are frozen shut, and the adventurers can feel waves of intense cold emanating from beyond the doors.

The doors can be forced open with a DC 25 Strength check.

They can be bashed open by dealing 50 points of damage to the doors (AC 6, Fortitude 12, Reflex 6).

The frost can be melted by dealing 20 points of fire damage to the doors, allowing the doors to open freely.

ENTERING THE CHAMBER

Once the frozen doors open, the adventurers can enter the chamber.

When the adventurers open the doors, read:

The floor of this frigid chamber is coated with frost. A number of stone platforms rise 10 feet from the floor. Atop three of the platforms sit large reptilian creatures with multiple legs. An icy mist surrounds each of these creatures.

Perception Check

DC 25: Farther back in the frigid chamber, a creature composed of ice and armor lurks behind one of the platforms.

ICE RING TRAP

In addition to the archons and basilisks, an ice ring has been set up in the center of the chamber. This trap inflicts harm and makes living creatures vulnerable to cold damage.

Ice Ring

Trap

Level 18 Blaster

XP 2,000

The air around you flares to a cold white light as frigid shards of energy tear at your flesh.

Trap: The ice archons that inhabit this area have created a ring of cold energy that flares up when a living creature moves within it.

Perception

- ◆ **DC 20:** The air above the circle shimmers with faint energy.
- ◆ **DC 25:** At the center of the area, a faint white rune is marked on the floor.

Additional Skill: Arcana

- ◆ **DC 25:** The character recognizes the area as being suffused with magical cold.

Trigger

When a living creature enters or begins its turn in a trapped square, the air around it becomes icy cold.

Attack

Opportunity Action Melee

Target: Living creature within the trap

Attack: +21 vs. Fortitude

Hit: 2d6 + 5 cold damage and target gains vulnerability cold 10 (save ends).

Miss: Half damage and no vulnerability.

Countermeasures

- ◆ A character within the area of the trap can disable it by deactivating the white rune with a DC 25 Thievery check or a DC 27 Arcana check.

TACTICS

The three ice archon hailscourges have trained the basilisks to use their gaze attacks on any living creature that enters the chamber. The basilisks remain on their perches, coming down only if they are attacked from beyond the range of their *freezing gaze*. In melee, they harass enemies with their *freezing gaze* and their bite attacks.

Once all the ice archon hailscourges are defeated, the basilisks stop attacking. They remain warily on (or return to) their perches. As long as the PCs do not attack, the creatures let them pass.

The ice archon hailscourges stay away from the PCs for as long as possible. They use their *ice shuriken* and *hail storm* attacks to deal damage from a distance, while their ice walk ability allows them to freely move around the room. By staying out of melee, they also hope to maximize the effect of their *frost shield* power. The hailscourges attempt to lure PCs into the ice ring trap, as well as into range of the basilisks.

DEVELOPMENT

If the PCs attempt to take an extended rest in this chamber after defeating its defenders, an ice archon hailscourge from Location V2 investigates after 4 hours. It snipes from just inside the door with its *ice shuriken* attack, hoping to coax the party into chasing it and triggering Encounter V2.

3 Ice Archon Hailscourges (H) Level 16 Artillery

Medium elemental humanoid (cold) XP 1,400 each

Initiative +11 Senses Perception +10

HP 120; Bloodied 60

AC 30; Fortitude 28, Reflex 27, Will 26

Immune disease, poison; Resist 20 cold

Speed 6 (ice walk)

⊕ **Slam** (standard; at-will) ♦ Cold

+19 vs. AC; 1d6 + 4 cold damage.

⊕ **Ice Shuriken** (standard; at-will) ♦ Cold

Ranged 6/12; +21 vs. AC; 1d6 + 4 damage plus 1d6 cold damage.

↘ **Double Attack** (standard; at-will) ♦ Cold

The ice archon hailscourge makes two ice shuriken attacks.

✱ **Hail Storm** (standard; recharge [2][2]) ♦ Cold

Area burst 1, 2, 3, or 4 within 20; +21 vs. AC; 2d8 + 4 cold damage. *Miss:* Half damage. The ice archon hailscourge determines the exact burst radius of the hail storm.

Frost Shield (immediate interrupt, when attacked by a ranged, a close, or an area attack; encounter) ♦ Cold

The ice archon hailscourge gains resist 20 to all damage against the triggering attack.

Alignment Chaotic evil Languages Primordial

Str 18 (+12) Dex 16 (+11) Wis 14 (+10)

Con 18 (+12) Int 14 (+10) Cha 15 (+10)

Equipment plate armor

4 Cold-Eye Basilisks (B) Level 15 Soldier

Large natural beast (reptile, cold) XP 1,200 each

Initiative +11 Senses Perception +14

Icy Aura aura 2; any non-cold creature that starts its turn in the aura is slowed and enemies treat the area within the aura as difficult terrain.

HP 151; Bloodied 75

AC 31; Fortitude 27, Reflex 22, Will 23

Immune cold

Speed 4 (ice walk)

⊕ **Bite** (standard; at-will)

+22 vs. AC; 2d8 + 6 damage.

↔ **Freezing Gaze** (standard; at-will) ♦ Cold, Gaze

Close blast 3; +20 vs. Fortitude; 2d6 cold damage and ongoing 5 cold damage (save ends). *First Failed Saving Throw:* Ongoing 5 cold damage and the target is immobilized (save ends). *Second Failed Saving Throw:* Ongoing 10 cold damage and the target is stunned (save ends). *Third Failed Saving Throw:* Ongoing 15 cold damage and the target is frozen (save ends). A frozen target is stunned and unaware of its surroundings.

Alignment Unaligned Languages –

Skills Stealth +13

Str 20 (+12) Dex 13 (+8) Wis 15 (+9)

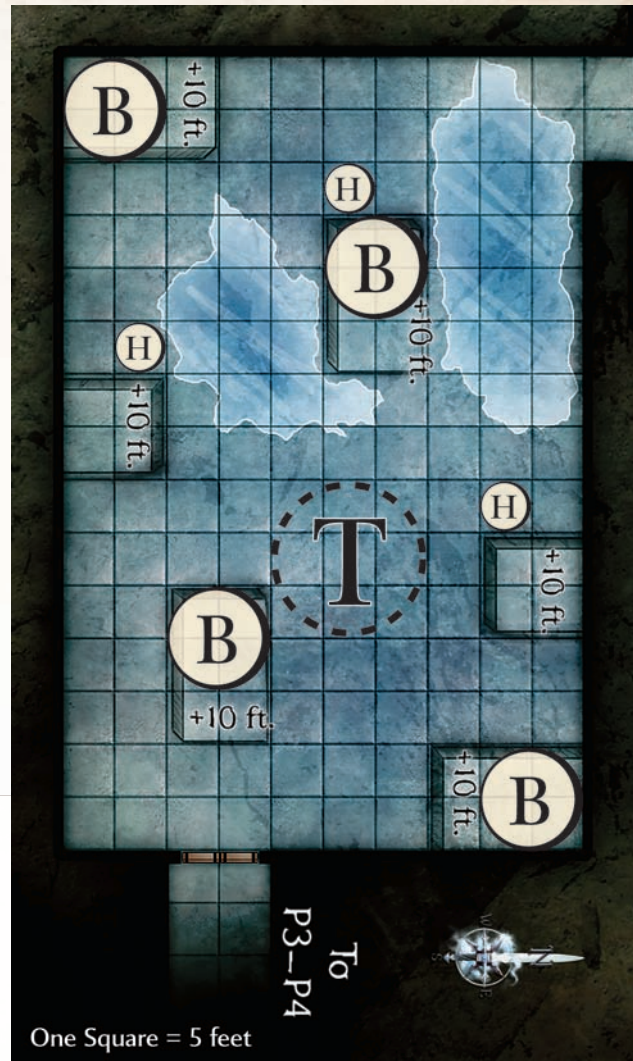
Con 23 (+13) Int 2 (+3) Cha 8 (+6)

FEATURES OF THE AREA

Ceiling: 25 feet high.

Illumination: Bright light, from the icy walls.

Icy Floor: These squares are supernaturally slippery, and can be safely navigated only by creatures with the ice walk ability. Any other creature that moves onto a section of icy floor slides in a straight line in the direction of its movement. It travels either to the end of its full movement, to the first square beyond the icy floor, or until it hits a wall or platform.



A creature that slides into a wall or platform automatically falls prone in the last square it can occupy and takes 1d10 damage. Other creatures affected by the icy floor must make a DC 20 Acrobatics check after their move or fall prone.

Platforms: The stone platforms within this chamber are 10 feet high and covered with ice. They can be climbed with a DC 25 Athletics check. Where the basilisks lair, they do so in nests made of ice, as well as the bones and clothing of previous intruders. The nests hold nothing of value.

The platforms are hollow. The interior of each can be accessed by a 2-foot-diameter crawl space concealed behind a thin layer of ice (DC 20 Perception check to notice). The ice archons retire to these narrow chambers to rest.

Treasure: A pile of rubble within the hollow platform closest to the eastern door hides a gold and diamond pendant worth 4,200 gp (DC 25 Perception check to find).

ENCOUNTER V2: ICY FOG

Encounter Level 17 (9,400 XP)

SETUP

- 3 ice archon hailscourges (H)
- 1 ice archon frostshaper (F)
- 1 ice archon rimehammer (R)

Ice archons, comrades of those in Location V1, form a second line of defense in this frosty chamber. The floor here has fallen away except for a number of 5-foot square islands, each of which is surrounded by impenetrable white fog. The adventurers must cross between these islands to reach the opposite door and continue their journey. However, the creatures stationed here do their best to prevent that.

The rimehammer frost archon lingers below the fog with total concealment. Do not reveal this creature until it attacks.

When the adventurers approach the chamber, show the players “View of the Icy Fog” on page 28 of Adventure Book One and read:

The passage ends at a ledge opening into another freezing chamber. Most of the floor in this wide room appears to have crumbled away, and a cloud of chill fog hides the depth of the collapse. Portions of the original floor rise from the fog as small islands of stone, making a kind of path across the chamber to a ledge on the other side. Atop those islands, more ice archons perch, watching your approach with anticipation.

Perception Check

DC 20: *The force with which the fog swirls suggests that it is more than just a product of the chill air here.*

Ice Archon Rimehammer (R)	Level 19 Soldier
Medium elemental humanoid (cold)	XP 2,400
Initiative +15 Senses Perception +12	
Icy Ground (Cold) aura 1; enemies treat the area within the aura as difficult terrain.	
HP 185; Bloodied 92	
AC 35; Fortitude 35, Reflex 32, Will 31	
Immune disease, poison; Resist 30 cold	
Speed 6 (ice walk)	
⊕ Maul (standard; at-will) ♦ Cold, Weapon	
+25 vs. AC; 2d6 + 7 damage plus 1d6 cold damage, and the target is slowed (save ends). Against a slowed target, the rimehammer deals an extra 2d6 cold damage.	
Alignment Chaotic evil	Languages Primordial
Str 24 (+16)	Dex 18 (+13) Wis 16 (+12)
Con 25 (+16)	Int 14 (+11) Cha 15 (+11)
Equipment plate armor, maul	

Ice Archon Frostshaper (F)	Level 20 Controller (Leader)
Medium elemental humanoid (cold)	XP 2,800
Initiative +14	Senses Perception +14
Icy Aura (Cold) aura 5 (not active while bloodied); cold creatures in the aura gain regeneration 10. Enemies treat the area within the aura as difficult terrain.	
HP 190; Bloodied 95	
AC 34; Fortitude 32, Reflex 28, Will 32	
Immune disease, poison; Resist 30 cold	
Speed 6 (ice walk)	
⊕ Ice Blade (standard; at-will) ♦ Cold, Weapon	
+23 vs. AC; 2d6 + 8 cold damage.	
✧ Ice Javelin (standard; at-will) ♦ Cold, Weapon	
Ranged 5; +23 vs. AC; 2d6 + 8 cold damage, plus the target is slowed until the end of the frostshaper's next turn.	
✧ Icy Burst (standard; recharges when the frostshaper hits with a melee attack) ♦ Cold	
Area burst 1 within 5; +23 vs. AC; 3d8 + 8 cold damage, plus the target is slowed (save ends). Miss: Half damage, and the target is not slowed.	
Alignment Chaotic evil	Languages Primordial
Skills Intimidate +23	
Str 26 (+18)	Dex 19 (+14) Wis 18 (+14)
Con 22 (+16)	Int 14 (+12) Cha 27 (+18)

3 Ice Archon Hailscourges (H)	Level 16 Artillery
Medium elemental humanoid (cold)	XP 1,400 each
Initiative +11	Senses Perception +10
HP 120; Bloodied 60	
AC 30; Fortitude 28, Reflex 27, Will 26	
Immune disease, poison; Resist 20 cold	
Speed 6 (ice walk)	
⊕ Slam (standard; at-will) ♦ Cold	
+19 vs. AC; 1d6 + 4 cold damage.	
⊕ Ice Shuriken (standard; at-will) ♦ Cold	
Ranged 6/12; +21 vs. AC; 1d6 + 4 damage plus 1d6 cold damage.	
✧ Double Attack (standard; at-will) ♦ Cold	
The ice archon hailscourge makes two ice shuriken attacks.	
✧ Hail Storm (standard; recharge ☹️ ☹️) ♦ Cold	
Area burst 1, 2, 3, or 4 within 20; +21 vs. AC; 2d8 + 4 cold damage. Miss: Half damage. The ice archon hailscourge determines the exact burst radius of the hail storm.	
Frost Shield (immediate interrupt, when attacked by a ranged, a close, or an area attack; encounter) ♦ Cold	
The ice archon hailscourge gains resist 20 to all damage against the triggering attack.	
Alignment Chaotic evil	Languages Primordial
Str 18 (+12)	Dex 16 (+11) Wis 14 (+10)
Con 18 (+12)	Int 14 (+10) Cha 15 (+10)
Equipment plate armor	

TACTICS

The chill fog in the chamber supports the ice archons so that with a move action they can cross over it as though it were solid floor. See “Features of the Area” for more information.

The ice archon rimehammer waits until the first PCs have moved into the room. It then rises up from the fog to engage any characters still on the ledge, choosing lightly armored targets for its maul attacks if it can. Once it slows a target, it focuses subsequent attacks on that creature, hoping for a quick kill.

The hailcourages stay at range for as long as possible. They unleash *hail storm* attacks as often as they can, making *double attacks* with their *ice shuriken* while they wait for *hail storm* to recharge. If pressed, a hailcourage makes slam attacks only if it can then move out of melee range. If it cannot, it takes a double move to reposition itself out of harm’s way.

The ice archon frostshaper makes an *icy burst* attack against PCs on the southern ledge, hoping to slow characters preparing to jump or fly across the chamber. It stays within 5 squares of the largest group of PCs in melee, allowing its *icy aura* to hinder foes even as it grants regeneration to its allies. The frostshaper moves across the fog to close with PCs and make *ice blade* attacks. When a successful attack recharges its *icy burst*, it uses that power again, then repeats the same tactics.

FEATURES OF THE AREA

Ceiling: 15 feet high.

Illumination: Bright light at the top of the chamber, from the icy walls. Darkness below the fog.

Floor Sections: The tall columns of floor standing within the chamber are stable and on the same level as the passageways that lead into and out of the room. PCs can jump from column to column with an appropriate Athletics check (DC 11 to reach the first columns with a running jump, DC 16 for standing jumps to the other columns). Only the first jump from the southern ledge can be made as a running jump.

Fog-Filled Abyss: The collapsed bottom of the chamber lies 60 feet below the still-standing columns of floor. The fog that fills the open space between those islands of floor provides total concealment for creatures within it.

The fog also has a special quality that allows cold creatures to treat it as if it was a solid surface. Moreover, a cold creature can rise or sink within the fog at will, as easily as other creatures can climb or descend stairs. Unless an ice archon is unconscious, knocking it into the fog does not lead to a deadly drop. However, the PCs fall through the fog normally.

In addition to its other effects, the icy fog also deals damage to creatures that begin their turns within its freezing embrace. Such creatures take 3d6 + 4 cold damage at the start of any turn in which they are



ENCOUNTER V2: ICY FOG

within the icy fog (for the PCs, that usually only occurs in the round after a character has fallen into the fog-filled abyss).

The floor of the chamber is a layer of solid ice 10 feet thick. The stripped bodies of numerous creatures (including several slaad) lie entombed and perfectly preserved in the ice. These corpses hint at the tensions running high between the various captains under Magrathar’s command.

Treasure: 70 pp are scattered across the ice at the bottom of the chamber.

ENCOUNTER V3: PRISONERS OF COLD

Encounter Level 19 (12,800 XP)

SETUP

- 2 stone golems (G)
- 3 rakshasa warriors (R)
- 2 ice archon hailcourges (H)

Three devious rakshasas loyal to Varun (see Encounter K7) are alerted to the presence of intruders by any combat in Locations V1 and V2. The ambush they have prepared employs their *deceptive veil* power to appear as ragged-looking eladrin prisoners. Two ice archon hailcourges lash these apparent captives at the feet of two sinister-looking statues (the stone golems).

When the adventurers open the door, show the players “View of the Prisoners” on page 28 of Adventure Book One and read:

Tortured screams ring out as the door to this chamber opens. The way ahead is blocked by vertical bars of ice. The frozen chamber beyond is dominated by a pair of statues depicting robed humanoids. Before the statues, three eladrin writhe on the floor as a pair of ice archons lashes them with sadistic fury. Frozen humanoid corpses are stacked high within ice cages to the east and west.

Perception Check

DC 27: As the ice archons lay into the eladrin, you can see that their deadly lash attacks are not touching the prisoners.

2 Ice Archon Hailcourges (H)	Level 16 Artillery	
Medium elemental humanoid (cold)	XP 1,400 each	
Initiative +11	Senses Perception +10	
HP 120; Bloodied 60		
AC 30; Fortitude 28, Reflex 27, Will 26		
Immune disease, poison; Resist 20 cold		
Speed 6 (ice walk)		
⊕ Slam (standard; at-will) ♦ Cold		
+19 vs. AC; 1d6 + 4 cold damage.		
⊕ Ice Shuriken (standard; at-will) ♦ Cold		
Ranged 6/12; +21 vs. AC; 1d6 + 4 damage plus 1d6 cold damage.		
↘ Double Attack (standard; at-will) ♦ Cold		
The ice archon hailcourge makes two <i>ice shuriken</i> attacks.		
❄ Hail Storm (standard; recharge ☼ ☼) ♦ Cold		
Area burst 1, 2, 3, or 4 within 20; +21 vs. AC; 2d8 + 4 cold damage. Miss: Half damage. The ice archon hailcourge determines the exact burst radius of the <i>hail storm</i> .		
Frost Shield (immediate interrupt, when attacked by a ranged, a close, or an area attack; encounter) ♦ Cold		
The ice archon hailcourge gains resist 20 to all damage against the triggering attack.		
Alignment Chaotic evil	Languages Primordial	
Str 18 (+12)	Dex 16 (+11)	Wis 14 (+10)
Con 18 (+12)	Int 14 (+10)	Cha 15 (+10)
Equipment plate armor		

2 Stone Golems (G)	Level 17 Elite Soldier	
Large natural animate (construct)	XP 3,200 each	
Initiative +8	Senses Perception +7; darkvision	
HP 336; Bloodied 168; see also <i>death burst</i>		
AC 33; Fortitude 33, Reflex 24, Will 24		
Immune disease, poison, sleep		
Saving Throws +2		
Speed 6; can't shift		
Action Points 1		
⊕ Slam (standard; at-will)		
Reach 2; +23 vs. AC; 3d6 + 7 damage, and the target is pushed 1 square and dazed (save ends).		
⊕ Double Attack (standard; at-will)		
The stone golem makes two slam attacks.		
⊕ Golem Rampage (standard; recharge ☼ ☼)		
The stone golem moves up to its speed plus 2 and can move through enemies' spaces, provoking opportunity attacks as normal. When it enters a creature's space (ally or enemy), the golem makes a slam attack against that creature. The creature remains in its space, and the golem must leave the space after it attacks. The golem must end its rampage in an unoccupied space.		
⚡ Death Burst (when reduced to 0 hit points)		
The stone golem explodes in a burst of jagged stones. Close burst 1; +23 vs. AC; 2d6 + 7 damage, and the space it occupied is difficult terrain until cleared.		
Alignment Unaligned	Languages –	
Str 24 (+15)	Dex 7 (+6)	Wis 8 (+7)
Con 24 (+15)	Int 3 (+4)	Cha 3 (+4)

3 Rakshasa Warriors (R)	Level 15 Soldiers	
Medium natural humanoids	XP 1,200 each	
Initiative +13	Senses Perception +16; low-light vision	
HP 142; Bloodied 71		
AC 31; Fortitude 29, Reflex 28, Will 28		
Speed 6		
⊕ Longsword (standard; at-will) ♦ Weapon		
The rakshasa warrior makes two attack rolls and keeps the better result; +21 vs. AC; 1d8 + 5 damage, and the target is marked until the end of the rakshasa's next turn.		
⊕ Claw (standard; at-will)		
+21 vs. AC; 1d8 + 5 damage.		
⊕ Tiger Pounce (immediate reaction, when a marked enemy within 5 squares of the rakshasa warrior shifts; at-will) ♦ Weapon		
The rakshasa shifts to the nearest square adjacent to the enemy and makes a basic attack against it.		
Deceptive Veil (minor; at-will) ♦ Illusion		
The rakshasa warrior can disguise itself to appear as any Medium humanoid. A successful Insight check (opposed by the rakshasa's Bluff check) pierces the disguise.		
Alignment Evil	Languages Common	
Skills Athletics +15, Bluff +14, Intimidate +14		
Str 20 (+12)	Dex 18 (+11)	Wis 18 (+11)
Con 14 (+9)	Int 12 (+8)	Cha 14 (+9)
Equipment scale armor, heavy shield, longsword		

TACTICS

When the adventurers enter the chamber, the eladrin try to make a desperate break from their captors and beg the PCs to save them. If the PCs break through or bypass the ice bars, the veiled rakshasas cover behind them, waiting to attack.

The ice archon hailscourges move to gain cover behind the golems, using their ranged and area attacks as appropriate. The ice archons are aware of the golems' *death burst* power, and break cover once a golem is bloodied. The first ice archon that is bloodied flees to warn the creatures in Location V4 (or V2 if the PCs have come from V4) that intruders are on the way.

In the second round of combat, the rakshasas drop their disguises and attack with longswords, attempting to mark PCs in melee combat for subsequent *tiger pounce* attacks.

Unless they are attacked first, the stone golems enter combat in the second round, making *double attacks* against the strongest-looking melee combatants. The golems smash through the ice bars if necessary to get at the intruding adventurers.

FEATURES OF THE AREA

Ceiling: 20 feet high.

Illumination: Bright light, from the icy walls.

Ice Bars: Rows of ice bars block both entrances and seal off two storage cages to the east and west. Cold creatures can move through the bars without hindrance. Other creatures can make a DC 22 Strength check to break a section of bars large enough for a Medium creature to pass through. However, a broken section automatically reforms at the start of the next turn of the character who broke them.

Prisoners: Among the bodies in the ice cages is a barely living dwarf named Orli Rivenshale (treat as a level 6 minion with 1 hit point). Though he is nearly insensible from starvation and torture, a DC 14 Heal check lets him regain enough strength to speak.

He tells the PCs that he and a crew of miners were digging deep below their clan home when they were attacked and brought here more than a week ago. He has heard several names, including Vorst, Magrathar, and Urishtar. Orli knows that Vorst is one of Magrathar's captains, and that Magrathar serves the mysterious Urishtar.

The dwarf saw Vorst and Magrathar once as they passed through this area. He describes Vorst as an ice creature similar to the archons here, and Magrathar as a humanoid hidden under a hooded cloak. Orli remembers Magrathar speaking to Vorst, but caught only a fragment of what was said: "... the intruders. Your *soul ring*, keep it safe."

Secret Chamber: The entrance to this area can be found with a DC 27 Perception check. The chamber holds treasure taken from captives brought to the Teeth.



Treasure: Within the secret chamber, clothing, backpacks, jewelry, braids of hair, and other oddments are piled in a heap. Among the scavenged keepsakes is a small iron chest containing 480 pp and a level 21 magic item of the Dungeon Master's choice.

ENCOUNTER V4: FROZEN THRONE

Encounter Level 21 (17,200 XP)

SETUP

Vorst, ice archon frostshaper (F)
 4 ice archon rimehammers (R)
 2 bonechill chimeras (C)

Vorst, one of Magrathar's four captains, claims this chamber as his throne room. Although he follows Magrathar and obeys all orders, he imagines a time when he becomes a power to be reckoned with. On Magrathar's orders, Vorst has hidden his *soul ring* within the enormous block of ice beneath the throne.

Any sound of combat in the other parts of Vorst's domain allows Vorst's forces to be ready and waiting for the adventurers when they arrive here. Even if the party manages to approach in silence, Vorst's forces are alert due to any battles that have previously occurred.

When the adventurers approach this chamber, read:

Icy banners and sparkling prisms decorate this tall chamber. A grand, frosted throne sits atop a great block of ice against the south wall. At the ice block's core, a flare of light shifts and glitters.

High platforms rise in both corners of the chamber. Atop these platforms sit large creatures with three heads—a lion, a ram, and a white dragon head. The white dragon heads fix upon you and watch your every movement.

Closer, five ice archons prepare to attack. Four heft massive frost hammers while the fifth wields a sharp icicle like a javelin. "Kill them!" he hisses, hefting the icicle and preparing to hurl it. "Kill them all!"

4 Ice Archon Rimehammers (R)		Level 19 Soldier
Medium elemental humanoid (cold)		XP 2,400 each
Initiative +15	Senses Perception +12	
Icy Ground (Cold) aura 1; enemies treat the area within the aura as difficult terrain.		
HP 185; Bloodied 92		
AC 35; Fortitude 35, Reflex 32, Will 31		
Immune disease, poison; Resist 30 cold		
Speed 6 (ice walk)		
⊕ Maul (standard; at-will) ♦ Cold, Weapon		
+25 vs. AC; 2d6 + 7 damage plus 1d6 cold damage, and the target is slowed (save ends). Against a slowed target, the rimehammer deals an extra 2d6 cold damage.		
Alignment Chaotic evil	Languages Primordial	
Str 24 (+16)	Dex 18 (+13)	Wis 16 (+12)
Con 25 (+16)	Int 14 (+11)	Cha 15 (+11)
Equipment plate armor, maul		

Ice Archon Frostshaper (F)		Level 20 Controller (Leader)
Medium elemental humanoid (cold)		XP 2,800
Initiative +14	Senses Perception +14	
Icy Aura (Cold) aura 5 (not active while bloodied); cold creatures in the aura gain regeneration 10. Enemies treat the area within the aura as difficult terrain.		
HP 190; Bloodied 95		
AC 34; Fortitude 32, Reflex 28, Will 32		
Immune disease, poison; Resist 30 cold		
Speed 6 (ice walk)		
⊕ Ice Blade (standard; at-will) ♦ Cold, Weapon		
+23 vs. AC; 2d6 + 8 cold damage.		
✦ Ice Javelin (standard; at-will) ♦ Cold, Weapon		
Ranged 5; +23 vs. AC; 2d6 + 8 cold damage, plus the target is slowed until the end of the frostshaper's next turn.		
✦ Icy Burst (standard; recharges when the frostshaper hits with a melee attack) ♦ Cold		
Area burst 1 within 5; +23 vs. AC; 3d8 + 8 cold damage, plus the target is slowed (save ends). Miss: Half damage, and the target is not slowed.		
Alignment Chaotic evil	Languages Primordial	
Skills Intimidate +23		
Str 26 (+18)	Dex 19 (+14)	Wis 18 (+14)
Con 22 (+16)	Int 14 (+12)	Cha 27 (+18)

2 Bonechill Chimeras (C)		Level 15 Elite Brute
Large natural magical beast		XP 2,400 each
Initiative +10	Senses Perception +14; all-around vision, darkvision	
HP 366; Bloodied 183; see also <i>bloodied breath</i>		
AC 27; Fortitude 29, Reflex 23, Will 24		
Resist 10 cold		
Saving Throws +2		
Speed 6, fly 10 (clumsy), overland flight 15		
Action Points 1		
⊕ Lion's Bite (standard; at-will)		
+18 vs. AC; 2d8 + 7 damage.		
⊕ Ram's Charge (standard; at-will)		
The chimera makes a charge attack; +19 vs. AC; 1d10 + 11 damage, and the target is pushed 1 square and knocked prone.		
⊕ Triple Threat (standard; at-will)		
The chimera makes the following three melee attacks, each one against a different target:		
Dragon's Bite + 18 vs. AC; 3d6 + 7 damage.		
Lion's Bite +18 vs. AC; 2d8 + 7 damage.		
Ram's Gore + 18 vs. AC; 1d10 + 7 damage, and the target is knocked prone.		
⊕ Dragon Breath (standard; encounter) ♦ Cold		
Close blast 5; +16 vs. Reflex; 2d6 + 3 damage, and the target takes ongoing 5 cold damage and is slowed (save ends both).		
⊕ Bloodied Breath (free, when first bloodied; encounter)		
The chimera's breath weapon recharges, and the chimera uses it immediately.		
Alignment Unaligned	Languages Common, Draconic	
Str 24 (+14)	Dex 17 (+10)	Wis 14 (+9)
Con 23 (+13)	Int 5 (+4)	Cha 17 (+10)

TACTICS

The ice archon rimehammers take on the first rank of intruders with maul attacks, trusting their *icy ground* aura to hinder the characters' tactical movement. If an adventurer is slowed, the archons concentrate their attacks on that single target, hoping to reduce the number of enemies.

The chimeras fly down from their roosts and into advantageous melee positions, even if that means provoking opportunity attacks. They make *triple threat* attacks whenever possible, falling back on *lion's bite* or *ram's charge* otherwise. They reserve their *breath weapon* until they can target at least three PCs, knowing that it cannot harm their ice archon allies.

Vorst is content to stay out of melee and launch *ice javelins* against lightly armored foes. If pressed into melee, he makes an initial *icy burst* attack, then targets PCs with *ice blade* until *icy burst* recharges.

If Vorst is bloodied, or if the chimeras are both slain, the ice captain flees to Porapherah's haunt (Encounter P4). If the nightwalker and his forces were already destroyed, the ice archon decides that the fortress is lost. He flees the Teeth completely in search of a new cause to rally behind.

BLOCK OF ICE

Vorst's frozen throne sits atop a 10-foot-square block of solid ice. A gleaming point of light deep within the ice emanates from Vorst's *soul ring*, which he placed within the block for safekeeping (at Magrathar's request).

Vorst can place and remove objects from the ice block at will as a minor action. Other creatures must find different ways to extract items from out of the ice.

The ice block has the following statistics: AC 3; Fortitude 15; Reflex 3; break DC 35; 200 hit points.

Once the ice block is destroyed, it collapses into a mound of melting slush from which Vorst's treasures can be plucked with ease.



ENCOUNTER V4: FROZEN THRONE

FEATURES OF THE AREA

Ceiling: 40 feet high.

Illumination: Bright light, emanating from the icy walls of the chamber.

Roosts: The chimeras' roosts are 10 feet high and can be climbed with a DC 22 Athletics check. Each roost is covered in a deep layer of bones. These squares are difficult terrain.

Ice Block: A 10-foot-square block of ice stands as the base for Vorst's throne. See "Block of Ice" for additional information.

Treasure: The remains of the ice block contain a platinum ring set with a spark of light (Vorst's *soul ring*, one of the four the PCs require). Additionally, a search of the slush (DC 14 Perception check) reveals several other trophies, including a chipped unicorn horn (worth 50 gp), five small rubies (worth a total of 25 gp), a golden compass (200 gp), a *ring of wizardry*, and a *potion of vitality*.

If the adventurers search the chimera roosts, a DC 22 Perception check uncovers the following items: the roost to the east contains seven 5,000 gp gems; the roost to the west contains two *potions of vitality*.

Soul Ring: Vorst's *soul ring* is within the block of ice. See above for details on retrieving it.

ENCOUNTER D1: BURNING MOTES

Encounter Level 21 (17,600 XP)

SETUP

- 1 azer beastlord (A)
- 2 goristros (G)
- 2 firebred hell hounds (H)
- 2 burning mote hazards (M)

The guards of Nightwurm Fortress do more than protect Urishtar's lair against potential incursions from the Raven Queen or keep watch over unexplained phenomena such as those in Locations P2 and P4. Aberrant forces have recently staged an incursion of sorts into Magrathar's Teeth, seeding one portion of the supposedly secure fortress with nightmare threats. The azer mercenary named Dedanum was selected as one of Magrathar's captains and charged with clearing out the aberrant threat.

This chamber contains two wandering motes of aberrant fire, which are usually quiescent unless disturbed. One of Dedanum's azer followers keeps an eye on the motes, with help from the captain's hell hounds and goristro enforcers. They are all under orders to ensure that no other creatures (guards or intruders) disturb the motes when they appear.

When the adventurers reach this chamber, read:

Near the ceiling of this cavernous black-walled chamber, two motes of purple fire float in midair. Surrounding them, two hulking demons snort and paw at the floor, while hell hounds bare their teeth at your approach. An azer, his hair and beard in flames, stands to one side with axe raised.

If one of the adventurers speaks Giant, read:

"Quickly and carefully," the azer states calmly in Giant. "Kill the intruders."

2 Firebred Hell Hounds (H)		Level 17 Brute
Medium elemental beast (fire)		XP 1,600 each
Initiative +10	Senses Perception +17	
Fire Shield (Fire) aura 1; any creature that enters or begins its turn in the aura takes 1d10 fire damage.		
HP 205; Bloodied 102		
AC 30; Fortitude 30, Reflex 28, Will 29		
Resist 40 fire		
Speed 8		
⊕ Bite (standard; at-will) ♦ Fire		
+20 vs. AC; 1d10 + 6 plus 1d10 fire damage.		
← Fiery Breath (standard; recharge ☼ ☼ ☼) ♦ Fire		
Close blast 3; +18 vs. Reflex; 4d6 + 7 fire damage.		
← Fiery Burst (standard; recharge ☼) ♦ Fire		
Close burst 3; +18 vs. Reflex; 4d10 + 7 fire damage.		
Alignment Unaligned	Languages –	
Str 22 (+14)	Dex 14 (+10)	Wis 19 (+12)
Con 25 (+15)	Int 2 (+4)	Cha 12 (+9)

Insight Check

DC 22: *Though he clearly means business, the flame-haired azer is more worried about the purple fire than he is about the adventurers.*

Azer Beastlord (A)		Level 17 Soldier (Leader)
Medium elemental humanoid (fire)		XP 1,600
Initiative +13	Senses Perception +12	
Warding Flame (Fire) Any enemy adjacent to two or more azers at the start of its turn takes 5 fire damage.		
HP 167; Bloodied 83		
AC 32; Fortitude 31, Reflex 28, Will 29		
Resist 30 fire		
Speed 5		
⊕ Battleaxe (standard; at-will) ♦ Fire, Weapon		
+22 vs. AC; 1d10 + 5 damage plus 1d8 fire damage, and the target is marked until the end of the azer beastlord's next turn.		
On My Command (standard; encounter)		
Each allied elemental beast within 5 squares of the azer beastlord makes a basic attack as a free action, provided the elemental beast is flanking an enemy and can both see and hear the azer beastlord.		
Spur the Beast (minor; at-will)		
One allied elemental beast within 5 squares of the azer beastlord recharges an encounter or daily power of the beastlord's choice.		
Alignment Unaligned	Languages Giant	
Str 21 (+13)	Dex 17 (+11)	Wis 18 (+12)
Con 23 (+14)	Int 11 (+8)	Cha 16 (+11)
Equipment chainmail, light shield, battleaxe		

2 Goristros (G)		Level 19 Elite Brute
Huge elemental humanoid (demon)		XP 4,800 each
Initiative +10	Senses Perception +17; darkvision	
HP 450; Bloodied 225; see also <i>raging frenzy</i>		
AC 31; Fortitude 34, Reflex 27, Will 29		
Resist 20 variable (2/encounter; see "Variable," <i>Monster Manual</i> , page 282)		
Saving Throws +2		
Speed 8		
Action Points 1		
⊕ Slam (standard; at-will)		
Reach 3; +22 vs. AC; 2d10 + 8 damage.		
⊕ Double Attack (standard; at-will)		
The goristro makes two slam attacks.		
⊕ Goristro Stomp (immediate reaction, when a nonadjacent enemy moves adjacent to the goristro; recharge ☼ ☼ ☼)		
The goristro makes an attack against the enemy: +22 vs. AC; 4d8 + 8 damage, and the target is knocked prone.		
⊕ Goring Charge (standard; at-will)		
The goristro makes a charge attack: +23 vs. AC; 3d10 + 8 damage, and the target is pushed 2 squares and knocked prone.		
⊕ Raging Frenzy (immediate reaction, when attacked by an adjacent enemy while bloodied; at-will)		
The goristro makes a frenzied gore attack against the enemy: +22 vs. AC; 2d8 + 8 damage.		
Alignment Chaotic evil	Languages Abyssal	
Str 27 (+17)	Dex 12 (+10)	Wis 17 (+12)
Con 25 (+16)	Int 6 (+7)	Cha 12 (+10)

Dungeoneering Check

DC 27: *The motes of fire are not creatures, but rather manifestations of aberrant energy. Some taint from the Far Realm infects this place.*

2 Burning Motes (M)

Level 17 Obstacle

Hazard

XP 1,600 each

Spherical motes of purple fire float around the chamber, as though carried upon an imperceptible breeze.

Hazard: A burning mote randomly drifts from square to square, effecting all creatures it comes into contact with. On its turn, it moves 1d4 squares in a random direction (roll 1d8; 1 = north, 2 = northeast, 3 = east, etc.).

Perception

◆ **DC 22:** The character can discern that the mote of purple fire is floating freely in midair.

Additional Skill: Arcana

◆ **DC 27:** The character realizes that the mote can be eliminated with a Remove Affliction ritual.

Additional Skill: Dungeoneering

◆ **DC 27:** The character recognizes that the fire isn't a living creature, but is instead a manifestation of aberrant energy from the Far Realm.

Initiative A mote acts last in a round

Trigger (on the mote's turn)

When a burning mote enters a square containing a creature, it attacks.

Attack

Standard Action **Melee**

Target: Creature in the mote's square.

Attack: +20 vs. Fortitude

Hit: 2d8 + 7 damage, and the target is dazed (save ends). If the target is already dazed or bloodied, it is instead stunned (save ends).

Trigger (on a creature's turn)

When a creature enters or begins its turn in a square adjacent to or containing a burning mote, the mote attacks.

Attack

Opportunity Action **Melee**

Target: Creature in the mote's square or adjacent to the mote.

Attack: +22 vs. Reflex

Hit: 1d8 + 7 damage, and the target is dazed (save ends). If the target is already dazed or bloodied, it is instead stunned (save ends).

Special

If a mote successfully attacks a stunned creature with one of the attacks listed above, that creature automatically drops to 0 hit points. If the creature is subsequently revived, it is haunted by half-remembered nightmares concerning aberrant creatures and the Far Realm. These nightmare visions persist, providing a -2 penalty to attack rolls and skill checks, until the creature takes an extended rest.

TACTICS

The sentries in this chamber make every effort to avoid entering any square adjacent to one of the fiery motes.

The goristros throw themselves at the strongest-looking intruders, making *double attacks* against close foes and *goristro charge* attacks against characters attempting to keep their distance. They use their variable resistance to gain resist fire 20, allowing them to fight in proximity to the hell hounds.

The firebred hell hounds stay in the thick of combat to maximize the effect of their *fire shield* aura. They alternate *fiery breath* and *fiery burst* attacks, falling back on bite attacks while waiting for those powers to recharge. They flank whenever possible, setting themselves in position to take advantage of the azer beastlord's *on my command* power.

The azer plays an opportunist's role in melee, darting in to flank with his allies and make battleaxe attacks. He is a mercenary, not a negotiator, and is thus unresponsive to any requests to parley. If the PCs shout out questions during the conflict regarding the motes of purple fire, the azer grudgingly says the following, in Giant:

"The taint that has come to Nightwyrm Fortress defies all attempts to clear it. Perhaps your blood is what's needed to wash it away..."

FEATURES OF THE AREA

Ceiling: 20 feet high.

Illumination: Dim light, provided by the flames of the hell hounds and the azer, as well as the glow of the burning motes.

Rubble: These squares are difficult terrain.



ENCOUNTER D2: BATTLE RENEWED

Encounter Level 19 (12,000 XP)

SETUP

Nerothoth, immolith inferno (I)

3 azer ragers (A)

3 salamander archers (S)

The defenders in this chamber are under Dedanum's command. A recent conflict with a surge of aberrant monsters has left them short-tempered and distracted.

When the adventurers approach this chamber, read:

Through the door ahead comes the sound of an argument, two deep voices raised in harsh anger.

If one or more of the adventurers speaks Giant, read:

"I'll eat your eyes out of your head! I'll eat the heart from your chest! Test me again and I'll strip the fire from your blood! Get back into position!"

When the adventurers open the door, read:

Three platforms rise 10 feet above the floor along the walls of this chamber. Three long-tailed flaming creatures look up at your entrance, one on the floor and two perched atop the ledge opposite. The argument appears to have involved a pair of red-skinned azer with burning beards and hair, who stand angrily before a bodiless demonic figure of fire and smoke. A third azer stands across the chamber. Closer to the door, a number of what appear to be diseased and mutilated corpses lie smoldering in a pile of rubble.

3 Azer Ragers (A)		Level 15 Brute
Medium elemental humanoid (fire)		XP 1,200 each
Initiative +9	Senses Perception +9	
Warding Flame (Fire) Any enemy adjacent to two or more azers at the start of its turn takes 5 fire damage.		
HP 181; Bloodied 90		
AC 27; Fortitude 28, Reflex 25, Will 24		
Immune fear; Resist 30 fire		
Speed 6		
⊕ Spiked Gauntlet (standard; at-will) ♦ Fire, Weapon		
+18 vs. AC; 1d6 + 6 damage, and ongoing 5 fire damage (save ends).		
↖ Chains of Flame (standard, usable only while bloodied; encounter) ♦ Fire		
Close burst 5; +17 vs. Reflex; 3d8 + 5 fire damage. Enemies adjacent to an azer or with ongoing fire damage are immobilized until the end of the azer rager's next turn.		
Alignment Unaligned		Languages Giant
Str 22 (+13)	Dex 15 (+9)	Wis 14 (+9)
Con 21 (+12)	Int 11 (+7)	Cha 15 (+9)
Equipment scale armor, spiked gauntlets		

Immolith Inferno (I)	Level 19 Elite Controller	
Large elemental magical beast (demon, fire, undead)		
XP 4,800		
Initiative +13	Senses Perception +11	
Flaming Aura (Fire) aura 1; any creature that enters or starts its turn in the aura takes 15 fire damage.		
HP 374; Bloodied 187		
AC 33; Fortitude 33, Reflex 29, Will 30		
Immune disease, fire, poison; Resist 15 variable (2/encounter, see "Variable," <i>Monster Manual</i> , page 282); Vulnerable 15 radiant		
Saving Throws +2		
Speed 6		
Action Points 1		
⊕ Claw (standard; at-will) ♦ Fire		
Reach 4; +24 vs. AC; 1d8 + 9 fire damage, and ongoing 10 fire damage (save ends).		
⊕ Double Claw (standard; at-will) ♦ Fire		
The immolith inferno makes two claw attacks.		
⊕ Fiery Grab (standard; at-will) ♦ Fire		
The immolith inferno makes a claw attack (see above) against a large or smaller target. On a hit, the target slides into a square adjacent to the immolith and is grabbed (until escape). While grabbed, the target loses any resistance it has to fire. The immolith can hold up to five grabbed creatures using this power.		
↖ Deathfire Rebuke (minor; at-will) ♦ Fire		
Ranged 10; +23 vs. Will; the target is pushed 4 squares, falls prone at the end of the push, and takes ongoing 10 fire damage (save ends).		
Selfish Vigor (minor 1/round; recharge ☐ ☐) ♦ Healing		
The immolith inferno regains 20 hit points.		
Alignment Chaotic evil		
Languages Abyssal, Common, Giant		
Str 24 (+16)	Dex 19 (+13)	Wis 15 (+11)
Con 27 (+17)	Int 10 (+9)	Cha 20 (+14)

3 Salamander Archers (S)	Level 15 Artillery	
Large elemental humanoid (fire, reptile)		
XP 1,200 each		
Initiative +10	Senses Perception +9	
HP 114; Bloodied 57		
AC 28; Fortitude 26, Reflex 23, Will 22		
Resist 20 fire		
Speed 6		
⊕ Tail Lash (standard; at-will) ♦ Fire		
Reach 2; +18 vs. AC; 1d10 + 6 fire damage.		
⊕ Longbow (standard; at-will) ♦ Fire, Weapon		
Ranged 20/40; +20 vs. AC; 1d10 + 6 damage plus 1d6 fire damage.		
⊕ Tail Thrust (minor; at-will)		
Reach 2; +18 vs. Reflex; the target is pushed 1 square.		
↘ Double Attack (standard; at-will) ♦ Fire, Weapon		
The salamander archer makes two ranged basic attacks against the same target or two separate targets within 5 squares of each other.		
Alignment Evil		
Languages Primordial		
Str 17 (+10)	Dex 22 (+13)	Wis 15 (+9)
Con 18 (+11)	Int 11 (+7)	Cha 11 (+7)
Equipment longbow, quiver of 30 arrows		

TACTICS

The salamander archers are accustomed to firing from the ledges, but one is out of position as it watches the argument between the azers and Nerothoth. If not attacked immediately, it climbs back to its perch and makes *double attacks* with its longbow. If pressed while on the ground, it takes up position behind the azers and Nerothoth to fire at the PCs, making *tail thrust* attacks to push characters back to bow range. The other two make ranged attacks from their perches as soon as battle commences. Each salamander has only 10 arrows remaining, and they turn to *tail lash* attacks if their ammunition runs out.

The azer ragers target lightly armored PCs with spiked gauntlet attacks, staying in the thick of combat to maximize the effect of their *chains of flame* once they are bloodied.

Nerothoth drops his *flaming aura* for the first two rounds of combat, hoping to entice two or more PCs to move adjacent to him before he activates it again. Each round, he uses *deathfire rebuke* to hamper a PC's movement, then makes *double claw* attacks against the closest foes within reach. The immolith uses his *fiery grab* only against weaker-looking targets that he feels are unlikely to escape from it.

ROLEPLAYING NEROTHOTH

Dedanum reluctantly took on the immolith inferno as a lieutenant after both Magrathar and Urishtar insisted. Now the azer agrees that Nerothoth is a worthy assistant, though the other azers under Dedanum's command find the creature to be overbearing and they don't always understand his skewed perspective on the way things should work.

Nerothoth is in a particularly foul mood when the adventurers arrive. He and his team have been battling incursions from the Far Realm for weeks now, and evidence of the most recent battle can be seen in the pile of rubble near the door.

Upon spotting the adventurers, Nerothoth begins cursing in Abyssal and then orders his troops to attack, switching to the Giant tongue so that the azers can understand him. The salamanders don't know the exact words, but they have become familiar enough with the tone to know what is expected of them.

In subsequent rounds, the immolith inferno switches to Common so that he can taunt and ridicule the adventurers. He turns his great rage upon them, releasing all of the anger that has built up due to the Far Realm incursions and his own troops' reluctance to follow orders without question.

"I'll eat from your still-warm corpses!" Nerothoth rages. "Only the most stupid of creatures would invade this chamber under my watch! Let me open your skulls and fry your brains—you don't appear to be using them anyway!"



FEATURES OF THE AREA

Ceiling: 20 feet high.

Illumination: Dim light, provided by the flames of the creatures in the room.

Platforms: The platforms are 10 feet high and the relatively easy to scale wall can be climbed with a DC 14 Athletics check.

Rubble: The rubble pile is difficult terrain. Any examination of this area indicates that the rubble has been piled here in an attempt to bury several badly burned humanoid creatures that give off a foul stench. A DC 15 Dungeoneering check identifies the creatures as foulspawn (see *Monster Manual*, page 112). The bodies have been stripped of all clothing and gear.

ENCOUNTER D3: RELUCTANT SCHOLARS

Encounter Level 19 (12,000 XP)

SETUP

Jakrob Vrin, sage ghost (J)
Willum Vrin, sage ghost (W)

The aberrant invasion has troubled Nightwyrms Fortress for more than a few months, with no end in sight. At Urishtar's command, Magrathar has found two of the greatest sages on Far Realmsian scholarship, a pair of bickering brothers named Jakrob and Willum Vrin, and bound them in the Fortress's secret library. The only catch—the brothers are dead.

Magrathar captured the ghosts from the library they were haunting in another part of the Shadowfell. What makes Jakrob and Willum so important to Urishtar is the duo's unrelenting curiosity about the Far Realm and aberrant creatures. The two ghosts are bound in this chamber against their will, where they constantly argue over scholarly minutia while also conducting research into the Far Realm incursion as directed to by Magrathar. They have been hard at work for about a month, and if they don't find the reason behind the incursion, Magrathar has promised that they will never leave the fortress.

Always a contentious duo, the brothers' imprisonment has further frayed their relationship. Frustrated at their predicament, and by their inability to figure out the reason for the Far Realm incursion, their tempers frequently flare up. Just before the adventurers arrive, a debate about some scholarly fact has developed into a heated argument between the brother ghosts.

When adventurers enter the hallway with the secret door to Location D3, read:

In the far corner of the corridor's turn, you see a glimmer of silver on the floor.

If the adventurers take a closer look, read:

Closer scrutiny reveals a semicircle of arcane symbols drawn into the ground with a vibrant, silvery ink.

Arcana Check

DC 27: *The semicircle is part of an arcane circle that serves as a ward against the passage of shadow creatures. The circle is active and powerful, so it must be complete. The rest of the circle must continue on the other side of the wall.*

Perception Check

DC 22: *The corridor wall hides a secret door.*

The secret door opens into a short passage that ends in another door. Once the secret door opens, the

entire arcane circle can be seen. An identical circle is inscribed upon the far door.

The arcane circle is powerful enough to block the passage of level 22 and lower shadow creatures. Anyone who makes a DC 27 Arcane check can see that the magic inscribed within the circle radiates throughout the walls, ceiling, and floor of the short passage. It appears as silver strands of energy that radiates from the circle on the floor and snakes to the circle on the far door. This arcane web also spreads throughout the chamber beyond, turning the entire place into a prison for shadow creatures.

The far door is barred from the side the PCs can see. Voices ring from beyond the closed door. The adventurers can hear voices speaking in hushed, angry tones.

2 Sage Ghosts (J, W)		Level 19 Elite Controller
Medium shadow humanoid (undead)		XP 4,800 each
Initiative +16	Senses Perception +17; darkvision	
HP 252; Bloodied 126		
AC 33; Fortitude 31, Reflex 35, Will 33		
Saving Throws +2		
Immune disease, poison; Resist insubstantial		
Speed fly 6 (hover); phasing		
Action Point 1		
⚡ Spirit Touch (standard; at-will) ⚡ Necrotic		
+23 vs. Reflex; 1d6 + 7 necrotic damage, and the target is weakened (save ends).		
✳️ Poltergeist (standard; at-will) ⚡ Necrotic		
The sage ghost animates objects in the area, causing them to become necrotically charged and turning them into a barrage of missile weapons; area burst 1 within 10; +23 vs. Reflex; 2d6 + 7 necrotic damage and the target is dazed (save ends).		
⚡ Burst of Terror (standard; recharge ⚡; ⚡) ⚡ Fear, Necrotic		
Close burst 5; targets enemies; +23 vs. Will; 1d6 + 7 necrotic damage, the target is pushed 3 squares, and the target is immobilized (save ends).		
✳️ Departed Knowledge (minor; at-will)		
Area burst 1 within 10; the area is suddenly filled with ghostly wisps of mist that chill the bone and seep into the brain. +23 vs. Will; the target is slowed and suffers a -2 penalty to attack rolls and skill and ability checks until the end of the sage ghost's next turn.		
Spectral Redirection (immediate reaction, when missed by a melee attack; at-will)		
The missed ghost shifts 2 squares and makes a spirit touch attack.		
Alignment Unaligned	Languages Common, Deep Speech	
Str 11 (+9)	Dex 22 (+15)	Wis 14 (+11)
Con 20 (+14)	Int 28 (+18)	Cha 25 (+16)

If the adventurers open the barred door, read:

Bright lantern light fills this chamber. A pair of scholarly gentlemen who appear to be related are engaged in a heated conversation, their tones hushed but angry. You notice that you can see through these figures, and that they both float about a half a foot off the floor.

“The only obvious conclusion you can draw is that the juxtaposition of the aberrant portal is totally within the realm of Bigby’s Theorem of Convergence,” hisses one of the men.

“No, no, no,” the other one says firmly, “you are not taking into account Vrin’s Properties of Aberrant Humors—”

“You cannot use your own unverified theories as proof of concept!” interrupts the first.

Suddenly both transparent men turn to you with puzzled expressions. In unison they ask, “Who are you?”



TACTICS

The Vrin brothers don’t immediately turn to combat. They allow the PCs to introduce themselves, listening closely as they attempt to ascertain whether or not the intruders are in league with their captors.

Foremost, they seek a wizard, cleric, or some other character knowledgeable in rituals like the one that binds them within this library. They hope that one of the adventurers has the ability and the desire to destroy the wards that trap them (see Dismantling the Wards).

If that fails, they attack the PCs. The Vrin brothers would never physically attack one another (their conflicts are all battles of the wits, anything else would be uncivilized) but they have no problem attacking the intruders if they aren’t here to help them escape.

DISMANTLING THE WARDS

The ghostly brothers start out suspicious of the adventurers and unsure of their intentions. The first part of this skill challenge involves negotiating a deal with the brothers. The second part requires the PCs to dismantle the wards that have turned this chamber into a prison.

Level: 19 (XP 12,000).

Complexity: 5 (12 successes before 3 failures).

Primary Skills, Part 1: Bluff, Diplomacy, Insight.

Bluff (DC 22, standard action): A character convinces the brothers that he or she is an expert ritual caster and can easily dismantle the ward, or that they have come with the express purpose of freeing them. This skill can be used to gain up to 2 successes in this challenge.

Diplomacy (DC 22, standard action): A character truthfully negotiates a deal with the brothers. This skill can be used to gain up to 4 successes in this challenge.

Insight (DC 22, standard action): A character can get a sense of either brother, empathizing with that brother’s position. This skill can be used to gain up to 2 successes in this challenge. In addition, a success provides a +2 bonus to the next skill check made in the challenge.

Ending Part 1: If the characters earn 6 successes, they convince the brothers of their sincerity and can move on to the next part. If they earn 3 failures, the brothers attack.

Primary Skills, Part 2: Arcana, Dungeoneering, Thievery.

Arcana (DC 22, standard action): A character begins to dismantle the complex wards. A character who has mastered the Magic Circle ritual gains a +2 bonus to the check. This skill can be used to gain up to 6 successes in this challenge.

Dungeoneering (DC 14, standard action): The character examines the wards and stones. The use of this skill doesn’t count as a success or a failure toward the completion of the challenge, but it does provide a +2 bonus or a -2 penalty to checks made to dismantle the wards.

Thievery (DC 27, standard action): A character begins to dismantle the complex wards using mundane means. This skill can be used to gain up to 6 successes in this challenge.

Special, Part 2: Any failures gained during this part of the challenge using either Arcana or Thievery results in an arcane backlash that deals 3d6 + 8 points of damage to the character who fails the check.

Success: If the PCs earn 12 successes, they neutralize the wards. This allows the brothers to escape, which they do with haste.

Failure: If the PCs get 3 failures, the ghostly brothers wail in frustration and attack.

FEATURES OF THE AREA

Ceiling: 20 feet.

Illumination: Bright light.

Tomes and Scrolls: Many tomes, books, scrolls, and parchment sheets fill this chamber. The writings are in a variety of languages and cover a variety of topics. Three rare tomes are worth a total of 60,000 gp.

ENCOUNTER D4: INVASION!

Encounter Level 21 (19,400 XP)

SETUP

- 1 glabrezu (G)
- 1 foulspawn oracle (O)
- 4 foulspawn ragehulks (R)
- 2 burning mote hazards (M)

This encounter places the adventurers in the middle of a battle between invading foulspawn and a demon bound to the regiment commanded by Dedanum. Unfortunately for the adventurers, neither the demon nor the foulspawn care who gets hurt as they destroy each other.

When the adventurers enter the chamber, they see two foulspawn ragehulks, a foulspawn oracle, two burning motes, and a glabrezu, as indicated on the map. The burning motes disgorge two more ragehulks 1 round later, which immediately rush to attack the closest foes.

As the adventurers approach the doors, read:
The sound of combat clearly resonates from beyond the double doors ahead.

When the adventurers can see into the chamber, show the players “View of the Strange Stand-Off” on page 29 of *Adventure Book One* and read:

On one side of a gaping pit stands a huge demon, its crablike pincers slashing the air. Opposite the demon are two hulking

humanoids. A human-sized creature lurks behind them, its skin a swirling vortex of shadowy lines. Two motes of purple fire freely float about the chamber.

Insight Check

DC 22: It is obvious from its stance that the demon is fighting the other creatures in the chamber. At the same time, all appear to be avoiding the burning motes as they float erratically through the room.

2 Burning Motes (M)

Hazard

Level 17 Obstacle

XP 1,600 each

Spherical motes of purple fire float around the chamber, as though carried upon an imperceptible breeze.

Hazard: A burning mote randomly drifts from square to square, effecting all creatures it comes into contact with. On its turn, it moves 1d4 squares in a random direction (roll 1d8; 1 = north, 2 = northeast, 3 = east, etc.).

Perception

◆ **DC 22:** The character can discern that the mote of purple fire is floating freely in midair.

Additional Skill: Arcana

◆ **DC 27:** The character realizes that the mote can be eliminated with a Remove Affliction ritual.

Additional Skill: Dungeoneering

◆ **DC 27:** The character recognizes that the fire isn't a living creature, but is instead a manifestation of aberrant energy from the Far Realm.

Initiative A mote acts last in a round

Trigger (on the mote's turn)

When a burning mote enters a square containing a creature, it attacks.

Attack

Standard Action

Melee

Target: Creature in the mote's square.

Attack: +20 vs. Fortitude

Hit: 2d8 + 7 damage, and the target is dazed (save ends). If the target is already dazed or bloodied, it is instead stunned (save ends).

Trigger (on a creature's turn)

When a creature enters or begins its turn in a square adjacent to or containing a burning mote, the mote attacks.

Attack

Opportunity Action

Melee

Target: Creature in the mote's square or adjacent to the mote.

Attack: +22 vs. Reflex

Hit: 1d8 + 7 damage, and the target is dazed (save ends). If the target is already dazed or bloodied, it is instead stunned (save ends).

Special

If a mote successfully attacks a stunned creature with one of the attacks listed above, that creature automatically drops to 0 hit points. If the creature is subsequently revived, it is haunted by half-remembered nightmares concerning aberrant creatures and the Far Realm. These nightmare visions persist, providing a -2 penalty to attack rolls and skill checks, until the creature takes an extended rest.

Tactical Note

In the second round of combat, on the burning mote's turn, it disgorges a foulspawn ragehulk. Each mote releases one ragehulk each.

Foulspawn Oracle (O)		Level 15 Artillery (Leader)	
Medium aberrant humanoid		XP 1,200	
Initiative +10	Senses Perception +12, low-light vision		
Foul Insight aura 10; allies in the aura that can hear the foulspawn oracle gain a +2 power bonus to one attack roll, skill check, ability check, or saving throw on their turn.			
AC 27; Fortitude 24, Reflex 27, Will 25			
HP 112; Bloodied 56			
Speed 6, teleport 3			
⚡ Warp Staff (standard; at-will) ◆ Weapon			
+22 vs. AC; 1d8 + 8 damage, and the target teleports 2 squares.			
↘ Prophetic Bolt (standard; at-will)			
Dark energy reveals a nightmarish vision; ranged 10; +20 vs. Will; 1d8 + 8 damage, and the target is dazed (save ends).			
↩ Doomsayer Blast (standard; encounter)			
The oracle utters a word of doom; close blast 5; +20 vs. Will; 3d10 + 6 damage, and the target is stunned until the end of the oracle's next turn. Aberrant creatures take half damage and are dazed instead of stunned.			
Warp Dodge (Immediate interrupt, when the oracle would be hit by an attack; recharge ⓧⓧ) ◆ Teleportation			
The foulspawn oracle teleports 5 squares.			
Alignment Evil	Languages Deep Speech, telepathy 10		
Str 10 (+7)	Dex 16 (+10)	Wis 10 (+7)	
Con 16 (+10)	Int 22 (+13)	Cha 18 (+11)	
Equipment staff			

Glabrezu (G)	Level 23 Elite Brute
Huge elemental humanoid (demon)	XP 10,200
Initiative +14 Senses Perception +18; truesight 6	
HP 520; Bloodied 260; see also <i>arcane fury</i>	
AC 39; Fortitude 42, Reflex 37, Will 37	
Resist 20 variable (3/encounter; see <i>Monster Manual</i> page 282)	
Saving Throws +2	
Speed 8, fly 8	
Action Points 1	
⊕ Pincer Claw (standard; at-will)	
Reach 3; +26 vs. AC; 2d8 + 8 damage.	
⊕ Double Attack (standard; at-will)	
The glabrezu makes two pincer claw attacks. If both claws hit the same target, the target is grabbed (until escape) if the glabrezu so chooses.	
↘ Abyssal Bolt (minor; at-will)	
Ranged 10; +24 vs. Reflex; 3d4 + 7 damage.	
← Blasphemous Word (minor; encounter) ◆ Psychic	
Close burst 5; targets enemies; +24 vs. Will; 1d12 + 7 psychic damage, and the target is dazed until the end of the glabrezu's next turn.	
← Chaos Word (minor; recharge [3])	
Close burst 5; targets enemies; +24 vs. Fortitude; 1d12 + 7 damage. This damage bypasses all resistances.	
Arcane Fury (free, when first bloodied; encounter)	
The glabrezu teleports 8 squares, recharges its <i>blasphemous word</i> and <i>chaos word</i> powers, and makes an <i>abyssal bolt</i> , <i>blasphemous word</i> , or <i>chaos word</i> attack.	
Alignment Chaotic evil	Languages Abyssal, Common
Skills Arcana +23, Bluff +19, Intimidate +19	
Str 26 (+19)	Dex 17 (+14) Wis 14 (+13)
Con 20 (+16)	Int 24 (+18) Cha 16 (+14)

4 Foulspawn Ragehulks (R)	Level 15 Brute
Large aberrant humanoid	XP 1,200 each
Initiative +10 Senses Perception +11, low-light vision	
HP 180; Bloodied 90	
AC 27; Fortitude 29 (31 when bloodied), Reflex 25, Will 24	
Immune fear	
Speed 8	
⊕ Slam (standard; at-will)	
Reach 2; +18 vs. AC (+20 when bloodied); 2d8 + 9 damage, or 3d8 + 10 damage when bloodied.	
⊕ Furious Rage (standard, only usable while bloodied; encounter)	
The foulspawn ragehulk makes three slam attacks divided among two or more targets.	
Alignment Evil	Languages Deep Speech, telepathy 10
Str 24 (+14)	Dex 16 (+10) Wis 9 (+6)
Con 20 (+12)	Int 7 (+5) Cha 14 (+9)

TACTICS

This is a three-sided battle. If the PCs attack both factions, the glabrezu and foulspawn respond in kind, setting aside their conflict to deal with the intruders.

If the PCs use positioning to manipulate the flow of combat, they can stay on the periphery and withhold their initial attacks. This limits attacks made against them as the monsters wear each other down. (If the PCs shortcut this encounter by closing the door and waiting, the two additional foulspawn ragehulks come after them.)

The glabrezu attacks the nearest creature with *double attacks* (though it does not grab if it hits a single target

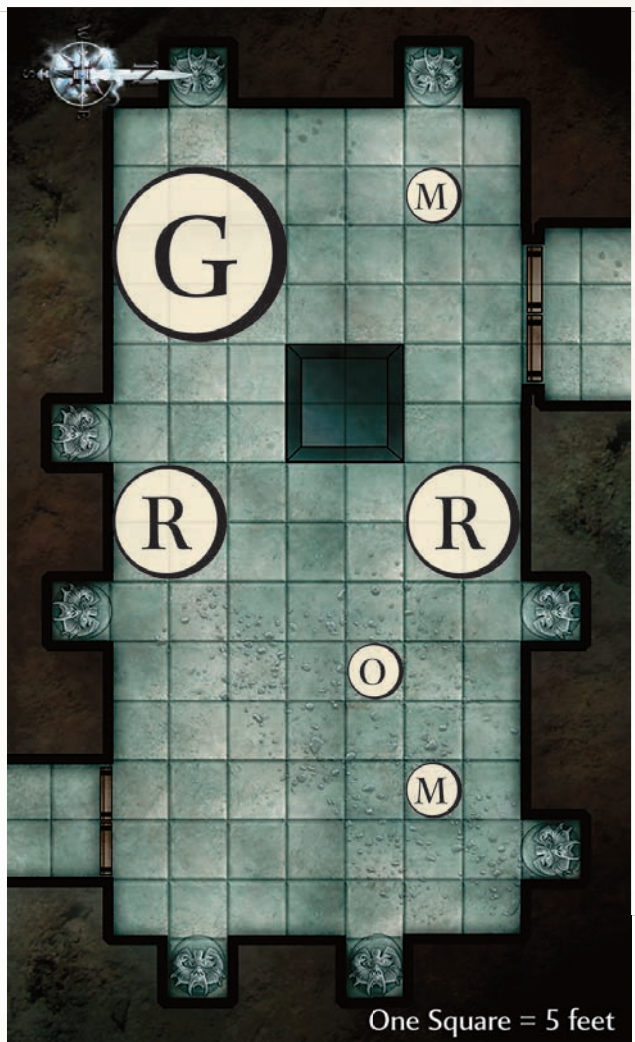
twice). It uses its *blasphemous word* and *chaos word* powers only when it can target at least three foes, hitting the foulspawn and the PCs if possible. When bloodied, it uses its *arcane fury* to teleport close to the largest group of creatures and make a *blasphemous word* attack.

The foulspawn ragehulks focus their slam attacks on the closest foes. They stay in the thick of combat to take advantage of their *furious rage* when bloodied.

The foulspawn oracle makes *prophetic bolt* attacks against spellcasters or characters lurking at the edge of combat. If pressed into melee, the oracle uses *warp staff* to teleport a PC into the glabrezu's reach.

FEATURES OF THE AREA

- Ceiling:** 15 feet high.
- Illumination:** Dim light throughout.
- Statuses:** Eroded statues stand in niches along the walls, glowing with dim light.
- Pit:** The pit in the center of the room is 30 feet deep.
- Treasure:** A number of bodies litter the bottom of the pit. A thorough search (DC 22 Perception check) reveals that one wears a diamond-studded ring worth 3,100 gp, while another carries two *potions of vitality*.



ENCOUNTER D5: DEDANUM'S THRONE

Encounter Level 19 (12,200 XP)

SETUP

Dedanum, azer taskmaster (T)

5 azer warriors (A)

3 azer foot soldiers (S)

2 abyssal zealot hurlers (Z)

Dedanum, one of Magrathar's four captains, uses this chamber as his seat of power. Tasked to end the aberrant threat overtaking this part of the fortress, the mercenary azer is wholly dedicated to this goal. A force of azer warriors and a pair of abyssal zealot hurlers serve Dedanum. They are alerted to the presence of the adventurers by any combat in the locations leading to this one, and are especially alert due to the foulspawn incursion in the outer chamber (Location D4).

When the adventurers approach the doors, read:

These double doors are forged of black iron. Relief sculptures of an unknown humanoid race adorn their surface, each face depicted as screaming in pain and anguish.

Arcana Check

DC 22: *These dark doors have lost souls bound within them that demand appeasement.*

Religion Check

DC 22: *The souls trapped here wish only a blessing as a sign that they are remembered.*

Any PC can offer a blessing to the spirits trapped here. This requires a DC 14 Religion check and the use of a minor action. Otherwise, each adventurer passing through the doors loses one healing surge.

Azer Taskmaster (T) Level 17 Controller (Leader)
Medium elemental humanoid (fire) XP 1,600 each

Initiative +12 **Senses Perception** +14

Warding Flame (Fire) Any enemy adjacent to two or more azers at the start of its turn takes 5 fire damage.

HP 165; **Bloodied** 82

AC 31; **Fortitude** 28, **Reflex** 27, **Will** 29

Resist 30 fire

Speed 5

⊕ **Scourge** (standard; at-will) ♦ **Fire, Weapon**

+22 vs. AC; 1d6 + 5 damage plus 2d6 fire damage.

Clinging Flames (immediate reaction, when an enemy within 5 squares of the azer taskmaster takes fire damage; at-will) ♦ **Fire**

The enemy takes ongoing 5 fire damage (save ends).

Alignment Unaligned **Languages** Giant

Str 20 (+13) **Dex** 18 (+12) **Wis** 22 (+14)

Con 21 (+13) **Int** 14 (+10) **Cha** 16 (+11)

Equipment chainmail, scourge

When the adventurers can see into the chamber, read:

The roof of this majestic chamber is supported by numerous square metal pillars. On the wall opposite the door stands a large throne atop a dais, both wreathed in flame. Between you and it stands a squad of azer warriors, all watching you menacingly. Another fire-haired azer sits atop the throne, a great whip of flame in his hand. Flanking the dais, two horrid creatures stand guard. Their bodies appear to be bloody muscle, gnashing mouths opening where their eyes should be. Batlike wings spread from their shoulders, their lower bodies trailing off to long serpentine tails.

If one of the adventurers speaks Giant, read:

The azer on the throne calls "This is not your battle, invaders. Go back from whence you came. Disobey me, and you shall be engulfed by our eternal fire!"

TACTICS

The azer warriors interpose themselves between the PCs and their master, harrying melee combatants.

The azer foot soldiers focus on a single target, flanking for combat advantage and so that warding flame comes into play.

5 Azer Warriors (A)		Level 17 Minion
Medium elemental humanoid (fire)		XP 400 each
Initiative +11	Senses Perception +12	
Warding Flame (Fire) Any enemy adjacent to two or more azers at the start of its turn takes 5 fire damage.		
HP 1; a missed attack never damages a minion.		
AC 31; Fortitude 30, Reflex 26, Will 27		
Resist 20 fire		
Speed 5		
⊕ Warhammer (standard; at-will) ♦ Fire, Weapon		
+20 vs. AC; 7 fire damage, and ongoing 3 fire damage (save ends).		
Alignment Unaligned	Languages Giant	
Str 21 (+13)	Dex 17 (+11)	Wis 18 (+12)
Con 23 (+14)	Int 11 (+8)	Cha 16 (+11)
Equipment chainmail, light shield, warhammer		

3 Azer Foot Soldiers (S)	Level 14 Soldier
Medium elemental humanoid (fire)	XP 1,000 each
Initiative +12	Senses Perception +11
Warding Flame (Fire) Any enemy adjacent to two or more azers at the start of its turn takes 5 fire damage.	
HP 141; Bloodied 70	
AC 30; Fortitude 28, Reflex 26, Will 27	
Resist 30 fire	
Speed 5	
⚔ Warhammer (standard; at-will) ⚔ Fire, Weapon	
+20 vs. AC; 1d10 + 4 damage plus 1d8 fire damage, and the target is marked until the end of the azer foot soldier's next turn.	
Alignment Unaligned	Languages Giant
Str 19 (+11)	Dex 16 (+10) Wis 18 (+11)
Con 21 (+12)	Int 11 (+7) Cha 15 (+9)
Equipment scale armor, light shield, warhammer	

2 Abyssal Zealot Hurlers (Z)	Level 20 Artillery
Medium elemental humanoid (demon)	XP 2,800 each
Initiative +15	Senses Perception +14; darkvision
HP 148; Bloodied 74	
AC 32; Fortitude 32, Reflex 32, Will 34	
Resist 20 variable (2/encounter; see <i>Monster Manual</i> page 282)	
Speed 4, fly 8 (hover)	
⚔ Death Tail (standard; at-will) ⚔ Necrotic	
+27 vs. AC; 1d8 + 4 damage, and the target takes ongoing 10 necrotic damage (save ends); see also <i>blood smite</i> .	
↘ Abyssal Arrow (standard; at-will) ⚔ Necrotic	
Ranged 20; +25 vs. Reflex; 2d8 + 9 necrotic damage, and target takes ongoing 5 necrotic damage (save ends).	
✖ Forlorn Burst (standard; recharge 2) ⚔ Necrotic	
Area burst 2 within 10; +25 vs. Fortitude; 1d10 + 9 necrotic damage, and the target is weakened (save ends).	
Blood Smite ⚔ Necrotic	
When bloodied, the abyssal zealot's attacks deal an extra 2d6 necrotic damage.	
Alignment Chaotic evil	Languages Abyssal, Common
Skills Arcana +21	
Str 14 (+12)	Dex 20 (+15) Wis 19 (+14)
Con 22 (+16)	Int 22 (+16) Cha 18 (+14)

The abyssal zealot hurlers attempt to stay out of melee, using their *forlorn burst* attack whenever they can target two or more PCs. While that power recharges, they target the most powerful-looking PC with their *abyssal arrow*.

Dedanum wades into battle with his flaming scourge, staying close to his azer followers to take advantage of his *warding flame*. He stays in the thick of combat to make maximum use of his *clinging flames*. He displays no fear or trepidation, and in fact seems to relish and enjoy the thrill of combat—especially when his forces are winning.

FEATURES OF THE AREA

Ceiling: 20 feet high.

Illumination: Bright light throughout, provided by everburning torches hung on each pillar.

Iron Pillars: The iron pillars are blocking terrain. The pillars are adorned with relief sculptures of terrified humanoids, similar to the designs on the black iron doors. A PC who starts his turn in a square adjacent to a pillar without offering a blessing to the trapped souls within loses one healing surge.

To offer a blessing, a character must make a DC 14 Religion check as a minor action. A failed check, or making no check at all, results in the lose of a healing surge as the anguished spirits draw life from the character.

Throne and Dais: Any creature that begins its turn standing on the dais or sitting in the throne takes 3d8 + 5 fire damage.

Treasure: A secret compartment on the side of the throne (DC 27 Perception check to locate) holds a *belt of vigor* (level 22), a circlet of silver and gold worth 3,500 gp, three platinum statuettes inset with gems (each worth 15,000 gp), and 600 pp. The compartment is locked. Opening it requires a DC 22 Thievery check.

Also within the secret cache is a rough map of Nightwyrms Fortress. The map shows the circular outer walls of Magrathar's Teeth and the tower they protect. Between the Teeth and the tower lies a deep moat spanned by hundred-foot catwalks, one leading from the nearby battlements (Encounter Z3).

Soul Ring: Dedanum wears a platinum ring set with a spark of light. This is one of the four *soul rings* the PCs require.



ENCOUNTER Z1: TEETHTOP SENTRIES

Encounter Level 20 (14,300 XP)

SETUP

- 1 shadow hydra (H)
- 6 ogre bludgeoneers (O)
- 3 redspawn flamespewers (F)

Using rituals of binding and control, Magrathar “recruited” a band of slaads to patrol the battlements of Nightwurm Fortress. Since the creatures are inherently chaotic and unpredictable, and likely to chafe under even magical restrictions, Magrathar has prepared additional limits on the slaads’ ability to move beyond their assigned area.

Magrathar placed wards on the stairwell that connects the open-air walkway (the Teethtop) to the closest areas controlled by his other captains (Locations D1-D5). For additional security, Magrathar also assigned guards to the chamber immediately beneath the stairwell. In addition to keeping the area clear of slaads, they also restrict the movement of intruders of all kinds—including the adventurers.

As the adventurers get closer to the opening to this chamber, allow them to make Perception checks to notice the terrible smell.

Perception Check

DC 22: *The smell emanating from the chamber ahead is horrendous.*

When the adventurers look into this chamber from the western hallway, show the players “View of the Hydra” on page 29 of *Adventure Book One* and read:

A large dragonlike beast sporting six heads lounges in its center. On either side of the chamber, stable-like stalls with stone barriers stand closed. Occasionally, smoke and fire erupt from within. Brutish ogres walk between the stalls, some bearing humanoid corpses, others wielding pitchforks and shovels.

6 Ogre Bludgeoneers (O)		Level 16 Minion
Large natural humanoid		XP 350 each
Initiative +9	Senses Perception +9	
HP 1; a missed attack never damages a minion.		
AC 28; Fortitude 30, Reflex 24, Will 24		
Speed 8		
⚔ Greatclub (standard; at-will) ♦ Weapon		
Reach 2; +19 vs. AC; 9 damage.		
Alignment Chaotic evil	Languages Giant	
Str 23 (+14)	Dex 13 (+9)	Wis 13 (+9)
Con 25 (+15)	Int 4 (+5)	Cha 6 (+6)
Equipment hide armor, greatclub		

Shadow Hydra (H)		Level 17 Solo Brute
Large shadow beast (reptile)		XP 8,000
Initiative +14	Senses Perception +18; all-around vision, low-light vision	
HP 816; Bloodied 408		
AC 29; Fortitude 30, Reflex 29, Will 28		
Resist 15 necrotic		
Saving Throws +5		
Speed 6		
Action Points 2		
⚔ Bite (standard; at-will) ♦ Poison		
Reach 2; +20 vs. AC; 1d8 + 5 damage, and the target takes ongoing 10 poison damage (save ends).		
☞ Poison Spit (standard; at-will) ♦ Poison		
Ranged 10; +18 vs. Reflex; 1d8 + 5 poison damage.		
⚔ Hydra Fury (standard; at-will)		
The shadow hydra makes six basic attacks (any combination of bite attacks and poison spit attacks). For each basic attack that hits, subsequent attacks gain a cumulative +1 bonus to attack rolls until the end of the shadow hydra’s turn. This attack bonus applies only to attacks made with hydra fury.		
Many-Headed		
Each time the shadow hydra would become dazed or stunned, it loses one attack when using hydra fury during its next turn instead. Multiple such effects stack.		
Regenerating Heads		
The first time the shadow hydra is reduced to or below 600, 400, and 200 hit points, the attack severs or destroys one of its heads. At the start of the hydra’s next turn, two heads grow back in the lost head’s place, and the hydra makes an additional attack when it uses hydra fury.		
Threatening Reach		
The shadow hydra can make opportunity attacks against all enemies with its reach (2 squares).		
Shadow Shift (immediate reaction, when hit by a melee attack; at-will)		
The shadow hydra can shift 1 square.		
Alignment Unaligned	Languages –	
Str 22 (+14)	Dex 18 (+14)	Wis 16 (+13)
Con 24 (+15)	Int 2 (+4)	Cha 8 (+7)

3 Redspawn Flamespewers (F)		Level 16 Artillery
Large natural beast (reptile)		XP 1,400 each
Initiative +10	Senses Perception +10; low-light vision	
Fire Within (Fire) aura 5; allies in the aura gain resist 10 fire.		
HP 121; Bloodied 60		
AC 28; Fortitude 28, Reflex 26, Will 26		
Resist 20 fire		
Speed 4		
⚔ Bite (standard; at-will) ♦ Fire		
+23 vs. AC; 1d10 + 8 damage, and the target takes ongoing 5 fire damage (save ends).		
☞ Flame Spew (standard; at-will) ♦ Fire		
Ranged 12; +21 vs. Reflex; 2d8 + 5 fire damage, and the target takes ongoing 5 fire damage (save ends).		
✱ Flaming Burst (standard; recharge ☞ ☞) ♦ Fire		
Area burst 2 within 10; +21 vs. Reflex; 3d8 + 5 fire damage, and the target takes ongoing 10 fire damage (save ends). Miss: Half damage, and the target takes ongoing 5 fire damage (save ends).		
Alignment Unaligned	Languages –	
Str 18 (+12)	Dex 14 (+10)	Wis 14 (+10)
Con 19 (+12)	Int 2 (+4)	Cha 8 (+7)

TACTICS

As soon as the ogres spot the adventurers, they scream out in Giant, “Crush the intruders!” and “Open the pens!” Opening a flamespewer stall requires a move action to get into position and a minor action to unlatch the stall doors. After combat begins, any flamespewer that isn’t released attempts to open its stall door itself. On its turn in the initiative, a flamespewer can use a standard action to try to force its stall door open. It requires a DC 22 Strength check for a flamespewer to open a stall door.

The chamber’s first line of defense is the shadow hydra. It takes advantage of its reach to keep the PCs away from the rest of room’s occupants for as long as possible. As long as it can attack, it uses *hydra fury* to deal with the biggest threat within range. If the PCs back into the hallway, the hydra does not follow them. In the chamber or in the hall leading to Location Z2, the shadow hydra fights to the death.

While the hydra keeps the PCs occupied, the flamespewers stay back and use their *flame spew* and *flaming burst* attacks to wear down the party. If the PCs get into melee range, the flamespewers retreat behind their ogre bludgeoner handlers if possible. If they cannot, the flamespewers stand firm and resort to bite attacks.

Only after releasing the flamespewers do the ogres engage the adventurers. They form a second line of defense, moving up to plug any holes around the shadow hydra. The ogres team up against any enemies that attempt to engage in melee combat with a red-spawn flamespewer.

PASSING ON KNOWLEDGE

Never hesitate to pass on knowledge to the players that will help them deal with an encounter. Describing the ogres as particularly dumb or less capable than others the PCs have encountered helps give the hint that they are minions, for example. On the other hand, describing the shadow hydra as extremely capable, ferocious, and deadly looking provides a hint toward its status as a solo monster.

Beyond the monster clues, there’s a story clue that means nothing if you don’t find a way to pass it on. For the PCs to be able to take advantage of this chamber as a refuge after they defeat its guardians, they have to have some idea that it becomes a safe haven while the wards beyond are still in place.

You can accomplish this by simply having two or more ogres discuss the fact that they don’t have to worry about slaads while the magic is still intact, “so focus on these little intruders and stop looking over your shoulder.” Of course, one of the PCs needs to understand Giant to make heads or tails out of this conversation.

If this isn’t an option, the PCs can make Arcana checks to notice the wards before they wander in and attract the attention of the slaads. See Encounter Z2 for details.

FEATURES OF THE AREA

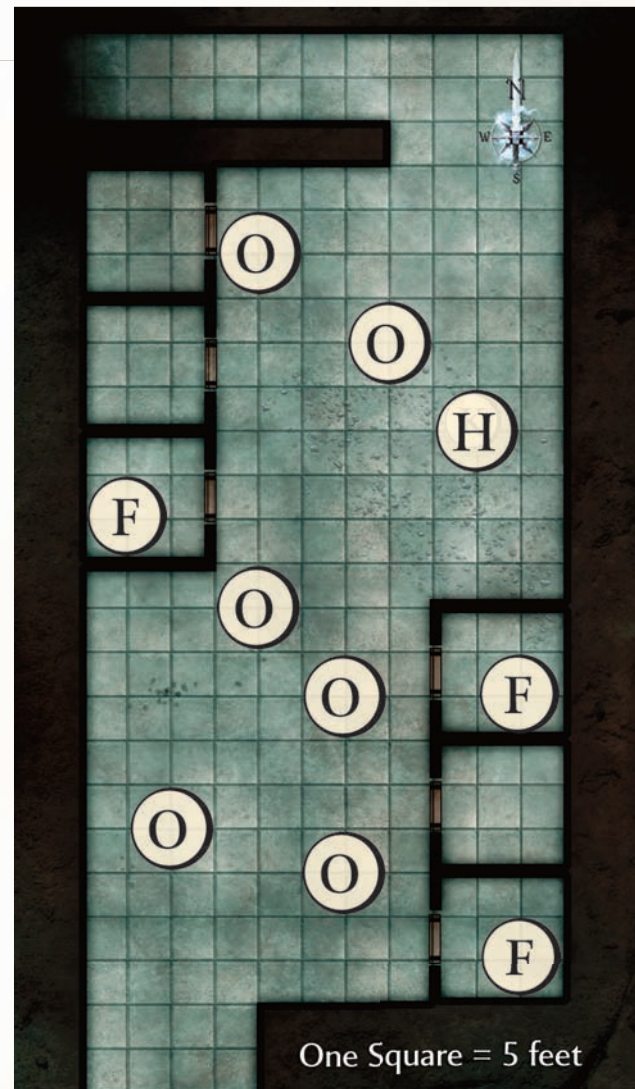
Ceiling: 20 feet high.

Illumination: Bright light from torches hanging in sconces along the walls.

Stalls: The stall walls can be used for cover and are blocking terrain. The doors are stone and are latched from the outside (requiring a minor action to unlatch). The stalls are filled with a potent stench, and few creatures other than an ogre or a flamespewer can long stand the close confines.

FINAL PUSH?

This might be the last opportunity the adventurers have to take an extended rest prior to facing several inter-related encounters (assuming they have already cleared the areas deeper down in the Teeth). The magical wards that restrict the slaads break down once the adventurers engage the creatures in combat in the stairway (see Encounter Z2). Therefore, this chamber remains a safe place after its inhabitants are defeated and only until the adventurers move forward.



ENCOUNTER Z2: STAIRWAY TO DESTINY

Encounter Level 19 (12,000 XP)

SETUP

- 2 green slaads (G)
- 2 blue slaads (B)
- 4 gray slaad slicers (S)

This encounter takes place on a stairway leading to the Teethtop, the open-air walkway behind the battlements of Magrathar's Teeth. The stairway is warded against passage by unpredictable slaads who patrol the surface of the Teeth. However, the wards falter under the constant assault of the slaads, and the presence of the adventurers weakens the wards further.

When the adventurers reach the foot of the stairs, read:

A steep, 20-foot-wide stairway leads upward into the oddly dim light of the Shadowfell. Each step is broad and even, with obscure runes and sigils etched into its surface.

Arcana Check

DC 22: The runes project some sort of warding magic, a spell designed to prevent the passage of a particular kind of creature. The wards are layered in a series of zones that continue up the stairs.

DC 27: A close examination reveals that the runes were laid down in a ritual to prevent slaads from descending the stairs.

When the adventurers start to climb the steps and enter Zone 1, read:

At the top of the stairs, an assortment of horrible-looking creatures growl and slaver, their eyes with mania and hunger.

ZONES

The zones marked on the map show where the wards set up to keep the slaads out of the fortress still stand. Magrathar placed the magical wards to guard the stairs, and the slaads constantly test the strength of the protective spells, throwing themselves against the arcane barriers over and over. As a result, the wards have weakened almost to the point of collapse, and Magrathar has been too busy to notice.

Any slaad that enters or starts its turn in a warded zone takes damage. However, the wards protecting Zone 3 collapse when the first slaad enters that area (see the next read-aloud section for details). The first slaad to enter Zone 3 as this encounter starts takes 15 damage as the wards shatter and fall. Zone 2 deals 10 damage to the first two slaads to enter it, then it too collapses. Zone 1 remains intact for the duration of this

encounter. It deals 5 damage to any slaad that enters or starts its turn in the zone.

When the first slaad that acts in the encounter takes its turn, it moves into Zone 3. Read:

The first creature to move down the stairs toward you screams in pain as it moves through a shimmering curtain of energy that sparkles at its passing. Its scaly skin blackens and smolders as it pushes forward, and then the shimmering curtain of energy shatters into tiny shards that wink out as they rain down. As this occurs, the other creatures roar in victory and also begin to press forward.

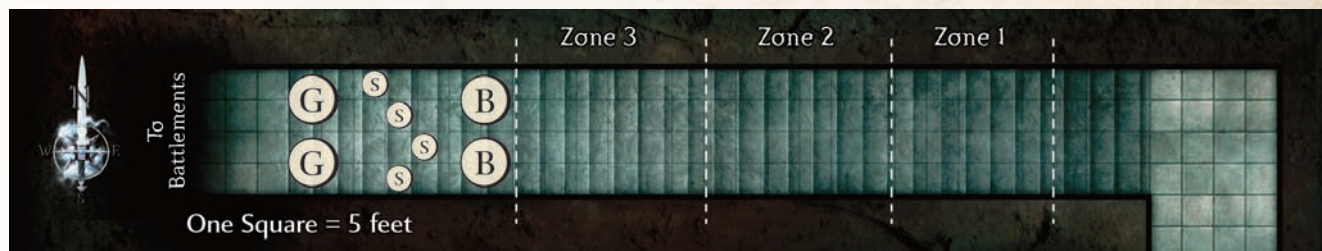
TACTICS

Upon spotting the adventurers, the two blue slaads move down the stairs to engage them, even though they take damage from the wards by doing so. They use their *fling* attacks to move as many PCs as possible close to them so that, if bloodied, their *ravager's fury* can affect more enemies.

The green slaads move into position behind the blue slaads and use their ranged and close attacks. They focus on *transpose target* and *croak of chaos* to move targets into the range of the blue slaads' claws.

The gray slaads teleport in and out of combat whenever it suits their needs. If the PCs are in trouble, the gray slaads teleport behind them to cut off escape, even if this deals damage to them (see "Zones," above).

2 Green Slaads (G)	Level 18 Controller
Large elemental humanoid	XP 2,000 each
Initiative +11	Senses Perception +17; low-light vision
HP 173; Bloodied 86	
AC 32; Fortitude 30, Reflex 29, Will 31	
Immune chaos phage (see <i>Monster Manual</i> , page 239)	
Speed 6, teleport 6	
⚔ Claws (standard; at-will) ♦ Disease	
Reach 2; +23 vs. AC; 2d10 + 3 damage, and the slaad makes a secondary attack against the same target. <i>Secondary Attack:</i> +21 vs. Fortitude; on a hit, the target contracts chaos phage (see <i>Monster Manual</i> , page 239).	
⚡ Chaos Bolt (standard; at-will)	
Ranged 10; +21 vs. Will; 1d20 + 4 damage, and the target is dazed until the end of the slaad's next turn.	
↔ Transpose Target (standard; recharge [1]) ♦ Teleportation	
Ranged 10; +21 vs. Reflex; 1d10 + 5 damage, and the target teleports 10 squares to an unoccupied space of the slaad's choosing (and in its line of sight).	
↩ Croak of Chaos (standard; encounter)	
Close burst 4; targets enemies; +21 vs. Fortitude; 1d10 + 6 damage, and the target slides 4 squares.	
Alignment Chaotic evil	Languages Primordial
Skills Athletics +17, Bluff +18, Intimidate +18, Stealth +16	
Str 17 (+12)	Dex 14 (+11) Wis 17 (+12)
Con 21 (+14)	Int 15 (+11) Cha 18 (+13)



2 Blue Slaat Brutes (B) **Level 17 Brute**
 Large elemental humanoid XP 1,600 each

Initiative +10 **Senses** Perception +14; low-light vision
HP 200; **Bloodied** 100; see also *ravager's fury*
AC 29; **Fortitude** 29, **Reflex** 25, **Will** 24
Immune chaos phage (see *Monster Manual*, page 239)
Speed 6, teleport 2

⊕ **Claws** (standard; at-will) ◆ **Disease**
 Reach 2; +20 vs. AC; 2d10 + 10 damage, and the slaad makes a secondary attack against the same target. *Secondary Attack*: +18 vs. Fortitude; on a hit, the target contracts chaos phage (see *Monster Manual*, page 239).

↓ **Fling** (standard; at-will)
 Reach 2; +20 vs. AC; 1d10 + 10 damage, and the target slides 2 squares and is knocked prone.

↶ **Ravager's Fury** (standard, usable only while bloodied; encounter)
 The slaad rakes all enemies within its reach: close burst 2; +20 vs. AC; 1d10 + 10 damage, and the slaad gains 20 temporary hit points.

Alignment Chaotic evil **Languages** Primordial
Skills Athletics +19, Stealth +15
Str 22 (+14) **Dex** 15 (+10) **Wis** 13 (+9)
Con 20 (+13) **Int** 9 (+7) **Cha** 11 (+8)

4 Gray Slaat Slicers (S) **Level 15 Skirmisher**
 Medium elemental humanoid XP 1,200 each

Initiative +13 **Senses** Perception +8; low-light vision
HP 128; **Bloodied** 64; see also *planar flux*
AC 27; **Fortitude** 25, **Reflex** 26, **Will** 24
Immune chaos phage (see *Monster Manual*, page 239)
Speed 6, teleport 4

⊕ **Claws** (standard; at-will) ◆ **Disease**
 +20 vs. AC; 2d8 + 5 damage, and the slaad makes a secondary attack against the same target. *Secondary Attack*: +18 vs. Fortitude; on a hit, the target contracts chaos phage (see *Monster Manual*, page 239).

↷ **Condition Transfer** (immediate interrupt, when hit by an attack that applies any conditions; recharge Ⓜ; Ⓜ; Ⓜ)
 Ranged 5; +18 vs. Fortitude; conditions applied by the triggering attack affect the target instead of the slaad.

↶ **Induce Planar Instability** (standard; encounter)
 Close burst 3; +18 vs. Will; 1d8 + 4 damage, and the target shifts 3 squares and is knocked prone.

Planar Flux (free, when first bloodied; encounter) ◆ **Teleportation**
 The slaad teleports 8 squares and becomes insubstantial until the end of its next turn.

Alignment Chaotic evil **Languages** Primordial
Skills Athletics +14, Stealth +16
Str 15 (+9) **Dex** 19 (+11) **Wis** 12 (+8)
Con 16 (+10) **Int** 9 (+6) **Cha** 14 (+9)

FEATURES OF THE AREA

Ceiling: 15 feet high in the stairwell.

Illumination: Dim light as the Shadowfell day filters down from the top of the stairs.

Wards: The wards placed by Magrathar have become increasingly weak and fragile since they were last checked on. Zones 3 and 2 collapse early in the encounter, and Zone 1 finally falls as the encounter comes to an end. See “Zones” on the facing page for details.

Stairs: The stairs climb well over 100 feet to the fortress battlements. A creature that falls prone on the stairs must succeed at a DC 14 Acrobatics check or fall 1d6 additional squares, taking 1d6 damage for every 2 squares the creature falls.

ENCOUNTER Z3: ATOP THE BATTLEMENTS

Encounter Level 19 (12,400 XP)

SETUP

Zry, black slaad (B)
3 red slaads (R)
3 green slaads (G)

Slaads patrol the battlements at the top of the wall, compelled to serve by a ritual used by Magrathar on their leader, a black slaad named Zry.

Use the poster map when running this encounter.

When the adventurers climb the stairs to the walkway that runs along the battlements, read:

The level space on top of the wall surrounding the fortress is as wide as a city street. It contains bunkers, pits, and decrepit ballistas and catapults that more resemble fossils than weapons of war. Vicious spikes jut from the walls and point in all directions. From here, the roar of the vortex above is almost overwhelming as it pulls in air, dust, and shadows. From the inner side of the battlements, a catwalk spans a great chasm to the side of the fantastically large spire at the fortress's center.

An assortment of horrible-looking creatures face you, all of them terrifying and slightly froglike in appearance. One is jet black and especially menacing.

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

3 Red Slaads (R) Large Elemental Humanoid	Level 15 Soldier XP 1,200 each
Initiative +13 Senses Perception +8; low-light vision HP 146; Bloodied 73 AC 29; Fortitude 28, Reflex 29, Will 25 Immune chaos phage (see <i>Monster Manual</i> , page 239) Speed 8, teleport 4	
⚔ Bite (standard; at-will) Reach 2; +21 vs. AC; 2d8 + 6 damage.	
⚔ Claw (standard; at-will) ♦ Disease Reach 2; +21 vs. AC; 1d6 + 3 damage, and the slaad makes a secondary attack against the same target. <i>Secondary Attack:</i> +19 vs. Fortitude; on a hit, the target contracts chaos phage (see <i>Monster Manual</i> , page 239).	
⚡ Leaping Pounce (standard; recharge ☞ ☞) The slaad shifts 4 squares and makes two claw attacks. If either claw attack hits, the target is marked until the end of the slaad's next turn.	
⚡ Horrid Croak (standard; encounter) ♦ Fear Close blast 5; +19 vs. Fortitude; the target is immobilized until the end of the slaad's next turn.	
Alignment Chaotic evil	Languages Primordial
Skills Athletics +15, Stealth +16	
Str 17 (+10)	Dex 19 (+11) Wis 12 (+8)
Con 18 (+11)	Int 11 (+7) Cha 15 (+9)

3 Green Slaads (G) Large elemental humanoid	Level 18 Controller XP 2,000 each
Initiative +11 Senses Perception +17; low-light vision HP 173; Bloodied 86 AC 32; Fortitude 30, Reflex 29, Will 31 Immune chaos phage (see <i>Monster Manual</i> , page 239) Speed 6, teleport 6	
⚔ Claws (standard; at-will) ♦ Disease Reach 2; +23 vs. AC; 2d10 + 3 damage, and the slaad makes a secondary attack against the same target. <i>Secondary Attack:</i> +21 vs. Fortitude; on a hit, the target contracts chaos phage (see <i>Monster Manual</i> , page 239).	
☞ Chaos Bolt (standard; at-will) Ranged 10; +21 vs. Will; 1d20 + 4 damage, and the target is dazed until the end of the slaad's next turn.	
☞ Transpose Target (standard; recharge ☞ ☞) ♦ Teleportation Ranged 10; +21 vs. Reflex; 1d10 + 5 damage, and the target teleports 10 squares to an unoccupied space of the slaad's choosing (and in its line of sight).	
⚡ Croak of Chaos (standard; encounter) Close burst 4; targets enemies; +21 vs. Fortitude; 1d10 + 6 damage, and the target slides 4 squares.	
Alignment Chaotic evil	Languages Primordial
Skills Athletics +17, Bluff +18, Intimidate +18, Stealth +16	
Str 17 (+12)	Dex 14 (+11) Wis 17 (+12)
Con 21 (+14)	Int 15 (+11) Cha 18 (+13)

TACTICS

The red slaads swarm the adventurers, using *leaping pounce* whenever possible and then tearing at marked enemies.

The green slaads move into position behind the red slaads and use their ranged and close attacks. They focus on *transpose target* and *croak of chaos* to move targets into the range of the red slaads' claws.

Zry, the black slaad, prefers to stay out of melee and use *ray of entropy*. He is not averse to bloodying his claws, however, especially when a juicy target presents itself. When Zry is close to being destroyed, he croaks out in Primordial:

"Hah ha ha hah! You think you have defeated me. But no! You only release me from bondage. Take this damned ring! If you find three others just like it, perhaps you can reach Magrathar. Tell him Zry says farewell, and to watch his back!"

Then Zry teleports into the best position to affect as many PCs as possible with his *zone of oblivion*.

FEATURES OF THE AREA

Illumination: Dim light from the shrouded sky above.

Spikes: The battlements are festooned with wickedly sharp spikes of dark, polished stone. These look as though they once all pointed outward, but some have been toppled or moved so that now they face in different directions.

The spikes are obstacles; each completely fills the square of its base. Broken spikes that litter the walkway are also obstacles. Climbing over a broken spike requires a DC 22 Athletics check.

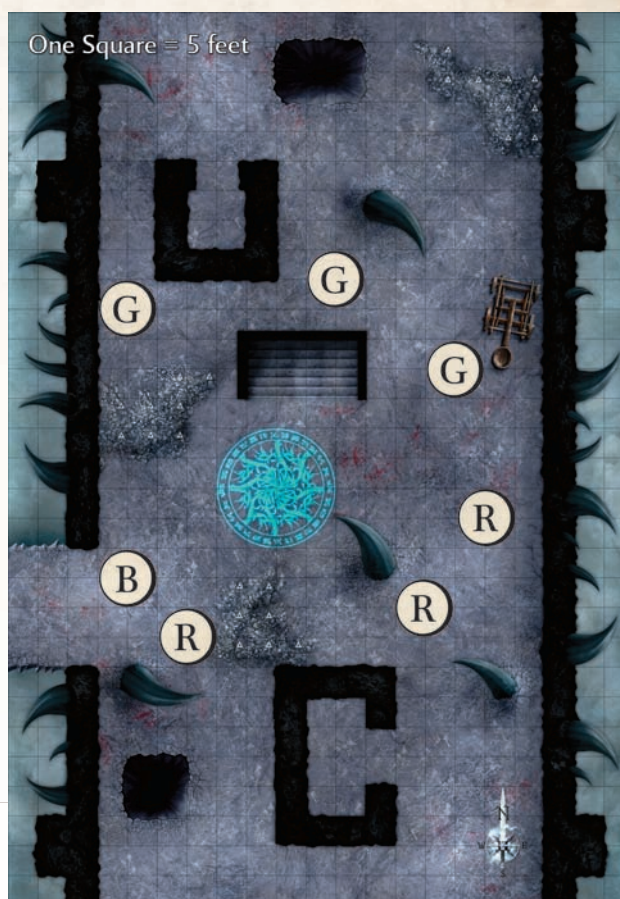
Pits: Twenty-foot-deep pits have been dug into the top of the wall in several places. Falling into a pit deals 2d10 damage. Climbing out of a pit requires a DC 14 Athletics check.

Rusty Catapult: The rusty catapult is difficult terrain. The first creature to enter a square occupied by the catapult causes the mechanism to snap. Make a +20 vs. Reflex attack. If the attack hits, it deals 1d10 + 6 damage, and ongoing 10 poison damage (save ends).

Magic Circle: This is the end point for a one-way teleportation portal. Its effects do not come into play during this encounter.

Rubble: Portions of the wall have crumbled, and the heaped rubble is difficult terrain.

Treasure: If the adventurers search the immediate area after the battle, a DC 27 Perception check turns up Zry's treasure chest, which is hidden within one of the nearby ruined bunkers. Within the chest, the PCs discover five 1,000 gp gems, the *Shadowfell blade* +5 (match it to a weapon appropriate to the party, either an axe, a heavy blade, or a light blade), and two *potions of vitality*.



ENCOUNTER Z3: ATOP THE BATTLEMENTS

Soul Ring: The black slaad boils away in a cloud of dark vapor, laughing, when it finally perishes. A silver soul ring is all that is left behind.

ALL FOUR SOUL RINGS?

Once the adventurers defeat Zry and get his ring, they have only enough time to take a short rest before the congruence of all the *soul rings* draws Magrathar to the Teethtop (see Encounter Z4, on the next page). If they have moved to some other location, Magrathar waits for up to 8 hours, hoping to catch them when they return. If the PCs do not appear, he hunts them down, following the lure of the four *soul rings* wherever they lead.

If the PCs decide to scale the walls of Magrathar's Teeth before entering the chambers within, they might arrive at the top without much understanding of what is going on. If they overcome the opponents here, they are likely to head out across the catwalk and attempt to gain direct entry into the keep. Of course, they fail without the *soul rings* held by the various captains and therefore must head back into the Teeth to learn more.

ENCOUNTER Z4: MAGRATHAR'S WRATH

Encounter Level 21 (18,400 XP)

SETUP

Magrathar, larva mage (M)
2 draconic wraith soulravagers (W)
4 savage minotaurs (S)

The gathering of the four *soul rings* draws the attention of the larva mage, Magrathar. He knows that under normal circumstances, the captains should remain apart to tend to their duties. If the *soul rings* have been brought together, the captains are either plotting mutiny together or they are dead. He gathers some of his bodyguards to help him deal with the situation, and together they teleport to the magic circle on top of the Teeth.

Use the poster map when running this encounter.

This encounter is designed to be used right after Encounter Z3, allowing the adventurers to take a short rest before Magrathar and his bodyguards arrive. As the short rest comes to an end, use the read-aloud presented below.

Each creature appears where noted on the tactical map or in the closest open space. Magrathar and his minions use the teleportation circle to arrive but do not necessarily appear inside it.

If the adventurers have moved to some other location instead of taking a short rest upon the battlements, Magrathar waits in ambush for up to 8 hours. If they do not appear by the end of that period, he hunts them down, following the call of the four *soul rings*.

When Magrathar arrives to confront the adventurers, show the players “View of Magrathar” on page 30 of *Adventure Book One* and read:

The inscribed magic circle atop the battlements flares with blinding light. With a loud crash of thunder, several creatures suddenly appear, including axe-wielding minotaurs and two horrid, draconic wraiths. Among them is humanoid figure wearing loose-fitting clothes and a mask. A ring on its gloved hand glows brightly. The being speaks in a warbling, gooey voice.

“I do not know if you are agents of the Raven Queen, Vecna, or some other god or demon lord whose interests I have yet to ferret out. It doesn't matter. You have inconvenienced me. I detest inconveniences. Please throw yourself off these walls and save me further trouble, or things will go poorly for your immortal souls.”

As the figure finishes speaking, it stands silently as though awaiting your reply. The other creatures that arrived with it growl at you.

Magrathar, Larva Mage (M) **Level 21 Elite Artillery**
Medium natural magical beast (undead) XP 6,400

Initiative +13 **Senses Perception** +12

HP 304; **Bloodied** 152

AC 35; **Fortitude** 30, **Reflex** 33, **Will** 27

Immune disease, poison; **Resist** 10 necrotic; takes half damage from melee and ranged attacks; **Vulnerable** 10, 10 against close and area attacks.

Saving Throws +2

Speed 6

Action Points 1

⊕ **Corrupting Touch** (standard; at-will) ♦ **Necrotic**
+24 vs. Fortitude; 2d6 +5 necrotic damage.

↘ **Horrific Visage** (minor; recharge Ⓜ) ♦ **Fear**

Ranged 10; +24 vs. Will; the target cannot attack the larva mage until the end of its next turn and is immobilized (save ends).

↘ **Ray of Cold Death** (standard; at-will) ♦ **Cold, Necrotic**

Ranged 20; +27 vs. AC; 2d8 + 8 cold and necrotic damage, or 4d8 + 8 cold and necrotic damage if the target is bloodied.

↘ **Worm's Feast** (standard; recharge Ⓜ) ♦ **Illusion**

Ranged 5; the target is tricked into believing that worms are devouring its flesh; +26 vs. Will; 4d10 + 8 damage. If this damage doesn't reduce the target to 0 or fewer hit points, the target takes no damage but is stunned until the end of its next turn.

✱ **Withering Flame** (standard; at-will) ♦ **Fire, Necrotic**

Area burst 1 within 20 squares; +25 vs. Reflex; 2d6 + 8 fire and necrotic damage.

Magrathar's Ring (immediate reaction, when Magrathar takes psychic damage; daily) ♦ **Healing**

Magrathar spends a healing surge and regains 76 hit points.

Magrathar's Ring (immediate interrupt, when an enemy within 5 squares of Magrathar becomes bloodied; daily) ♦ **Healing**

Magrathar spends a healing surge and regains 76 hit points.

Squeezing Swarm

By altering its shape, a larva mage can squeeze through small openings as if it were a Tiny creature (see “Squeeze,” *Player's Handbook* 292).

Alignment Evil **Languages** Common

Skills Arcana +23, History +23, Religion +23

Str 14 (+12) **Dex** 16 (+13) **Wis** 14 (+12)

Con 20 (+15) **Int** 26 (+18) **Cha** 15 (+12)

Equipment +5 *magic orb*, *Magrathar's Ring*, 2 *potions of vitality*,

TACTICS

Assuming the adventurers don't hurl themselves to their doom as Magrathar requested, combat begins.

The draconic wraiths try to keep themselves between the PCs and Magrathar. Each round, the wraiths use *ravaging strike* to slice through the opposition, taking advantage of their reach whenever possible. They save *soul ravage* until they have taken enough damage to benefit from the regained hit points. Don't forget to account for the *tendrils of reaping* aura that the wraiths generate as this encounter plays out.

The savage minotaurs charge all over the battlefield, trying to use *thrashing horns* to push PCs into a pit, or to drive them into the battlement spikes. Creatures pushed into a spike take 1d10 + 2 damage.

4 Savage Minotaurs (S)		Level 16 Brute
Large natural humanoid		XP 1,400 each
Initiative +9	Senses Perception +19	
HP 190; Bloodied 95; see also <i>ferocity</i>		
AC 28; Fortitude 32, Reflex 26, Will 29		
Speed 8		
⊕	Greataxe (standard; at-will) ♦ Weapon	
Reach 2; +19 vs. AC; 2d8 + 7 damage (crit 4d8 + 23), and the target is pushed 1 square.		
↓	Goring Charge (standard; at-will)	
The savage minotaur makes a charge attack: +20 vs. AC; 2d6 + 7 damage, and the target is knocked prone.		
↓	Thrashing Horns (standard, usable only when charging; at-will)	
+19 vs. AC; 2d6 + 7 damage, and the target slides 2 squares.		
Ferocity (when reduced to 0 hit points)		
The savage minotaur makes a melee basic attack.		
Alignment	Chaotic evil	Languages Common
Skills Dungeoneering +14, Intimidate +14, Nature +14		
Str 24 (+15)	Dex 12 (+9)	Wis 19 (+12)
Con 20 (+13)	Int 5 (+5)	Cha 12 (+9)

2 Draconic Wraith Soulravagers (W)		Level 21 Brute
Large shadow magical beast (dragon, undead)		XP 3,200 each
Initiative +15	Senses Perception +13; darkvision	
Tendrils of Reaping aura 2; enemies that enter or start their turn in the aura take 10 points of necrotic damage.		
HP 183; Bloodied 91		
AC 33; Fortitude 33, Reflex 30, Will 28		
Immune disease, poison; Resist 10 necrotic, insubstantial;		
Vulnerable 10 radiant (see also <i>soul ravage</i> below)		
Speed fly 8 (hover); phasing; see also <i>shadow glide</i>		
⊕	Ravaging Strike (standard; at-will) ♦ Necrotic	
Reach 2; +24 vs. AC; 3d8 + 7 necrotic damage.		
⊕	Soul Ravage (standard; recharge ☞ ☞) ♦ Healing, Necrotic	
Reach 2; +24 vs. AC; 4d8 + 7 necrotic damage, and the target loses 1 healing surge, and the wraith regains 45 hit points. If the draconic wraith takes radiant damage, it cannot use this power until after the end of the wraith's next turn.		
Shadow Glide (move; encounter)		
The draconic wraith shifts 8 squares.		
Alignment	Chaotic evil	Languages Draconic
Str 26 (+18)	Dex 20 (+15)	Wis 16 (+13)
Con 24 (+17)	Int 9 (+9)	Cha 14 (+12)

Magrathar calls on his various powers in an attempt to finish off foes that look close to death. He focuses on PCs using close or area attacks, or those whose powers are especially harmful to undead.

Throughout the fight, Magrathar leaves a trail of maggots wherever he moves. He constantly grumbles in his unsettling voice about all the trouble the intruders are causing him.

FEATURES OF THE AREA

Illumination: Dim light from the shrouded sky above.

Spikes: The battlements are festooned with wickedly sharp spikes of dark, polished stone. These look as though they once all pointed outward, but some have been toppled or moved so that now they face in different directions.



ENCOUNTER Z4: MAGRATHAR'S WRATH

The spikes are obstacles; each completely fills the square of its base. Broken spikes that litter the walkway are also obstacles. Climbing over a broken spike requires a DC 22 Athletics check.

Pits: Twenty-foot-deep pits have been dug into the top of the wall in several places. Falling into a pit deals 2d10 damage. Climbing out of a pit requires a DC 14 Athletics check.

Rusty Catapult: The rusty catapult is difficult terrain. The first creature to enter a square occupied by the catapult causes the mechanism to snap. Make a +20 vs. Reflex attack. If the attack hits, it deals 1d10 + 6 damage, and ongoing 10 poison damage (save ends).

Magic Circle: This arcane portal glows brightly as it teleports Magrathar and his bodyguards to the battlements.

Rubble: Portions of the wall have crumbled, and the heaped rubble is difficult terrain.

Treasure: Magrathar carries a ring (described on page 25 of *Adventure Book One*), a +5 *magic orb*, and two *potions of vitality*. The ring, when combined with the other soul rings, allows the PCs to cross the catwalk into Urishtar's Keep.

ENCOUNTER Z5: ON THE BATTLEMENTS AGAIN

Encounter Level 20 (14,000 XP)

This is an optional encounter. Use this encounter if the adventurers return to the Teethtop near the topmost catwalk after they have previously dealt with the slaad defenders, and if Magrathar is not already waiting to ambush them (see Encounter Z4).

Use the poster map when running this encounter.

SETUP

3 draconic wraith souleaters (W)

1 draconic wraith soulbinder (S)

1 greater helmed horror (H)

The party's passage along the battlement walkway disturbs several draconic wraiths investigating the corpses of defeated slaads (or other servitors of Magrathar). The challenging roars of the wraiths draws the interest of a more distant threat, a greater helmed horror, which has begun to wander the walls since the slaads were eliminated.

When the adventurers are attacked, read:

A flock of horrors wing down from the swirling sky, roaring out a ghostly echo of a dragon's challenge. Each one resembles a boiling mass of ebony clouds in the shape of a dragon. The creatures' hindquarters fade into a long tail of glowing mist.

The roars draw an answer, a sepulchral scream from somewhere along the wall's top. Lurching into view comes a collection of dented armor and weapons glowing with hellish light and moving as if it were a living creature.

TACTICS

The greater helmed horror moves quickly to engage the adventurers in melee combat. If it gets into a position where it can deal damage to multiple PCs with its *elemental burst* attack, it uses that power. Otherwise, it hacks at foes with its elemental greatsword, taking to the air if necessary to pursue any flying PCs.

The draconic wraith souleaters swoop down onto the party, using their *fell breath* as often as possible, and resorting to melee combat only when necessary. They stay in flight and at range for as long as they can, darting in to attack and then retreating to use a close burst attack.

The draconic wraith soulbinder also keeps its distance. It remains close enough for its aura to affect the intruders, but prefers to use its close blast and close burst attacks whenever they are available. It makes *binding strikes* whenever it has to, however, then moves to once again put distance between it and its enemies.

Draconic Wraith Soulbinder (S) Level 20 Controller

Large shadow magical beast (dragon, undead) XP 2,800

Initiative +16 Senses Perception +19; darkvision

Tendrils of Terror aura 5; enemies in the aura are slowed and take a -2 penalty to attack rolls. If the draconic wraith takes radiant damage, aura is negated until the end of the wraith's next turn.

HP 141; Bloodied 70

AC 34; Fortitude 32, Reflex 33, Will 31

Immune disease, poison; Resist 10 necrotic, insubstantial;

Vulnerable 10 radiant (see also *tendrils of terror* above)

Speed fly 8 (hover); phasing; see also *shadow glide*

⊕ **Binding Strike** (standard; at-will) ♦ Necrotic

Reach 2; +25 vs. AC; 2d6 +7 necrotic damage, and target is immobilized (save ends).

✱ **Binding Burst** (standard; recharge ☹ ☹) ♦ Necrotic

Area burst 2 within 20; +24 vs. Reflex; 4d8 +7 necrotic damage, and the target is immobilized (save ends).

↖ **Shadow Breath** (standard; recharge ☹ ☹) ♦ Necrotic

Close blast 5; +24 vs. Reflex; 4d10 + 7 necrotic damage.

Soulbinding ♦ Healing, Necrotic

When the soulbinder successfully attacks an immobilized creature, it regains 10 hit points.

Shadow Glide (move; encounter)

The draconic wraith shifts 8 squares.

Alignment Chaotic evil Languages Draconic

Str 17 (+13) Dex 22 (+16) Wis 18 (+14)

Con 20 (+15) Int 14 (+12) Cha 19 (+14)

3 Draconic Wraith Souleaters (W) Level 19 Skirmisher

Large shadow magical beast (dragon, undead) XP 2,400 each

Initiative +15 Senses Perception +19; darkvision

Cloud of Death aura 2; enemies in the aura cannot spend healing surges. Enemies treat the area within the aura as difficult terrain.

HP 136; Bloodied 68

Regeneration 10 (if the draconic wraith takes radiant damage, regeneration does not function until the end of its next turn)

AC 33; Fortitude 32, Reflex 30, Will 31

Immune disease, poison; Resist 10 necrotic, insubstantial;

Vulnerable 10 radiant (see also *regeneration* above)

Speed fly 8 (hover); phasing; see also *shadow strike*

⊕ **Shadow Bite** (standard; at-will) ♦ Necrotic

Reach 2; +24 vs. AC; 1d12 + 6 necrotic damage.

↖ **Fell Breath** (standard; recharge ☹ ☹) ♦ Necrotic

Close blast 5; +22 vs. Reflex; 1d12 + 6 necrotic damage, and the target takes ongoing 10 necrotic damage (save ends).

↖ **Steal Volition** (minor 1/round; at-will)

Close burst 5; targets one creature within the burst; automatic hit; the target is slowed (save ends).

Soul Feast (free, when the souleater bloodies an enemy with its bite or *fell breath* attack; encounter) ♦ Healing

The target loses 1 healing surge, and the souleater regains 34 hit points.

Shadow Strike (move; encounter)

The souleater shifts 8 squares and can make a melee basic attack either before, during, or after the move.

Alignment Chaotic evil Languages Draconic

Str 22 (+15) Dex 19 (+13) Wis 21 (+14)

Con 21 (+14) Int 10 (+9) Cha 13 (+10)

Greater Helmed Horror (H) **Level 18 Elite Soldier**
Medium elemental animate (construct) XP 4,000

Initiative +16 **Senses** Perception +20; darkvision, truesight 10
HP 348; **Bloodied** 174

Regeneration 10

AC 35; **Fortitude** 33, **Reflex** 30, **Will** 31

Immune charm, disease, fear, poison, sleep

Saving Throws +2

Speed 8, fly 8 (clumsy)

Action Points 1

⊕ **Elemental Greatsword** (standard; at-will) ♦ **Weapon; Cold, Fire, Lightning, or Thunder**

+24 vs. AC; 1d10 + 8 damage plus 1d10 cold, fire, lightning, or thunder damage (greater helmed horror's choice).

‡ **Blade Sweep** (standard; encounter) ♦ **Weapon; Cold, Fire, Lightning, or Thunder**

The greater helmed horror makes an elemental greatsword attack against two different targets within reach.

← **Elemental Burst** (standard; recharge ⓂⓂ) ♦ **Cold, Fire, Lightning, or Thunder**

Close burst 5; +20 vs. Reflex; 2d6 + 6 cold, fire, lightning, or thunder damage (greater helmed horror's choice).

Tactical Step (free, when the greater helmed horror hits with an opportunity attack; at-will)

The greater helmed horror shifts 3 squares.

Alignment Unaligned

Languages Common, Primordial

Skills Insight +20

Str 26 (+17)

Dex 21 (+14)

Wis 22 (+15)

Con 22 (+15)

Int 12 (+10)

Cha 18 (+13)

Equipment greatsword

FEATURES OF THE AREA

Illumination: Dim light from the shrouded sky above.

Spikes: The battlements are festooned with wickedly sharp spikes of dark, polished stone. These look as though they once all pointed outward, but some have been toppled or moved so that now they face in different directions.

The spikes are obstacles; each completely fills the square of its base. Broken spikes that litter the walkway are also obstacles. Climbing over a broken spike requires a DC 22 Athletics check.

Pits: Twenty-foot-deep pits have been dug into the top of the wall in several places. Falling into a pit deals 2d10 damage. Climbing out of a pit requires a DC 14 Athletics check.

Rusty Catapult: The rusty catapult is difficult terrain. The first creature to enter a square occupied by the catapult causes the mechanism to snap. Make a +20 vs. Reflex attack. If the attack hits, it deals 1d10 + 6 damage, and ongoing 10 poison damage (save ends).

Magic Circle: This is the end point for a one-way teleportation portal. Its effects do not come into play during this encounter.

Rubble: Portions of the wall have crumbled, and the heaped rubble is difficult terrain.



ENCOUNTER Z5: ON THE BATTLEMENTS AGAIN

Treasure: A +4 rod of reaving is one of the pieces of equipment that joined together to form the greater helmed horror. After the greater helmed horror is defeated, it can be collected from among the bits of fallen equipment.

ENCOUNTER K0: CATWALK ATTACK

Encounter Level 20 (14,000 XP)

If the adventurers take more than one extended rest between exploring the Teeth (Encounter Z3) and entering the Keep (Encounter K3A), Urishtar learns that her fortress has been invaded. The next time the adventurers attempt to cross the catwalk, Urishtar comes to investigate the situation.

Note that if the adventurers attempt to sneak across the catwalk using Stealth, their checks are opposed by Urishtar's passive Perception (DC 30). Any PCs with a Stealth check result of 30 or better avoids Urishtar's notice. Any who get a result of less than 30 are spotted and Urishtar arrives to investigate.

SETUP

Urishtar, shadow dragon (U)

Once one or more of the noticed adventurers make it halfway across the catwalk (whether heading toward or away from the central keep), Urishtar drops out of the cloud-filled sky and surprises the party. She lands at location marked on the map and glares at the adventurers with malice-filled eyes.

When the adventurers step onto the catwalk, read:

A slender span of fossilized bone extends to the central tower that rises into the whirling vortex. The catwalk seems solid enough, though here and there pieces have crumbled away, forming large gaps.

As the adventurers reach the halfway point, read:

A huge, night-black dragon shrouded in darkness drops from the sky, trailing shadows in its wake. Its shimmering scales seem almost translucent. The dragon roars, rocking the catwalk as it lands. Pieces of petrified bone crumble and fall away into the darkness. The dragon challenges you in Draconic. "Who seeks to enter my domain while still encased in living flesh?"

TALKING WITH URISHTAR

Urishtar is more interested in determining who the intruders are and what capabilities they possess at this point in the adventure. She is as curious as she is concerned about how they were able to get so far through her defenses. She eagerly speaks with talkative adventurers, perhaps even seeming to warm to them or believe

whatever effort of Diplomacy or Bluff they might attempt. However, she merely seeks to learn as much from them as possible before destroying them.

"Who are you and why have you trespassed against me?" Urishtar asks. "Who has sent you? What is your mission? Why do you think you can challenge me?"

During her own interrogation of the adventurers, Urishtar reveals the following information as the conversation unfolds, assuming one of the adventurers speaks Draconic. While Urishtar can speak and understand Common, she considers it a vulgar and inferior language, and she won't resort to using it with these invaders.

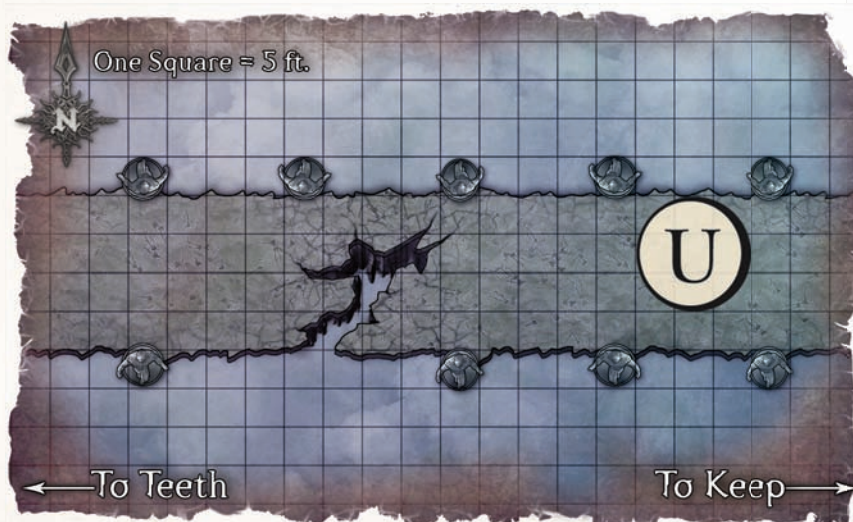
Who are you? "I am Urishtar Nightwyrn. I am the Shadowfell. The dead serve me, and souls nourish me."

Do you know why the dead cannot return to the world? "All souls belong to me! Why should I not keep them? They have such excellent uses."

How do you steal souls? "My children have the ability to divert newly formed souls, allowing the Vortex to take them."

You use souls? "Souls can nourish my eggs, thus creating draconic wraiths without the tedious necessity of allowing them to age and die naturally first. The Vortex also demands souls, and in exchange it grants me visions and powers that you could never hope to match."

Visions? "I see a place beyond. I see into the Deep Shadowfell. It is a place where the fundamental aspects of life and death unfold in ways that not even the Raven Queen knows or understands. I learn from these visions. I grow more powerful. And soon, I shall take the place of the Raven Queen and usher in a new age!"



Urishtar, Shadow Dragon (U) **Level 20 Solo Lurker**Huge shadow magical beast (dragon) **XP 14,000****Initiative** +24 **Senses** Perception +20; darkvision**HP** 730; **Bloodied** 365; see also *bloodied breath***AC** 36; **Fortitude** 34, **Reflex** 36, **Will** 32**Resist** 30 necrotic; **Vulnerable** radiant (whenever a shadow dragon takes radiant damage, one of its *globes of darkness* ends)**Saving Throws** +5**Speed** 10, fly 10 (hover), overland flight 20, swim 10; see also *shadow walk***Action Points** 2Ⓣ **Bite** (standard; at-will) ♦ **Necrotic**

Reach 3; +25 vs. AC; 2d10 + 5 damage, and the target is weakened (save ends).

Ⓣ **Claw** (standard; at-will)

Reach 3; +25 vs. AC; 1d10 + 5 damage.

Ⓣ **Draconic Frenzy** (standard; at-will)

The dragon makes a bite attack and a claw attack.

Ⓣ **Tail Slash** (immediate reaction, when an enemy misses the dragon with a melee attack; at-will)

The dragon attacks the enemy that missed it; +25 vs. AC; 2d8 + 5 damage.

Ⓣ **Breath Weapon** (standard; recharge Ⓜ; Ⓜ) ♦ **Necrotic**Close blast 5; +23 vs. Fortitude; 2d10 + 5 necrotic damage, and the target loses one healing surge and is weakened (save ends). *Aftereffect:* The target's necrotic resistance is negated until the end of the encounter. *Miss:* Half damage, and the target does not lose a healing surge and is not weakened.Ⓣ **Bloodied Breath** (free, when first bloodied; encounter) ♦ **Necrotic**The dragon's *breath weapon* recharges, and the dragon uses it immediately.Ⓣ **Frightful Presence** (standard; encounter) ♦ **Fear**Close burst 10; targets enemies; +23 vs. Will; the target is stunned until the end of the dragon's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).✳ **Globe of Darkness** (minor 1/rd; sustain minor; at-will) ♦ **Zone**

Area burst 2 within 20; this power creates a zone of darkness that remains in place until the end of the dragon's next turn. The zone blocks line of sight for all creatures except the dragon. Any creature entirely within the area (except the dragon) is blinded.

Combat Advantage

The shadow dragon deals an extra 4d6 damage against a target it has combat advantage against.

Bloodied Rage

The dragon deals an extra 2d6 damage with all attacks while it is bloodied.

Shadow Walk (move; at-will) ♦ **Teleportation**A shadow dragon that is in at least one square of a *globe of darkness* can teleport to any other *globe of darkness* within line of sight. It must end this move in at least one square of that *globe of darkness*.**Alignment** Evil **Languages** Common, Draconic**Skills** Intimidate +18, Stealth +24**Str** 24 (+17) **Dex** 28 (+19) **Wis** 21 (+15)**Con** 20 (+15) **Int** 18 (+14) **Cha** 17 (+13)

TACTICS

Urishtar is content to start out by talking to the adventurers, as described above. If the adventurers refuse to talk, if they attack her, or if the conversation goes badly, Urishtar turns to combat. Even then, she is more interested in testing the adventurers and discovering their capabilities than fighting them to the death. She engages the PCs in conversation, attempting to allay their fear of attack, only to strike suddenly and viciously just as the situation seems to be turning in their favor.

Urishtar doesn't know the meaning of a fair fight. She begins by breathing on as many adventurers as possible, then takes a minor action to drop a *globe of darkness* so they can't see her. Then she spends her first action point to use *draconic frenzy* against one target who can't see her (though she can see it), gaining combat advantage.

If the adventurers use the *Skull of Sartine* or the *Shadowfell sword* against Urishtar, or if they bloody her, the dragon breaks off combat and escapes using *shadow walk* (spending her second action point if necessary). She retreats to the topmost level of Urishtar's Keep and begins aligning her defenses appropriately to deal with this threat. The adventurers have impressed her, perhaps even frightened her a little, for she never saw this outcome in any of her visions.

FEATURES OF THE AREA

Illumination: Dim light from the shrouded sky above.

Chasm: A fall from the catwalk sends characters plunging into the dark chasm and deals 16d10 damage. Any who fall land in a stagnant moat of lifeless water (50 feet deep) that surrounds the central tower. Over 700 feet of climbing (Athletics DC 22) is required to return to the lowest catwalk.

DEVELOPMENT

This is not meant to be the grand battle between the adventurers and Urishtar. Use this encounter to allow the adventurers to meet the shadow dragon, have a brief interaction, and engage in enough combat to be frightened by the prospect of a more prolonged battle. In the end, Urishtar learns what she had hoped and departs to prepare her keep for a more proper welcome for the insolent intruders.

ENCOUNTER K3A: KEEP ENTRY DEFENSE

Encounter Level 18 (10,400 XP)

Until they gain *Magrathar's Ring*, the adventurers can't enter the keep. Once they gain the ring and enter the keep, this is the first chamber they encounter.

If the adventurers attempt to enter the keep without *Magrathar's Ring*, read:

A veil of dim shadow stretches across the opening into the tower. You can't see beyond the barrier, and you can't pass through the barrier in any way.

SETUP

- 2 savage minotaurs (M)
- 2 rakshasa archers (R)
- 2 firebred hellhounds (H)
- 1 medusa shroud of Zehir (S)

The creatures in this chamber serve Urishtar. They spend much of their time giving thanks to their mistress, performing various glory-giving rites in her name. When the adventurers enter the chamber, the creatures move as one to defend their mistress's fortress.

If Urishtar encountered the adventurers in Encounter K0, then these defenders are alert and prepared for battle as soon as the adventurers appear.

Use the poster map when running this encounter.

When the adventurers enter this chamber from the catwalk, show the players “View of the Keep Entry” on page 30 of *Adventure Book One* and read:

A circular chasm pierces the floor and ceiling of this round, tower room. A short, wide platform protrudes over the chasm, and a rough altar graces its end. Another altar sits on the chasm's opposite side. On the far wall, a raised dais holds two large stone chairs. Minotaurs and hellhounds guard the chamber ahead, while tiger-headed humanoids sit atop the thrones. A woman with thick, animate locks stands near the far altar.

TACTICS

The firebred hellhounds charge into the adventurers. The minotaurs follow suit, attempting to use *thrashing horns* to push foes into the chasm or out of the tower and off the catwalk. The rakshasa archers stand, shift next to a statue, and begin to fire at the invaders from a distance. The medusa stands near a statue to take full advantage of the benefits it provides (see “Features of the Area” below). All of these defenders are extremely loyal to Urishtar and fight to the death to protect the keep from these invaders.

Medusa Shroud of Zehir (S)		Level 18 Skirmisher
Medium natural humanoid		XP 2,000
Initiative +18	Senses Perception +12	
HP 172; Bloodied 86		
AC 32; Fortitude 28, Reflex 30, Will 29		
Immune petrification; Resist 10 acid, 10 poison		
Speed 8		
⚔ Short Sword (standard; at-will) ♦ Acid, Poison, Weapon		
+15 vs. AC; 1d6 + 7 damage, and the target takes ongoing 10 acid and poison damage (save ends).		
⚔ Fangs of Death (standard; recharge ☞ ☞ ☞ ☞ ☞ ☞)		
The medusa shroud of Zehir makes two melee basic attacks and can shift up to 3 squares between attacks.		
⚔ Snaky Hair (minor 1/round; at-will) ♦ Acid, Poison		
+23 vs. AC; 1d6 + 7 damage, and the target takes ongoing 10 acid and poison damage and takes a -2 penalty to Fortitude defense (save ends both).		
⚔ Petrifying Gaze (standard; at-will) ♦ Gaze		
Close blast 5; blind creatures are immune; +21 vs. Fortitude; the target is slowed (save ends). <i>First Failed Saving Throw:</i> The target is immobilized instead of slowed (save ends). <i>Second Failed Saving Throw:</i> The target is petrified (no save).		
Alignment Evil	Languages Common	
Skills Acrobatics +21, Bluff +20, Stealth +21		
Str 16 (+12)	Dex 24 (+16)	Wis 17 (+12)
Con 20 (+14)	Int 13 (+10)	Cha 22 (+15)
Equipment black hooded cloak, 2 short swords		

2 Rakshasa Archers (R)		Level 15 Artillery
Medium natural humanoid		XP 1,200 each
Initiative +13	Senses Perception +16; low-light vision	
HP 110; Bloodied 55		
AC 28; Fortitude 24, Reflex 26, Will 25		
Speed 6		
⚔ Claw (standard; at-will)		
+19 vs. AC; 1d8 + 3 damage.		
⚔ Longbow (standard; at-will) ♦ Weapon		
Ranged 20/40; +20 vs. AC; 1d10 + 5 damage.		
⚔ Double Attack (standard; at-will) ♦ Weapon		
The rakshasa archer makes two longbow attacks against a single target or against two targets within 3 squares of one another.		
⚔ Ghost Arrow (standard; recharge ☞ ☞ ☞ ☞ ☞ ☞) ♦ Necrotic, Weapon		
Requires longbow; ranged 20/40; +20 vs. Reflex; 1d10 + 5 necrotic damage, and the target cannot spend healing surges (save ends).		
Deceptive Veil (minor; at-will) ♦ Illusion		
The rakshasa archer can disguise itself to appear as any Medium humanoid. A successful Insight check (opposed by the rakshasa's Bluff check) pierces the disguise.		
Alignment Evil	Languages Common	
Skills Bluff +14, Intimidate +14		
Str 17 (+10)	Dex 20 (+12)	Wis 18 (+11)
Con 14 (+9)	Int 12 (+8)	Cha 14 (+9)
Equipment longbow, quiver of 30 arrows		

2 Savage Minotaurs (M) **Level 16 Brute**
Large natural humanoid XP 1,400 each

Initiative +9 **Senses Perception** +19
HP 190; **Bloodied** 95; see also *ferocity*
AC 28; **Fortitude** 32, **Reflex** 26, **Will** 29
Speed 8

⊕ **Greataxe** (standard; at-will) ♦ **Weapon**
Reach 2; +19 vs. AC; 2d8 + 7 damage (crit 4d8 + 23), and the target is pushed 1 square.

↓ **Goring Charge** (standard; at-will)
The savage minotaur makes a charge attack: +20 vs. AC; 2d6 + 7 damage, and the target is knocked prone.

↓ **Thrashing Horns** (standard, usable only when charging; at-will)
+19 vs. AC; 2d6 + 7 damage, and the target slides 2 squares.

Ferocity (when reduced to 0 hit points)
The savage minotaur makes a melee basic attack.

Alignment Chaotic evil **Languages** Common
Skills Dungeoneering +14, Intimidate +14, Nature +14
Str 24 (+15) **Dex** 12 (+9) **Wis** 19 (+12)
Con 20 (+13) **Int** 5 (+5) **Cha** 12 (+9)
Equipment greataxe

2 Firebred Hell Hounds (H) **Level 17 Brute**
Medium elemental beast (fire) XP 1,600 each

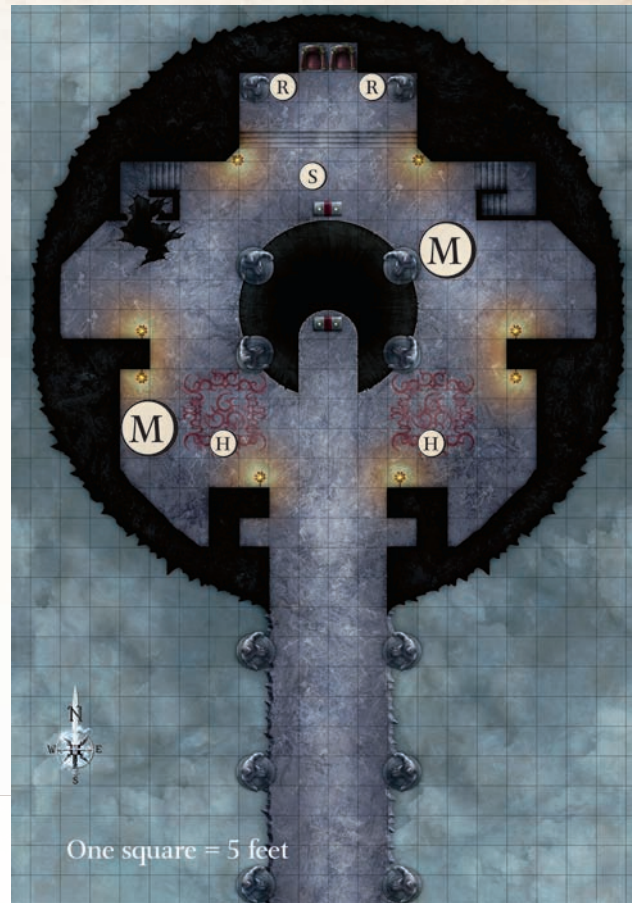
Initiative +10 **Senses Perception** +17
Fire Shield (Fire) aura 1; any creature that enters or begins its turn in the aura takes 1d10 fire damage.
HP 205; **Bloodied** 102
AC 30; **Fortitude** 30, **Reflex** 28, **Will** 29
Resist 40 fire
Speed 8

⊕ **Bite** (standard; at-will) ♦ **Fire**
+20 vs. AC; 1d10 + 6 plus 1d10 fire damage.

↖ **Fiery Breath** (standard; recharge ☐☐☐☐) ♦ **Fire**
Close blast 3; +18 vs. Reflex; 4d6 + 7 fire damage.

↖ **Fiery Burst** (standard; recharge ☐☐) ♦ **Fire**
Close burst 3; +18 vs. Reflex; 4d10 + 7 fire damage.

Alignment Unaligned **Languages** –
Str 22 (+14) **Dex** 14 (+10) **Wis** 19 (+12)
Con 25 (+15) **Int** 2 (+4) **Cha** 12 (+9)



ENCOUNTER K3A: KEEP ENTRY DEFENSE

FEATURES OF THE AREA

Illumination: Bright light from everburning torches along the walls.

Ceiling: 40 feet high.

Chasm: A fall from the chasm sends characters plunging into darkness and deals 6d10 damage. Any who fall land 60 feet below in a forgotten chamber within the central tower. A DC 22 Athletics check is required to climb back up to this level.

Statues: The statues inside this chamber are ancient representations of Orcus, but only a character that succeeds on a DC 35 Religion check knows this. Otherwise, they appear to be an odd collection of shadow creatures out of nightmares.

When one of Urishtar's faithful stands adjacent to a statue, the creature receives an extra 1d6 damage to any attacks it makes.

Stairs: The eastern stairs lead up to higher areas in the keep, but the stairs to the west are half-collapsed, emptying into the hollow shaft of Location K2.

ENCOUNTER K3B: KEEP ENTRY, SECOND WAVE

Encounter Level 20 (15,200 XP)

As the first battle in the keep entry takes place, one of the vrocks roosting in the chamber above flies off to spread the warning. It returns as the first battle comes to an end, then waits with its nest mates for the abyssal zealots and the hellfire magus to arrive.

You can run this encounter immediately after the previous encounter ends, or you can allow the adventurers to take a short rest while the vrocks await the other reinforcements. Determine whether to allow the short rest based on how well the PCs handled the previous encounter. If they had little to no trouble with the first wave of guardians, then hurl the second wave at them immediately. If they used all of their daily and encounter powers and took a beating, allow them to have a brief respite before the second wave arrives.

SETUP

- 3 vrock warwings (V)
- 2 abyssal zealot hurlers (H)
- 1 abyssal zealot brawler (B)
- 1 cambion hellfire magus (C)

When the adventurers move toward the stairs, or whenever you decide to send the second wave of defenders against them, things play out in this order.

First, the abyssal zealots and the cambion appear upon the catwalk, at the entrance to the keep, as shown on the map. A moment later, the vrocks swoop down from the opening above and land at the locations shown on the map.

Use the poster map when running this encounter.

When the second wave of defenders appears, read:

A cacophony of insane laughter emerges from the catwalk as a humanoid with red skin, horns, and a quarterstaff strides into the keep. Behind him are three blood-slicked, winged monstrosities whose tails burn with dark power. At the same time, screeches ring out from above. A trio of vulturelike humanoids wing down from the opening in the ceiling, intent on ripping the flesh from your bones.

The red-skinned humanoid calls out, "Urishtar knows you have invaded her sanctum. She has grand plans for your souls. Rejoice that your meaningless lives shall further Urishtar's unspeakable goals!"

TACTICS

The vrocks fly down from above, attempting a flyby attacks before landing. They use *stunning screech* when surrounded.

The abyssal zealot hurlers keep to the air and use *abyssal arrow* attacks to harry opponents. They enter melee only once the battle has turned in their favor.

The abyssal brawler, however, wades right into melee, employing *death claw* attacks over and over again in a wanton dance of destruction.

The hellfire magus targets enemies with its *hellfire ray*, knocking opponents prone and allowing the swarming vrocks to gain combat advantage. Against tightly gathered foes, the hellfire magus uses *soulscorch*.

3 Vrock Warwings (V)		Level 17 Skirmisher
Large elemental humanoid (demon)		XP 1,600 each
Initiative +12	Senses Perception +13; darkvision	
HP 132; Bloodied 66; see also <i>spores of madness</i>		
AC 27; Fortitude 25, Reflex 23, Will 23		
Resist 10 variable (2/encounter; see glossary)		
Speed 6, fly 8; see also <i>flyby attack</i>		
⊕ Claw (standard; at-will)		
Reach 2; +18 vs. AC; 2d8 + 6 damage.		
⊕ Flyby Attack (standard; at-will)		
The vrock flies up to 8 squares and makes one claw attack at any point during that movement. The vrock doesn't provoke opportunity attacks when moving away from the target of the attack.		
⊕ Stunning Screech (standard; recharge [1])		
Close burst 3; deafened creatures are immune; +17 vs. Fortitude; the target is stunned until the end of the vrock's next turn.		
⊕ Spores of Madness (free, when first bloodied; encounter)		
♦ Poison		
Close burst 2; demons are immune; +16 vs. Will; 1d10 + 4 poison damage, and the target is dazed (save ends).		
Alignment Chaotic evil	Languages Abyssal	
Skills Bluff +15, Insight +13		
Str 23 (+12)	Dex 19 (+10)	Wis 15 (+8)
Con 20 (+11)	Int 12 (+7)	Cha 19 (+10)

2 Abyssal Zealot Hurlers (H)		Level 20 Artillery
Medium elemental humanoid (demon)		XP 2,800 each
Initiative +15	Senses Perception +14; darkvision	
HP 148; Bloodied 74		
AC 32; Fortitude 32, Reflex 32, Will 34		
Resist 20 variable (2/encounter; see <i>Monster Manual</i> page 282)		
Speed 4, fly 8 (hover)		
⊕ Death Tail (standard; at-will) ♦ Necrotic		
+27 vs. AC; 1d8 + 4 damage, and the target takes ongoing 10 necrotic damage (save ends); see also <i>blood smite</i> .		
✂ Abyssal Arrow (standard; at-will) ♦ Necrotic		
Ranged 20; +25 vs. Reflex; 2d8 + 9 necrotic damage, and target takes ongoing 5 necrotic damage (save ends).		
✂ Forlorn Burst (standard; recharge [2][1]) ♦ Necrotic		
Area burst 2 within 10; +25 vs. Fortitude; 1d10 + 9 necrotic damage, and the target is weakened (save ends).		
Blood Smite ♦ Necrotic		
When bloodied, the abyssal zealot's attacks deal an extra 2d6 necrotic damage.		
Alignment Chaotic evil	Languages Abyssal, Common	
Skills Arcana +21		
Str 14 (+12)	Dex 20 (+15)	Wis 19 (+14)
Con 22 (+16)	Int 22 (+16)	Cha 18 (+14)

Abyssal Zealot Brawler (B) **Level 20 Brute**
Medium elemental humanoid (demon) XP 2,800

Initiative +12 **Senses** Perception +12; darkvision
HP 230; **Bloodied** 115
AC 32; **Fortitude** 32, **Reflex** 29, **Will** 30
Resist 20 variable (2/encounter; see *Monster Manual* page 282)
Speed 6, fly 4 (hover)

⊕ **Death Claw** (standard; at-will) ♦ **Necrotic**
+23 vs. AC; 2d8 + 6 damage, and the target takes ongoing 5 necrotic damage (save ends); see also *smite the weak*.

⊖ **Death Strike** (free action; when reduced to 0 hit points) ♦ **Necrotic**
Close burst 1; +23 vs. AC; 1d8 + 6 necrotic damage.

Blood Smite ♦ **Necrotic**
When bloodied, the abyssal zealot's attacks deal an extra 2d6 necrotic damage.

Alignment Chaotic evil **Languages** Abyssal, Common
Skills Athletics +19
Str 18 (+14) **Dex** 14 (+12) **Wis** 15 (+12)
Con 20 (+15) **Int** 13 (+12) **Cha** 16 (+13)

Cambion Hellfire Magus (C) **Level 18 Artillery**
Medium immortal humanoid (devil) XP 2,000

Initiative +14 **Senses** Perception +13; darkvision
HP 130; **Bloodied** 65
AC 30 (34 against ranged attacks); **Fortitude** 27, **Reflex** 30 (34 against ranged attacks), **Will** 32
Resist 15 fire
Speed 6, fly 8 (clumsy)

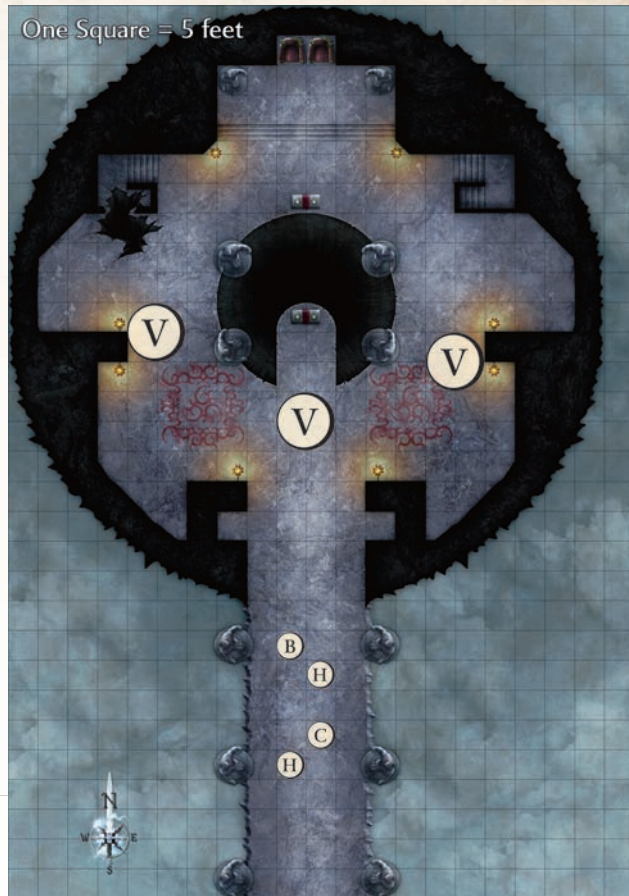
⊕ **Quarterstaff** (standard; at-will) ♦ **Weapon**
+20 vs. AC; 1d8 + 2 damage.

↘ **Hellfire Ray** (standard; at-will) ♦ **Fire**
Ranged 20; +22 vs. Reflex; 2d8 + 8 fire damage, and the target is knocked prone.

✦ **Soulscorch** (standard; recharge ☞ ☞) ♦ **Fire**
Area burst 1 within 10; +22 vs. Reflex; 1d10 + 8 fire damage, and ongoing 5 fire damage (save ends).

Soul Mantle
A mantle of soul energy protects the hellfire magus, giving it a +4 bonus to AC and Reflex defense against ranged attacks (already included in its statistics).

Alignment Evil **Languages** Common, Supernal
Skills Arcana +20, Bluff +22, Diplomacy +22
Str 14 (+11) **Dex** 20 (+14) **Wis** 19 (+13)
Con 16 (+12) **Int** 22 (+15) **Cha** 27 (+17)
Equipment robes, quarterstaff



ENCOUNTER K3B: KEEP ENTRY, SECOND WAVE

FEATURES OF THE AREA

Illumination: Bright light from everburning torches along the walls.

Ceiling: 40 feet high.

Chasm: A fall from the chasm sends characters plunging into darkness and deals 6d10 damage. Any who fall land 60 feet below in a forgotten chamber within the central tower. A DC 22 Athletics check is required to climb back up to this level.

Statues: The statues inside this chamber are ancient representations of Orcus, but only a character that succeeds on a DC 35 Religion check knows this. Otherwise, they appear to be an odd collection of shadow creatures out of nightmares.

When one of Urishtar's faithful stands adjacent to a statue, the creature receives an extra 1d6 damage to any attacks it makes.

Stairs: The eastern stairs lead up to higher areas in the keep, but the stairs to the west are half-collapsed, emptying into the hollow shaft of Location K2.A

ENCOUNTER K7: HALL OF KNOWLEDGE

Encounter Level 18 (10,400 XP)

SETUP

Varun, rakshasa noble (N)

1 rakshasa assassin (A)

1 abyssal zealot hurler (Z)

3 rakshasa warriors (W)

Urishtar keeps an impressive library. She commands her servants to peruse and keep the library current, and to provide her with relevant prophecy and lore concerning anything to do with death. Those in this chamber, led by a rakshasa noble named Varun, have been advised of a dangerous group of intruders and are on high alert. They seek to discover, through divination and arcane research, what has inspired the adventurers to invade the fortress.

If a party member is particularly stealthy, he or she might be able to emerge from the eastern stairway to see some the creatures in the positions noted on the tactical map. Until they leave the stairs, the adventurers can't see the chamber's inhabitants, nor can the inhabitants see them.

When the adventurers first look into this chamber from the eastern stairway, read:

Warm lantern light reveals a room whose walls are concealed behind tall bookcases stuffed with dusty tomes. A glowing circle of glyphs is inscribed on the floor at the chamber's center. You hear page flipping from elsewhere in the chamber.

Abyssal Zealot Hurler (Z) Level 20 Artillery
Medium elemental humanoid (demon) XP 2,800

Initiative +15 Senses Perception +14; darkvision

HP 148; Bloodied 74

AC 32; Fortitude 32, Reflex 32, Will 34

Resist 20 variable (2/encounter; see *Monster Manual* page 282)

Speed 4, fly 8 (hover)

⚡ **Death Tail** (standard; at-will) ♦ **Necrotic**
+27 vs. AC; 1d8 + 4 damage, and the target takes ongoing 10 necrotic damage (save ends); see also *blood smite*.

↘ **Abyssal Arrow** (standard; at-will) ♦ **Necrotic**
Ranged 20; +25 vs. Reflex; 2d8 + 9 necrotic damage, and target takes ongoing 5 necrotic damage (save ends).

✖ **Forlorn Burst** (standard; recharge ☞ ☞) ♦ **Necrotic**
Area burst 2 within 10; +25 vs. Fortitude; 1d10 + 9 necrotic damage, and the target is weakened (save ends).

Blood Smite ♦ **Necrotic**
When bloodied, the abyssal zealot's attacks deal an extra 2d6 necrotic damage.

Alignment Chaotic evil Languages Abyssal, Common

Skills Arcana +21

Str 14 (+12) Dex 20 (+15) Wis 19 (+14)

Con 22 (+16) Int 22 (+16) Cha 18 (+14)

Rakshasa Noble (N) Level 19 Controller
Medium natural humanoid XP 2,400

Initiative +14 Senses Perception +19; low-light vision

HP 178; Bloodied 89

AC 33; Fortitude 31, Reflex 33, Will 34; see also *phantom image*

Speed 7

⚔ **Claw** (standard; at-will)
+22 vs. AC; 1d6 + 3 damage, and the target is blinded until the end of the rakshasa noble's next turn.

↘ **Mind Twist** (standard; at-will) ♦ **Psychic**
Ranged 20; +22 vs. Will; 3d6 + 7 psychic damage, and the target is dazed (save ends).

↘ **Phantom Lure** (standard; at-will) ♦ **Charm**
Ranged 10; +22 vs. Will; the target slides 5 squares.

↘ **Frightful Phantom** (standard; recharge ☞ ☞) ♦ **Fear**
Ranged 5; +22 vs. Will; 4d8 + 7 psychic damage, the target is pushed 5 squares, and the target is stunned (save ends).

Deceptive Veil (minor; at-will) ♦ **Illusion**
The rakshasa noble can disguise itself to appear as any Medium humanoid. A successful Insight check (opposed by the rakshasa's Bluff check) pierces the disguise.

Phantom Image (minor; recharge ☞ ☞) ♦ **Illusion**
Until the end of the rakshasa noble's next turn, any creature that attacks the rakshasa's AC or Reflex defense must roll twice and use the lower attack roll result. If either result is a critical hit, use that result instead.

Alignment Evil Languages Common
Skills Arcana +20, Athletics +17, Bluff +21, Diplomacy +21, History +20, Insight +19, Intimidate +21

Str 16 (+12) Dex 20 (+14) Wis 20 (+14)

Con 18 (+13) Int 22 (+15) Cha 24 (+16)

Rakshasa Assassin (A) Level 17 Skirmisher
Medium natural humanoid XP 1,600

Initiative +16 Senses Perception +16; low-light vision

HP 160; Bloodied 80

AC 31; Fortitude 29, Reflex 31, Will 29

Speed 6; see also *shadow form*

⚔ **Short Sword** (standard; at-will) ♦ **Weapon**
+22 vs. AC; 1d6 + 6 damage.

⚔ **Double Attack** (standard; at-will) ♦ **Weapon**
The rakshasa assassin makes two melee basic attacks.

↘ **Phantom Distraction** (minor; recharge ☞ ☞) ♦ **Illusion**
Close burst 1; +20 vs. Will; the target is dazed until the end of the rakshasa assassin's next turn.

Combat Advantage
The rakshasa assassin deals an extra 2d6 damage on melee and ranged attacks against any target it has combat advantage against.

Deceptive Veil (minor; at-will) ♦ **Illusion**
The rakshasa assassin can disguise itself to appear as any Medium humanoid. A successful Insight check (opposed by the rakshasa's Bluff check) pierces the disguise.

Shadow Form
If the rakshasa assassin moves at least 2 squares, it gains the phasing quality until the end of its turn.

Alignment Evil Languages Common
Skills Acrobatics +18, Athletics +16, Bluff +17, Stealth +18

Str 18 (+12) Dex 22 (+14) Wis 16 (+11)

Con 16 (+11) Int 12 (+9) Cha 18 (+12)

Equipment chainmail, 2 short swords

3 Rakshasa Warriors (W) **Level 15 Soldier**

Medium natural humanoid

XP 1,200 each

Initiative +13 **Senses** Perception +16; low-light vision**HP** 142; **Bloodied** 71**AC** 31; **Fortitude** 29, **Reflex** 28, **Will** 28**Speed** 6⊕ **Longsword** (standard; at-will) ♦ **Weapon**

The rakshasa warrior makes two attack rolls and keeps the better result; +21 vs. AC; 1d8 + 5 damage, and the target is marked until the end of the rakshasa's next turn.

⊕ **Claw** (standard; at-will)

+21 vs. AC; 1d8 + 5 damage.

⊕ **Tiger Pounce** (immediate reaction, when a marked enemy within 5 squares of the rakshasa warrior shifts; at-will) ♦ **Weapon**

The rakshasa shifts to the nearest square adjacent to the enemy and makes a basic attack against it.

⊕ **Deceptive Veil** (minor; at-will) ♦ **Illusion**

The rakshasa warrior can disguise itself to appear as any Medium humanoid. A successful Insight check (opposed by the rakshasa's Bluff check) pierces the disguise.

Alignment Evil **Languages** Common**Skills** Athletics +15, Bluff +14, Intimidate +14**Str** 20 (+12) **Dex** 18 (+11) **Wis** 18 (+11)**Con** 14 (+9) **Int** 12 (+8) **Cha** 14 (+9)**Equipment** scale armor, heavy shield, longsword

TACTICS

Varun immediately recognizes the adventurers as the intruders he has been warned about and tasked with researching. He first attempts to talk to them in order to discover what has so far eluded his divination techniques. "Why have you spent so much energy attacking this lonely place?" he asks. Any other information they willingly volunteer he eagerly collects to later share with Urishtar. If asked about the Orcus shrine, Varun shrugs and says, "This one"—pointing to the abyssal zealot—"likes it."

After a brief exchange, or at the first sign that the intruders are turning violent, Varun commands the others to attack. "Don't kill them!" he orders, "We must interrogate them more strenuously before Urishtar returns."

The warriors and assassin stride forward to engage the intruders in melee, working to provide flanks for each other. The abyssal zealot stands back and peppers the adventurers with *abyssal arrows* for as long as possible, but isn't above slipping in and hitting a foe with *death tail* when the opportunity presents itself.

Varun also keeps his distance from melee, using *mind twist* to deal damage and *phantom lure* to move the intruders into flanks. It watches to determine the strongest and most dangerous of the intruders, and targets that character with *frightful phantom*.

If the adventurers are defeated, those that survive wake to find themselves strapped into the torture devices of the Hall of Inquisition (Location K8).



FEATURES OF THE AREA

Illumination: Bright light from everburning lanterns hanging throughout the area.

Ceiling: 40 feet high.

Stairs: The eastern stairs lead down past Locations K6, K5, and K4; the western stairs lead up to Location K8.

Altar: This crude altar of black stone is dedicated to Orcus, but only the abyssal zealots make use of it these days.

Statues: All of the statues in this chamber are carved from dark stone. A DC 20 Religion check allows a character to recognize aspects of Orcus in each statue.

Magic Circle: Although this circle is useful as a component in many different types of rituals, it has no power of its own. It isn't active when the adventurers arrive here.

Library: The books in this chamber all deal with death, including anatomies, fictions, philosophies, and books of prayers to the Raven Queen, to Orcus, and to Vecna.

Treasure: A comprehensive search of the shelves (requiring 20 minutes to accomplish and a DC 20 Perception check) reveals two ritual books. One contains Magic Circle, Sending, Consult Oracle, and Planar Portal; the other has Speak with Dead, Raise Dead, and Shadow Walk.

ENCOUNTER K8: HALL OF INQUISITION

Encounter Level 21 (17,200 XP)

SETUP

- Kailash, rakshasa assassin (K)
- 3 abyssal zealot brawlers (B)
- 2 rakshasa warriors (R)
- 2 draconic wraiths (S)

Urishtar urges her followers to acquire knowledge through more than simple study and divination. She also allows them to indulge in torture, even though she knows that any information gained in this fashion can be less than reliable.

Urishtar's inquisitor, a rakshasa assassin named Kailash, oversees activities in this hall.

When the adventurers first look into this chamber from the western stairs, show the players "View of the Hall of Inquisition" on page 31 of *Adventure Book One* and read:

This high-ceilinged chamber contains instruments of torture, including racks, iron maidens, and a great chair next to a fire pit stuffed with pokers, which provides the only light in the room. Iron bars form cells around the chamber's dark and shadowy periphery.

Kailash, Rakshasa Assassin (K)	Level 17 Skirmisher
Medium natural humanoid	XP 1,600
Initiative +16	Senses Perception +16; low-light vision
HP 160; Bloodied 80	
AC 31; Fortitude 29, Reflex 31, Will 29	
Speed 6; see also <i>shadow form</i>	
⊕ Short Sword (standard; at-will) ♦ Weapon	+22 vs. AC; 1d6 + 6 damage.
‡ Double Attack (standard; at-will) ♦ Weapon	The rakshasa assassin makes two melee basic attacks.
↩ Phantom Distraction (minor; recharge 2/3) ♦ Illusion	Close burst 1; +20 vs. Will; the target is dazed until the end of the rakshasa assassin's next turn.
Combat Advantage	The rakshasa assassin deals an extra 2d6 damage on melee and ranged attacks against any target it has combat advantage against.
Deceptive Veil (minor; at-will) ♦ Illusion	The rakshasa assassin can disguise itself to appear as any Medium humanoid. A successful Insight check (opposed by the rakshasa's Bluff check) pierces the disguise.
Shadow Form	If the rakshasa assassin moves at least 2 squares, it gains the phasing quality until the end of its turn.
Alignment Evil	Languages Common
Skills Acrobatics +18, Athletics +16, Bluff +17, Stealth +18	
Str 18 (+12)	Dex 22 (+14) Wis 16 (+11)
Con 16 (+11)	Int 12 (+9) Cha 18 (+12)
Equipment chainmail, 2 short swords	

3 Abyssal Zealot Brawlers (B)	Level 20 Brute
Medium elemental humanoid (demon)	XP 2,800 each
Initiative +12	Senses Perception +12; darkvision
HP 230; Bloodied 115	
AC 32; Fortitude 32, Reflex 29, Will 30	
Resist 20 variable (2/encounter; see <i>Monster Manual</i> page 282)	
Speed 6, fly 4 (hover)	
⊕ Death Claw (standard; at-will) ♦ Necrotic	+23 vs. AC; 2d8 + 6 damage, and the target takes ongoing 5 necrotic damage (save ends); see also <i>smite the weak</i> .
↩ Death Strike (free action; when reduced to 0 hit points) ♦ Necrotic	Close burst 1; +23 vs. AC; 1d8 + 6 necrotic damage.
Blood Smite ♦ Necrotic	When bloodied, the abyssal zealot's attacks deal an extra 2d6 necrotic damage.
Alignment Chaotic evil	Languages Abyssal, Common
Skills Athletics +19	
Str 18 (+14)	Dex 14 (+12) Wis 15 (+12)
Con 20 (+15)	Int 13 (+12) Cha 16 (+13)

2 Rakshasa Warriors (R)	Level 15 Soldier
Medium natural humanoid	XP 1,200 each
Initiative +13	Senses Perception +16; low-light vision
HP 142; Bloodied 71	
AC 31; Fortitude 29, Reflex 28, Will 28	
Speed 6	
⊕ Longsword (standard; at-will) ♦ Weapon	The rakshasa warrior makes two attack rolls and keeps the better result; +21 vs. AC; 1d8 + 5 damage, and the target is marked until the end of the rakshasa's next turn.
⊕ Claw (standard; at-will)	+21 vs. AC; 1d8 + 5 damage.
‡ Tiger Pounce (immediate reaction, when a marked enemy within 5 squares of the rakshasa warrior shifts; at-will) ♦ Weapon	The rakshasa shifts to the nearest square adjacent to the enemy and makes a basic attack against it.
Deceptive Veil (minor; at-will) ♦ Illusion	The rakshasa warrior can disguise itself to appear as any Medium humanoid. A successful Insight check (opposed by the rakshasa's Bluff check) pierces the disguise.
Alignment Evil	Languages Common
Skills Athletics +15, Bluff +14, Intimidate +14	
Str 20 (+12)	Dex 18 (+11) Wis 18 (+11)
Con 14 (+9)	Int 12 (+8) Cha 14 (+9)
Equipment scale armor, heavy shield, longsword	

TACTICS

When the draconic wraiths or the abyssal zealots notice the adventurers, they call out warnings and move to attack. Kailash and the other rakshasas emerge in the following round to join the battle.

The draconic wraiths and the rakshasa warriors attempt to engage the PCs so that Kailash can get into a flanking position to best use his abilities. The abyssal zealots focus on a single foe, if possible, preferably a powerful melee character.

Kailash does not fight to the death if he can help it. If the fight seems to be going against him, he attempts

2 Draconic Wraiths (S) Level 19 Lurker

Large shadow magical beast (dragon, undead) XP 2,400 each

Initiative +18	Senses Perception +20; darkvision	
Mist of Decay aura 2; enemies in the aura are weakened.		
HP 107; Bloodied 53		
Regeneration 10 (if the draconic wraith takes radiant damage, regeneration does not function until the end of its next turn)		
AC 33; Fortitude 32, Reflex 31, Will 32		
Immune disease, poison; Resist 10 necrotic, insubstantial;		
Vulnerable 10 radiant (see also <i>regeneration</i> above)		
Speed fly 8 (hover); phasing; see also <i>shadow glide</i>		
⊕ Shadow Bite (standard; at-will) ◆ Necrotic		
Reach 2; +24 vs. AC; 1d10 +6 necrotic damage.		
⊕ Shadow Claw (standard; encounter) ◆ Necrotic		
Reach 2; +24 vs. AC; 3d6 + 8 necrotic damage, and the target loses 1 healing surge.		
↖ Fell Breath (standard; recharge ☞☞☞) ◆ Necrotic		
Close blast 5; +22 vs. Reflex; 2d6 + 7 necrotic damage, and the target takes ongoing 10 necrotic damage (save ends).		
Combat Advantage ◆ Necrotic		
The draconic wraith deals an extra 2d6 necrotic damage against any target it has combat advantage against.		
Shadow Glide (move; encounter)		
The draconic wraith shifts 8 squares.		
Alignment Chaotic evil	Languages Draconic	
Str 20 (+14)	Dex 20 (+14)	Wis 22 (+15)
Con 22 (+15)	Int 12 (+10)	Cha 14 (+11)

to slip away up the eastern stairs to Location K9. From there, he ascends the ladder to Location K10 to warn Urishtar that the intruders are getting closer.

FEATURES OF THE AREA

Illumination: Dim light, from the fire pit.

Ceiling: 40 feet high.

Stairs: The eastern stairs lead up past an empty chamber (Location K6) to a ladder (see Encounter K10 on the next page). The western stairs lead down to the Hall of Knowledge (Location K7).

Statue: The statue in the recess in the south wall depicts Vecna. A character can make a DC 14 Religion check to recognize the god of secrets and undeath.

Instruments of Torture: The torture chamber consists of two parts, the work room and the surrounding cells.

Five cells with iron bars line the north and east walls. The central, large cell on the north wall is open, while the cells to either side of it are locked (DC 27 Thievery check to open).

The work room holds four iron maidens, two racks, and a fire pit with several iron rods and other implements of torture heating within.

Iron Maiden: Anyone in the iron maiden when the device is closed receives 20 points of damage. A DC 22 escape check is required to get out of a closed iron maiden.

Fire Pit: The iron rods deal 1d8 fire damage if used as weapons. In addition, a target hit with a hot poker takes ongoing 2 fire damage (save ends). If a PC takes a poker, it remains hot enough to deal fire damage for



ENCOUNTER K8: HALL OF INQUISITION

the remainder of the encounter. Anyone who enters or starts his turn in the fire pit takes 15 fire damage.

Rack: This torture device deals 10 points of damage each time it is used against a creature set within it. A DC 22 escape check is required to slip out of the bindings that attach a creature to a rack.

Kailash's Quarters: The room to the south is sparsely furnished, with a bed, a desk, and some shelves.

The shelves display several trophies close to Kailash's heart: a giant's tooth, a human male's finger, a braid of golden human hair, a braid of snow-white drow hair, and a few less identifiable dried organs.

The desk contains a drawer with a sheaf of papers labeled "Confessions." Each document, apparently scribed in blood, is in a different hand, confessing to a wide variety of actions, such as "denying Urishtar," "speaking ill of the dead," and "failing to try harder." One paper in the mix is a message written in black ink.

"Kailash, you should find the opportunity offered by Urishtar to your liking. Gather more of our brethren and join me here in Nightwyrms Fortress. We can learn something of our own fate from the shadow dragon's investigation of Death's Reach." It is signed "Varun."

ENCOUNTER K10: URISHTAR'S SPIRE

Encounter Level 22 (21,200 XP)

SETUP

Urishtar, shadow dragon (U)
3 draconic wraith souleaters

The shadow dragon Urishtar uses this uppermost spire as a lair. She spends her time staring into the Soul Vortex as it swirls above the spire. She is particularly focused on a whirling blot of ebony energy at the Vortex's center, a blot that is contained between two stone statues.

By the time the adventurers reach the spire, Urishtar is ready and waiting for them. She might have already encountered them earlier as they approached the keep (see Encounter K0 on page 52), or Kailash retreated here (see Encounter K8 on page 60). If neither of these events occurred, Urishtar still knows of the adventurers due to the trouble they have brought to her fortress, and the whispers carried to her by her draconic wraiths.

The encounter starts with only Urishtar atop the spire. Each round after she has been bloodied, as a minor action, the shadow dragon summons a draconic wraith to aid her. She will do this up to a total of three times. The wraiths appear near the ladder, or they can fly in from anywhere you want them to when they are summoned to Urishtar's side.

When adventurers arrive at the spire, show the players "View of Urishtar's Spire" on page 31 of Adventure Book One and read:

Black clouds and shadows spin madly around the periphery of this spire, under the dark sky. You feel a life-draining hunger emanating from within the swirling darkness. The spire's center holds a dark swirl shot through with smeared starlight, which shudders between two sculptures of fossilized black bone. Partly obscured behind this ebony vortex is a huge, night-black dragon. Its nearly translucent scales seem to shimmer in the dim light.

When the dragon sees the adventurers, read:

The dragon roars, momentarily disrupting the swirling clouds above. It asks in Draconic, "Do you wish to see what I do with all the stolen souls? Or do you wish to die, ignorant of the power that Death's Reach provides?"

Whether or not the adventurers converse with Urishtar, they soon discover what happens when a soul is dropped into the center of the Soul Vortex (see "Features of the Area" on the facing page).

Urishtar, Shadow Dragon (U) Level 20 Solo Lurker
Huge shadow magical beast (dragon) XP 14,000

Initiative +24 **Senses** Perception +20; darkvision
HP 730; **Bloodied** 365; see also *bloodied breath*
AC 36; **Fortitude** 34, **Reflex** 36, **Will** 32
Resist 30 necrotic; **Vulnerable** radiant (whenever a shadow dragon takes radiant damage, one of its *globes of darkness* ends)

Saving Throws +5

Speed 10, fly 10 (hover), overland flight 20, swim 10; see also *shadow walk*

Action Points 2

⊕ **Bite** (standard; at-will) ◆ **Necrotic**
Reach 3; +25 vs. AC; 2d10 + 5 damage, and the target is weakened (save ends).

⊕ **Claw** (standard; at-will)
Reach 3; +25 vs. AC; 1d10 + 5 damage.

⊕ **Draconic Frenzy** (standard; at-will)
The dragon makes a bite attack and a claw attack.

⊕ **Tail Slash** (immediate reaction, when an enemy misses the dragon with a melee attack; at-will)
The dragon attacks the enemy that missed it; +25 vs. AC; 2d8 + 5 damage.

⊕ **Breath Weapon** (standard; recharge ☐☐☐) ◆ **Necrotic**
Close blast 5; +23 vs. Fortitude; 2d10 + 5 necrotic damage, and the target loses one healing surge and is weakened (save ends).
Afterspell: The target's necrotic resistance is negated until the end of the encounter. *Miss:* Half damage, and the target does not lose a healing surge and is not weakened.

⊕ **Bloodied Breath** (free, when first bloodied; encounter) ◆ **Necrotic**
The dragon's *breath weapon* recharges, and the dragon uses it immediately.

⊕ **Frightful Presence** (standard; encounter) ◆ **Fear**
Close burst 10; targets enemies; +23 vs. Will; the target is stunned until the end of the dragon's next turn. *Afterspell:* The target takes a -2 penalty to attack rolls (save ends).

⊕ **Globe of Darkness** (minor 1/rd; sustain minor; at-will) ◆ **Zone**
Area burst 2 within 20; this power creates a zone of darkness that remains in place until the end of the dragon's next turn. The zone blocks line of sight for all creatures except the dragon. Any creature entirely within the area (except the dragon) is blinded.

Combat Advantage
The shadow dragon deals an extra 4d6 damage against a target it has combat advantage against.

Bloodied Rage
The dragon deals an extra 2d6 damage with all attacks while it is bloodied.

Shadow Walk (move; at-will) ◆ **Teleportation**
A shadow dragon that is in at least one square of a *globe of darkness* can teleport to any other *globe of darkness* within line of sight. It must end this move in at least one square of that *globe of darkness*.

Alignment Evil	Languages Common, Draconic	
Skills Intimidate +18, Stealth +24		
Str 24 (+17)	Dex 28 (+19)	Wis 21 (+15)
Con 20 (+15)	Int 18 (+14)	Cha 17 (+13)

3 Draconic Wraith Souleaters **Level 19 Skirmisher**
 Large shadow magical beast (dragon, undead) XP 2,400 each

Initiative +15	Senses Perception +19; darkvision
Cloud of Death aura 2; enemies in the aura cannot spend healing surges. Enemies treat the area within the aura as difficult terrain.	
HP 136; Bloodied 68	
Regeneration 10 (if the draconic wraith takes radiant damage, regeneration does not function until the end of its next turn)	
AC 33; Fortitude 32, Reflex 30, Will 31	
Immune disease, poison; Resist 10 necrotic, insubstantial;	
Vulnerable 10 radiant (see also <i>regeneration</i> above)	
Speed fly 8 (hover); phasing; see also <i>shadow strike</i>	
⊕ Shadow Bite (standard; at-will) ◆ Necrotic Reach 2; +24 vs. AC; 1d12 + 6 necrotic damage.	
← Fell Breath (standard; recharge ☞☞) ◆ Necrotic Close blast 5; +22 vs. Reflex; 1d12 + 6 necrotic damage, and the target takes ongoing 10 necrotic damage (save ends).	
← Steal Volition (minor 1/round; at-will) Close burst 5; targets one creature within the burst; automatic hit; the target is slowed (save ends).	
Soul Feast (free, when the souleater bloodies an enemy with its bite or <i>fell breath</i> attack; encounter) ◆ Healing The target loses 1 healing surge, and the souleater regains 34 hit points.	
Shadow Strike (move; encounter) The souleater shifts 8 squares and can make a melee basic attack either before, during, or after the move.	
Alignment Chaotic evil	Languages Draconic
Str 22 (+15)	Dex 19 (+13) Wis 21 (+14)
Con 21 (+14)	Int 10 (+9) Cha 13 (+10)

TACTICS

Urishtar doesn't converse that long before she attacks. She begins by breathing on as many foes as possible, then takes a minor action to drop a *globe of darkness* around herself to make it harder for the PCs to target her. She spends her first action point to use *draconic frenzy* against one target who can't see her (though she can see it), gaining combat advantage.

As souls are deposited into the Soul Vortex, Urishtar uses the "soul points" she gains as soon as she can. (See "Features of the Area," below, for more information.)

FEATURES OF THE AREA

Illumination: Dim light from the waning Shadow-fell day.

Shaft: The shaft in the floor has an iron ladder that leads down to Location K9. A character who falls into the shaft can attempt a saving throw to grab the rungs; if this fails, the character takes 14d6 damage from the fall.

Blot of Ebony Energy: The blot of ebony energy swirling at the center of the spire is the heart of the Soul Vortex. A living creature that isn't a shadow creature that enters any of the four center squares, or that starts its turn in this area, loses 1d6 healing surges.

At the start of the second round of combat and every round thereafter, a draconic wraith flies to the spire



ENCOUNTER K10: URISHTAR'S SPIRE

and drops a captured soul (which resembles a point of light) into the ebony energy, then flies off.

Each time a soul is so sacrificed, one living creature on the spire's top (including Urishtar) gains a soul point. A soul point works exactly like an action point, except that a creature can use as many soul points in an encounter as it possesses. Soul points can be so expended only in this location.

To determine who gets the soul point, roll 1d10. On a 1-5, a PC gains the point. On a 6-10, the point goes to Urishtar.

Statues: If the PCs destroy the statues containing the ebony energy, then Urishtar loses control of the Vortex. She flies into an insane rage and fights to the death. A statue has AC 4, Fortitude 12, Reflex 4, and 80 hit points. Once both statues are destroyed, the blot of ebony energy begins to expand. At the end of each round, it increases in size to fill more of the spire; becomes 3 × 3, then 4 × 4, etc.

Urishtar's Hoard: A great pile of coins and treasure lies heaped against the southern side of the spire. This area is difficult terrain. One item within the hoard recharges an encounter power if a character starts his or her turn atop the hoard. This item can be used a total of five times before it stops functioning. Urishtar can use it to recharge her breath weapon.

See "Concluding the Adventure" on the next page for a list of other treasures.

CONCLUDING THE ADVENTURE

When the adventurers defeat Urishtar, they immediately make the souls of the recently departed safe. The corrupted draconic wraiths slowly wander off without direct orders and supervision, and the Soul Vortex begins to dissipate. Unfortunately, the life forces already thrown into the maw of the Soul Vortex are apparently gone for good.

THE DRAGON'S HOARD

Urishtar's hoard can be picked through after the shadow dragon's death. It contains the following items:

Two unhatched shadow dragon eggs (not yet infused with the life energy of the recently dead that would convert them into corrupted draconic wraiths)

5,000 pp

2 astral diamonds

Several powerful magic items, which you can customize according to the needs of the player characters, or you can let the players choose from the following item categories:

- ◆ one level 24 item
- ◆ one level 23 item
- ◆ one level 22 item
- ◆ one level 21 item

The hoard also contains an ancient scroll case composed of platinum. A message is inscribed in Abyssal on a sheet of gold foil inside. "Death's Reach lies at the center of the Shadowfell. Sacrifice a world of souls to reshape the Shadowfell and unseat the God of Death herself."

This message is written over and over, by an instrument that appears to have been more claw than quill. Indeed, Urishtar transcribed this message on the sheet each time she allowed the visions of the Soul Vortex to overtake her. While she innately understood this from her visions, she never was able to read what she had written on the gold foil.

A strange idol hidden within the coins allowed Urishtar or the adventurers to recharge their powers during the final battle. With the expenditure of its final charge, the idol shattered into numerous pieces. When the PCs find it, they can sense the arcane energy that once flowed through it, and a DC 22 Religion check identifies it as the remains of an idol of Kord that was somehow infused with the power to keep battles going. What could be more in keeping with the god of battle and strength?

Finally, the hoard contains an additional *soul ring*. The ring contains the lost life force of Jothan Ironspell, which a character realizes the moment he or she handles the ring. For reasons unknown, Urishtar kept

this soul close when so many others went to feed the Vortex or to corrupt her eggs.

BACK TO VAESTER

Once the adventurers return to Vaester with Jothan's life force, it can be returned to his body. They are hailed as heroes. Word of their deeds spreads rapidly both in the world and in other realms, and they are recognized as the destroyers of Urishtar Nightwyrms and the rescuers of the natural order of life and death.

Before they move on, the adventurers have time to rest and gather their resources here in Vaester. Check to see which adventure hooks were in play and award the player characters accordingly.

FUTURE ADVENTURES

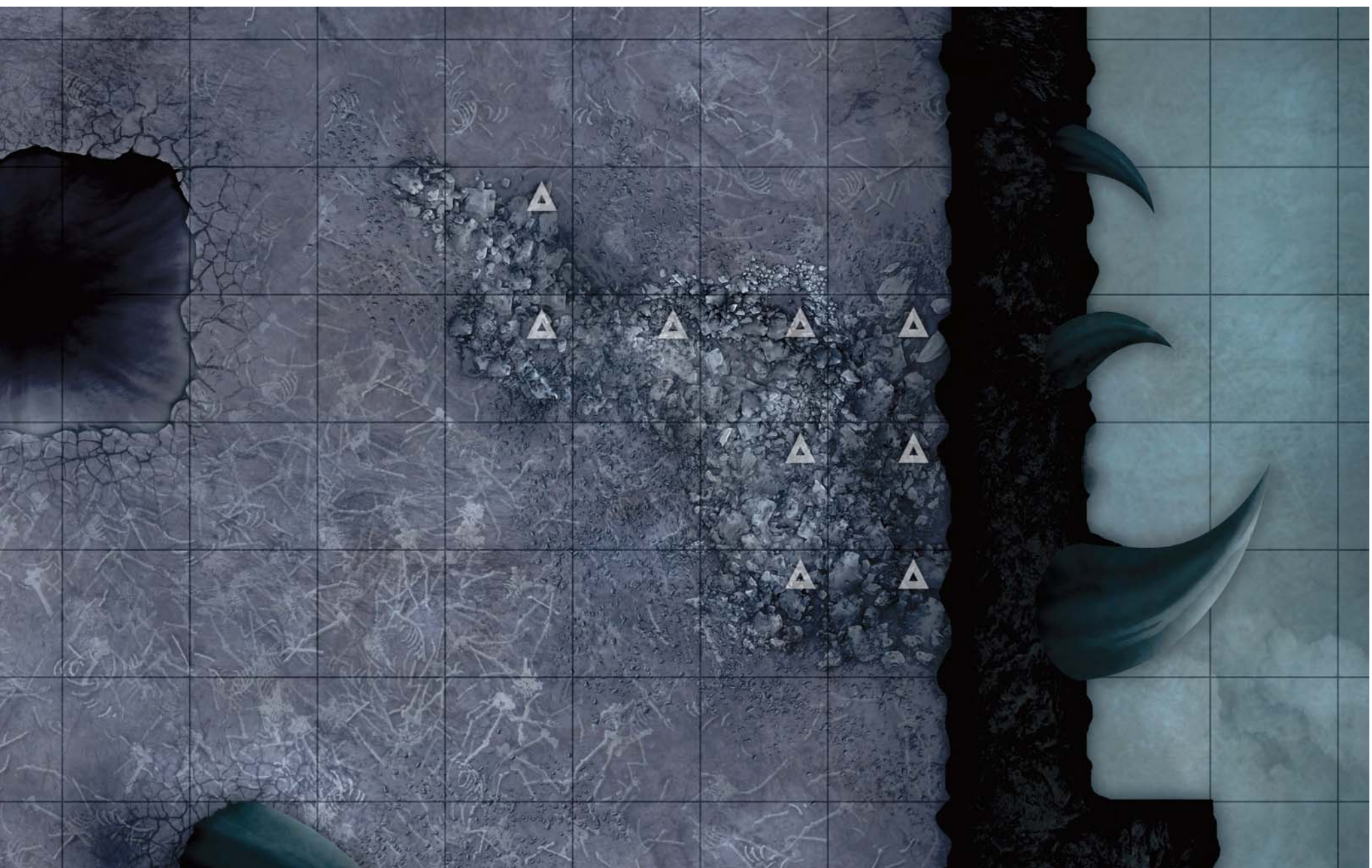
Many adventures can develop from the events at Nightwyrms Fortress.

Magrathar's Teeth are still crawling with threats, which the adventurers might need to deal with. Some, such as slaad stragglers, are remnants of Urishtar's presence. Others seem to have manifested of their own accord through the influence of the aberrant taint. For that matter, what is the aberrant taint that plagues the fortress? Is it a strange side effect of the Soul Vortex's dimension-shaking power, or is some aberrant agency investigating this locale as a place from which to launch a Far Realm invasion?

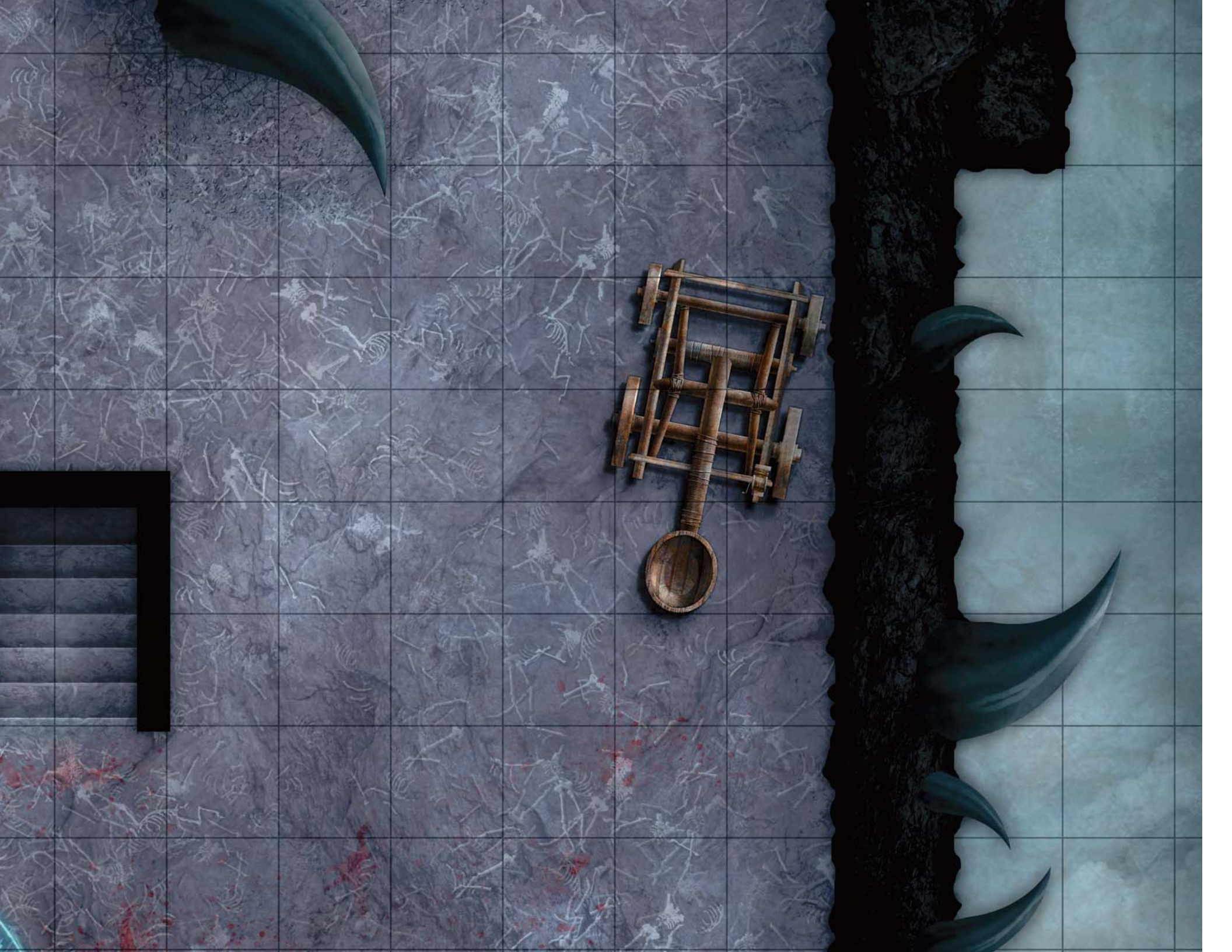
The strange vortex disappears from the Shadowfell sky, its grim hunger for the souls that would otherwise pass through the Raven Queen's hands on the way to their final fate finally sated. That dark goddess would be very interested in finding out what Urishtar was up to. Perhaps the adventurers wish to act as emissaries to her realm to let her exarchs know about the situation. If so, they might want the adventurers to investigate further. This makes an excellent transition to the next adventure, E1: *Death's Reach*.







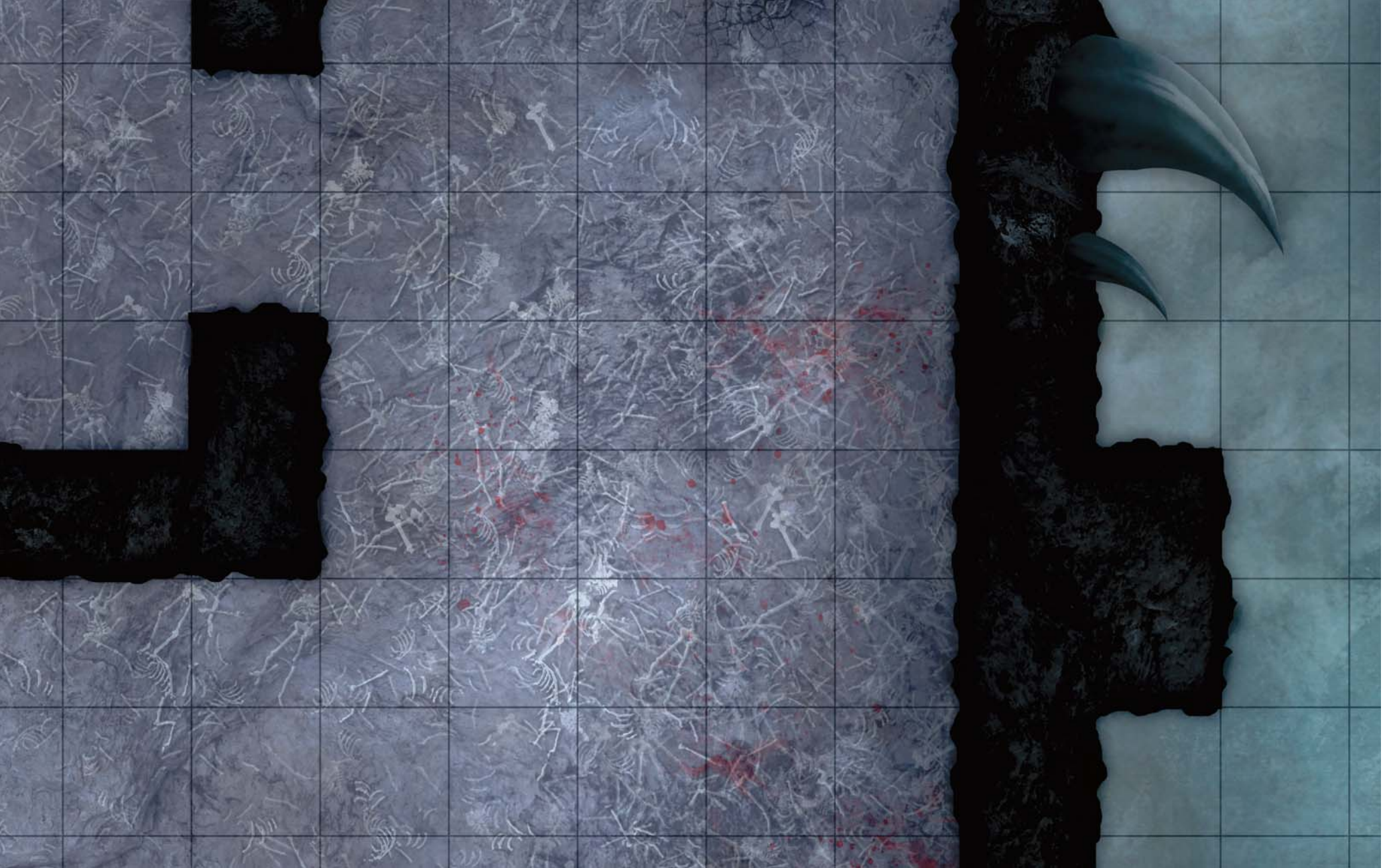




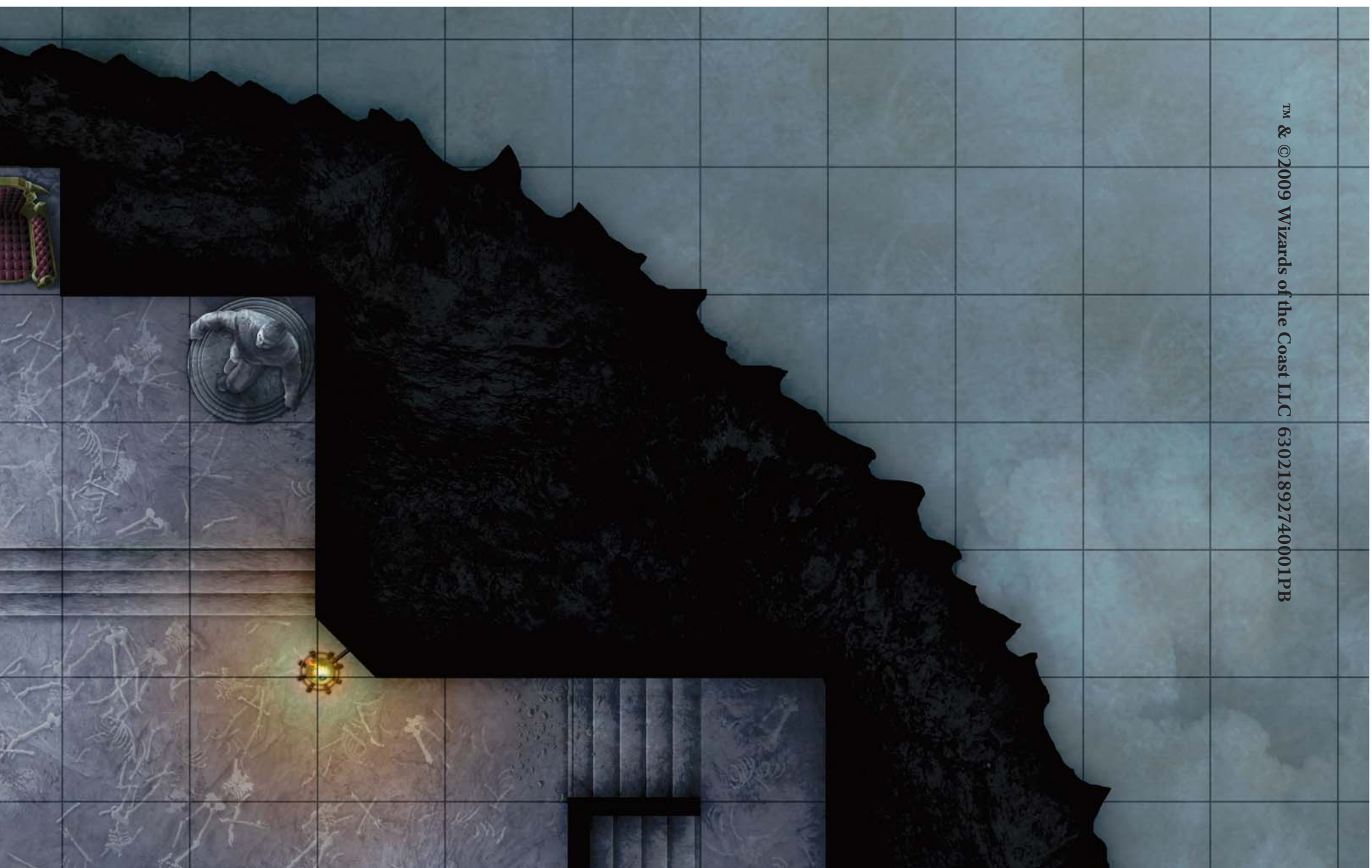












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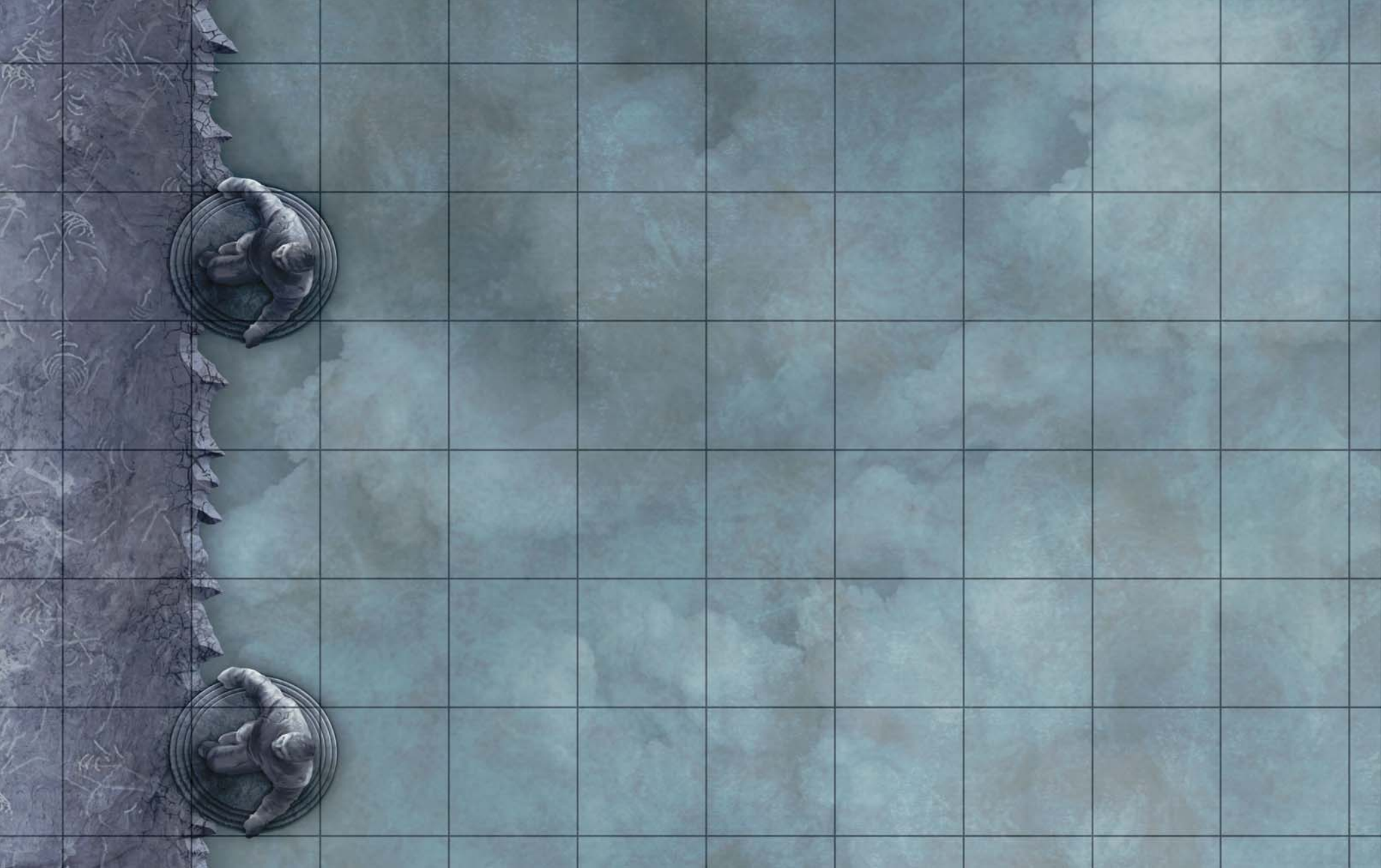












DEATH IS FOREVER

Local hero Jothan Ironspell has fallen in battle, and all attempts to raise him from the dead have failed. And he is not alone. Someone or something is stealing and devouring the spirits of the dead, in defiance of the Raven Queen. All signs point to the Shadowfell and an ancient fortress with a monstrous secret.

This adventure takes characters from 17th level to 20th level. It can be played as a standalone adventure or as the conclusion of a three-part series that begins with P1 *King of the Trollhaunt Warrens™* and continues with P2 *Demon Queen's Enclave™*. This folder contains two adventure books and a double-sided battle map designed for use with *D&D® Miniatures*.

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