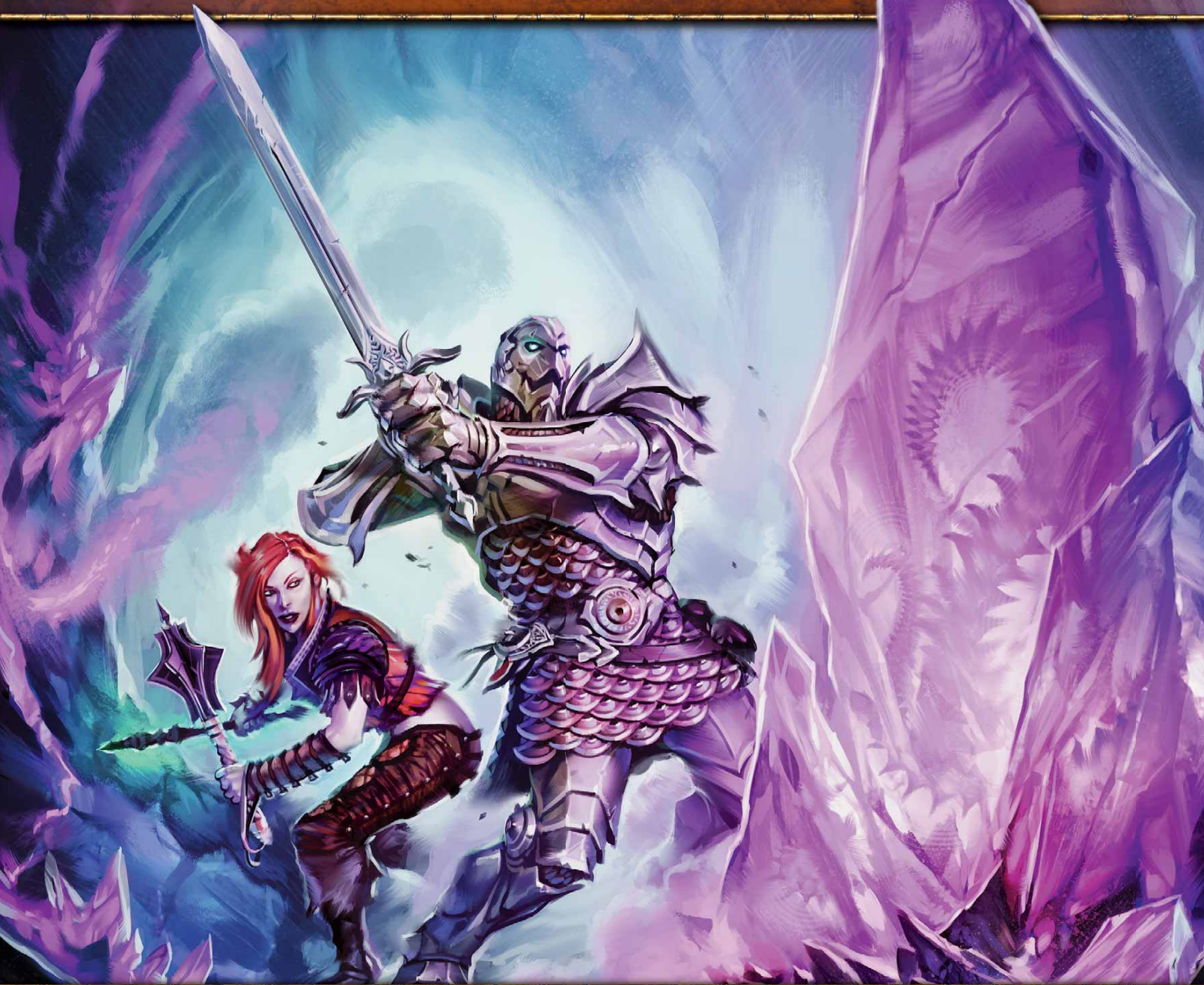


A HEROIC TIER ADVENTURE

DUNGEONS & DRAGONS[®]

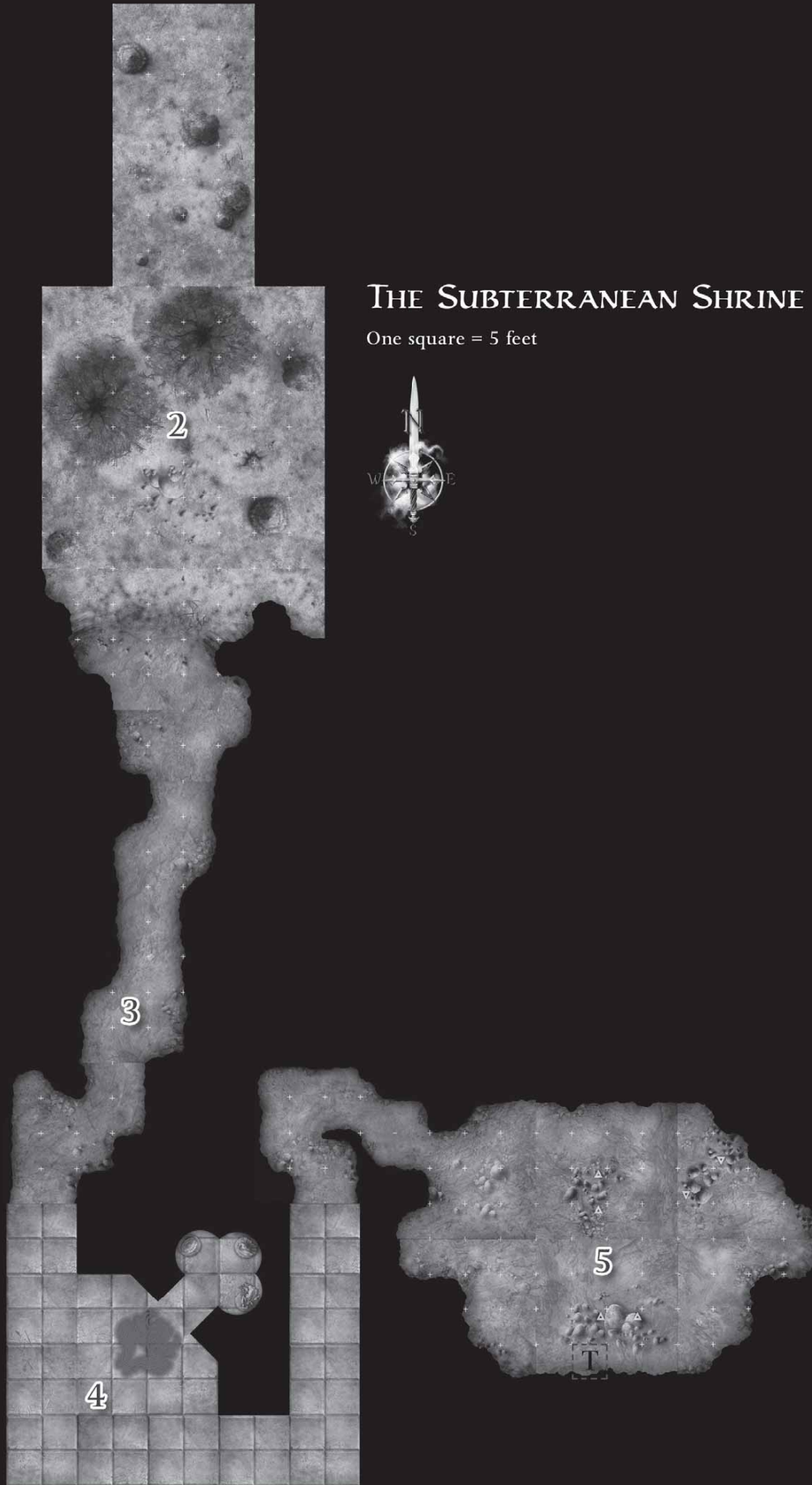


KHYBER'S HARVEST[™]



AN ADVENTURE FOR CHARACTERS OF 2ND LEVEL

Keith Baker



THE SUBTERRANEAN SHRINE

One square = 5 feet



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INTRODUCTION

In *Khyber's Harvest*[™], the PCs battle an ancient evil threatening a remote village in the Shadow Marches. The dark power of the planes has grown strong in this place. Depraved cultists and twisted aberrant creatures are -dragging innocents down into ancient caverns to undergo a horrific transformation. To save these helpless villagers, the PCs must overcome the terrors of Khyber—a quest that brings them to the attention of the dreadful Belashyrra, the Lord of Eyes.

Khyber's Harvest is a short adventure for 2nd-level characters, who should reach 3rd level by the end. Although it has been created as an introduction to the EBERRON[®] campaign setting, this adventure can be easily altered and expanded to fit into any ongoing campaign.

BACKGROUND

*When madness and night align
And innocent blood waters the dark tree
The noble soul must claim the Coat of Eyes
And bear this burden for the good of all.*
—From the *Talash Siberys*

Thousands of years ago, the fearsome daelkyr came to Eberron from the Far Realm of Xoriat. After a long and bitter struggle, an order of druids known as the Gatekeepers used ancient primal magic to bind the lords of madness in the depths of Khyber, the underworld of Eberron. However, the influence of the daelkyr can still be felt in the world today. Mind flayers, beholders, and lesser aberrant monsters continue to do the bidding of their malevolent daelkyr masters, and in those places where

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the borders between Xoriat and Eberron are weak, mortals embrace dark dreams and fall prey to the voice of madness.

Tucked into the wild frontier of the Shadow Marches, the village of Blackroot is located on a manifest zone—a nexus point between Eberron and the planes of Xoriat and Mabar, the Endless Night. One of the Cults of the Dragon Below has long flourished in this place, its members sworn to the service of Belashyrra, a daelkyr known as the Lord of Eyes. Partaking of Belashyrra's foul gifts, those who serve him become something less than human.

The PCs come to Blackroot at a critical time—a rare alignment with both Mabar and Xoriat. When the powers of night and madness are at their height, a gate opens allowing the cultists to descend into the underworld of Khyber. They call this the Harvest—a time when innocent villagers are kidnapped and taken below, their souls bound to the cult and their bodies branded with the living eyes of Belashyrra. Can the PCs save these unfortunates before they become the newest servants of the Lord of Eyes?

SYNOPSIS

As the adventure begins, the PCs have come to the village of Blackroot in the savage Shadow Marches, only to discover that their contact there has gone missing. Even as they search for clues to what might have happened, the characters' suspicions are dismissed by the village reeve Toraash. However, the PCs soon find clear evidence of trouble.

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In the natural caverns that run beneath the village, the party clashes with cultists and the power of madness. This confrontation culminates with the discovery of a giant eye—a magical warden watching over a gate that opens only when Mabar, Xoriat, and Eberron align.

Once they pass this gate, the PCs enter the deeper reaches of Khyber—the underworld shaped by the power of Xoriat and Mabar. After facing aberrant monsters and living darkness, the PCs must ultimately defeat Toraash before the innocent villagers can be claimed by Belashyrra's servants. In the process, they acquire the *Coat of Eyes*, an artifact bound to the daelkyr lord.

ADVENTURE HOOKS

Use one of the following quests as hooks to draw the PCs into the adventure. Before play begins, take a moment to establish how the party first came together. The PCs might have served together during the Last War, forging a bond of friendship that has held them together even in peace. Perhaps they work for a dragonmarked house, or studied together at Morgrave University. Whatever the setup, the PCs know one another and have come to Blackroot in pursuit of a common goal. That goal sees them initially seeking out Doria Veledaar—a House Tharashk inquisitive last seen visiting her family in Blackroot.

HOOK: MADNESS AND NIGHT ALIGN

You still struggle to understand the nature of the Draconic Prophecy. Moons, planes, dragonmarks—for those with eyes to see, the Prophecy has the power to shape the future. Your patron believes that a fragment of prophecy from the Talash Siberys—an ancient codex held by the dragons of Argonnessen—is about to come to pass. As such, he has tasked you with finding a relic known as the Coat of Eyes, sending you to the tiny village of Blackroot in the Shadow Marches. There, you are to speak with Doria Veledaar, a former resident of the village and House Tharashk inquisitive who claims to have information regarding the Coat.

This hook works best for PCs who have a connection to an academic or arcane institute, including Morgrave University, Arcanix, the Library of Korranberg, or the Twelve. Define the patron based on this connection, and read the excerpt from the *Talash Siberys* at the start of the adventure. The patron believes that Doria's information relates to the imminent convergence of Mabar and Xoriat in the region of Blackroot, and he wants the PCs to investigate.

Quest XP: 750 (major quest) for finding Doria Veledaar and acquiring the *Coat of Eyes*.

HOOK: A MISSING FRIEND

The Shadow Marches are inhospitable at the best of times, and your mission here has decidedly not been the best of times. Although you have finished the business that brought you to this wretched place, you still must make your way back home. Fortunately, you have a friend in the region: Doria Veledaar, a Tharashk inquisitive. Doria is visiting her family in the village of Blackroot, and has extended a standing invitation to stay with her when you pass this way.

Develop the connection to Doria based on the PCs' background. If the party members served together in the Last War, Doria could have been a mercenary scout in their unit. If they lived in Sharn or have some connection with House Tharashk, the PCs might have worked with Doria on a previous assignment.

Quest XP: 750 (major quest) for finding Doria Veledaar and acquiring the *Coat of Eyes*.

TREASURE

This adventure includes ten treasure parcels spread throughout the encounters, including three symbiont magic items (see page 19). If you would like to provide the PCs with different items (or if the PCs reject the idea of using a symbiont item), you can replace the symbiont items where they appear.

WHAT DO YOU KNOW?

Before starting the adventure, set the scene by telling the players what they know about the Shadow Marches. A PC knows the following information with a successful skill check.

History DC 5: The Shadow Marches are not a recognized nation. Rather, the Marches are an independent territory whose established relationships with its neighbors and the outside world come largely from the presence of House Tharashk. The folk of the Shadow Marches have a reputation for xenophobia, and outsiders are rarely welcomed here.

History DC 10: Orcs make up more than half the population of the Marches, though humans, half-orcs, and other races also dwell here. The Shadow Marches are composed of two distinct cultures—the orc tribes that first settled these lands and the clans formed by later human migrants.

The orc tribes are an insular society, though humans and half-orcs are sometimes accepted into an orc tribe if they can prove themselves. The tribes are territorial, and typically attack trespassers on sight. Thankfully, their territories in the central Marches see few visitors.

Closer to the outer edges of the Marches, mixed clans of humans and half-orcs are more accepting of the outside world, mostly through their association with House Tharashk. The clans have more in common with the folk of “civilized” Khorvaire than do their kin in the orc tribes, and they demonstrate a greater level of trust toward outsiders.

ENCOUNTER 0: ARRIVING IN BLACKROOT

Introductory Encounter

SETUP

The adventure begins as the party arrives in the village of Blackroot. There are no dangers to face or challenges to overcome here, and this encounter is worth no experience. However, it provides the PCs with basic information about the village and sets up the skill challenge that follows.

When the players are ready to begin the adventure, read:

Your journey through the Shadow Marches has left your cloaks and armor covered in mud, your clothes soaked with sweat. Hungry insects buzz about you, and the air is warm and wet. Your destination is Blackroot, a village tied to the Dorrn and Velebaar clans. The sun is beginning to set when the settlement finally comes into view. Like most villages in the Marches, this small community offers few amenities and no dragonmarked house services. There is no central authority in the Shadow Marches, and the village reeve is responsible for administering justice in the local region.

Blackroot draws its name from the darkwood trees that thrive in this region, their tangled roots rising up from the soil to all sides. The ground here is relatively solid for the Marches, and the village sits atop a rocky rise. Its huts sit directly upon the ground instead of being raised on stilts above marshland, as is common elsewhere in the region. Orcs, humans, and half-orcs work together in the nearby orchards or pass along the main street. None of them seem particularly pleased to see you.

Within moments, you are approached by a lean and muscular orc. His skin is weathered, streaks of gray seen in his long black hair. He bears no weapons and wears loose peasant clothing, but he carries himself with confidence. "Greetings," he says. "I am Toraash'Dorrn, the reeve of Blackroot. I don't know what brings you here, but we've no inn, no tavern, and no time for strangers. I suggest you move on."

Toraash is gruff but not actually aggressive. A DC 15 Diplomacy check inspires him to warm slightly. Nonetheless, he will not answer questions about himself or the village, as he has no time for idle talk with strangers. If the PCs tell him they are seeking Doria Velebaar, he begrudgingly points them to her family's cottage. However, he says that the Velebaars recently left Blackroot; he believes that Doria convinced her family to move to Sharn.

Given that the cottage is empty, Toraash won't stop the PCs from visiting it or sleeping there. However, he asks them to be on their way by the next morning. He then leaves, rebuffing any further efforts at conversation.

Anyone making a DC 10 Insight check can tell that Toraash is concerned about the PCs' presence in the village, but this reaction is not unusual. It's hardly surprising that the leader of a small, insular community would treat armed strangers with suspicion. However, a character making a DC 15 Perception check senses that the reeve isn't telling the full truth about Doria and her family.

While the PCs are investigating in Encounter 1, Toraash slips away to the caves (see Encounter 2). His absence from the village during the skill challenge can be easily noted by the PCs.

On the off chance that the PCs decide to immediately attack Toraash, the reeve flees the scene, running for the cavern entrance (Encounter 2). An orc warden and three cultist fanatics move to engage the PCs, buying Toraash time to escape. See Encounter 2 and Encounter 5 for cultist statistics.

ENCOUNTER 1: WHERE'S DORIA?

Encounter Level 1 (525 XP)

SETUP

This skill challenge represents the player characters' search for clues regarding the disappearance of Doria and her family. By talking to the people of Blackroot and investigating the Veledaar dwelling, they learn that Doria and her family were kidnapped. The party can then trail the cultists to their lair.

SEARCHING FOR DORIA

Doria Veledaar was supposed to be staying with her family in Blackroot, but the Veledaar household has been abandoned. However, there seems to be more to the family's disappearance than the reeve Toraash lets on.

Setup: While the PCs can learn a little from talking to the villagers, the critical clues to Doria's disappearance are found in the Veledaar household.

Complexity: 3 (8 successes before 3 failures).

Primary Skills: Arcana, Insight, Perception.

Arcana (DC 17): The PC senses the ambient mystical energies that surround the village, and recognizes a powerful concentration of arcane energy somewhere close by. With a second successful check, the PC notes its general direction.

This skill can be used to gain 2 successes in this challenge.

Insight (DC 12): The PC discovers that there is more to Blackroot and the Veledaar family's disappearance than meets the eye. With each successful check, the party gains another piece of information as presented below.

- ◆ The villagers the PC encounters are tense and hostile, but you sense that this tension is due to more than the presence of strangers.
- ◆ Many of the folk of Blackroot seem fearful, as if anticipating some imminent challenge or threat.
- ◆ From the condition of the Veledaar house, the PC finds it unlikely that Doria's family left to seek new lives. A number of useful or sentimental items that would likely have been taken on an extensive trip were left behind. This check can be made only after a successful Perception check made to search the house.
- ◆ A fourth success provides the same result as a successful Streetwise check (see below).

This skill can be used to gain 4 successes in this challenge.

Perception (DC 12): In the village and within the Veledaar house, the PCs can seek clues to the family's disappearance. With each successful check, the party gains another piece of information as presented below.

- ◆ As the party makes its way to the Veledaar house, the PC notes that a number of other houses in the village seem to be standing empty.
- ◆ The PC finds no signs of forced entry in the Veledaar house, but uncovers hints that a struggle took place there. Broken furniture has been hastily put back together, and faint drops of blood are scattered across the dirt floor.
- ◆ Trampled into the dirt of the floor, the PC finds the broken tip of what appears to be a dagger blade crafted from volcanic glass.
- ◆ The PC finds a necklace with its leather cord snapped as if by force. It is a pendant formed from strands of volcanic glass set around what looks like a mummified eye. Once the pendant has been found, the PCs can make a Religion check to identify it (see below). The pendant allows the PCs to attempt to bluff the guards in Encounter 2, and proves useful in Encounters 4 and 5. This skill can be used to gain 4 successes in this challenge.

Secondary Skills: Diplomacy, Intimidate, Religion, Streetwise.

Diplomacy or Intimidate: No villager will speak with the PCs long enough to make use of Diplomacy, and any attempt to intimidate the folk of Blackroot quickly escalates to conflict unless the PCs back off. A Diplomacy check automatically earns the PCs 1 failure in the skill challenge, but the PCs gain a +2 bonus on the next Streetwise check made in the challenge. An Intimidate check automatically earns the PCs 1 failure in the skill challenge, and makes it impossible to make a Streetwise check.

Religion (DC 17): A successful check allows the PC to identify the pendant found in the Veledaar house as a holy symbol of one of the Cults of the Dragon Below—worshippers of the powers that lurk within Khyber.

Streetwise (DC 12): Despite the wariness of the villagers, a successful check earns the PC the following information.

An old orc pulls you aside. His skin is weathered and he's lost his teeth and tusks, but his eyes are still sharp. "It's the Harvest," he mutters. "Sowing the new crop. This night, with three moons in the sky and darkness below. If you know what's good for you, you'll be out of here before it comes for you, too."

If the PCs try to get more information from the old orc, he acts as if he has forgotten the past few moments and does not speak to them. No amount of cajoling or intimidation will sway him.

This check does not earn a success or failure in the challenge, but the PCs are more alert to small clues after the stranger's warning. A successful check grants a +2 bonus to all subsequent checks made in the challenge.

Success: The PCs discover a blood trail or follow the ambient arcane energy in the area (your choice, depending on the successful checks made in the challenge). This takes them to Encounter 2. Because the characters have managed to not attract attention to themselves, the guards in Encounter 2 are not immediately hostile to the party, and are even susceptible to being bluffed.

Failure: The PCs' actions in the skill challenge draw the attention of an angry villager, who quickly gathers a crowd demanding that the party leave town immediately. During the altercation, one of the PCs notes two armed villagers slipping away along a hidden path at the far side of the village. By pretending to leave Blackroot, then doubling back, the PCs can find the path leading to Encounter 2. However, the guards there will have been warned of the party's presence in the village. They attack with surprise when the PCs approach.

The PCs can choose to attack the villagers, but any such fight is a one-sided affair (treat the villagers as minions; +4 vs. AC; 3 damage). Moreover, while the villagers are uniformly fearful of the cult, they are not active cultists. All the ranking members of the cult have already gone to the caverns in preparation for the Harvest about to begin.



ENCOUNTER 2: CAVERN ENTRANCE

Encounter Level 2 (650 XP)

2 orc wardens (O)
2 cultist eyeblades (E)

SETUP

Four champions of Belashyrra guard the entrance to the cult's subterranean shrine.

As the PCs approach the area, read:

The clues you have gathered lead eventually to a weathered path. The foliage around you is dense and tough, with bloodvines winding around and between the darkwood trees, but the path you're on is cleared and well worn. As you approach a sloping hill, you see a clearing open up around the mouth of a cave.

If the PCs were successful in the previous skill challenge, the burly orc wardens block the mouth of the cavern while the cultist eyeblades hide among the trees (Perception DC 19 to spot them). If the PCs failed the skill challenge, all four guards have been warned of their possible approach and are out of sight in the trees. They cannot be spotted by the PCs, and they attack with surprise when the first party member passes close enough.

If the PCs can see the orc wardens, read:

Two villagers stand watch by the mouth of the cave—heavyset orc woodcutters, their axes at the ready.

Whether they succeeded or failed at the skill challenge, the PCs can attempt to approach using stealth, but the guards are keeping a sharp watch. The wardens have passive Perception checks of 18, while the eyeblades have passive Perception checks of 19.

The cult likes to keep a low profile, and if the party succeeded in the initial skill challenge, the wardens are not automatically hostile. When the PCs are within speaking range, the wardens call out to tell them the cave is being

BLUFFING THE GUARDS

If the PCs found the holy symbol in Encounter 1, they can attempt to pass themselves off as foreign cultists who have come for the Harvest. This requires an improvised skill challenge.

Complexity: 2 (6 successes before 3 failures).

Primary Skills: Bluff, Intimidate, Religion.

All checks are DC 12; a PC cannot make an Intimidate check until the party has made a successful Religion check to establish their fake identity.

Success: The characters are allowed to enter the cave unopposed. They gain XP as if they'd defeated the guards in combat.

Failure: The guards see through the PCs' ruse and attack.

used for a private religious ceremony. If questioned at a distance, they say that they know nothing about any cult or missing villagers, then firmly ask the PCs to leave. They attack when the first PC approaches within 5 squares.

2 Cultist Eyblades (E)		Level 3 Skirmisher
Medium natural humanoid, human		XP 150 each
Initiative +6	Senses Perception +8	
HP 45; Bloodied 22		
AC 17; Fortitude 14, Reflex 16, Will 15		
Speed 6		
⚔ Short Sword (standard; at-will) ♦ Weapon		
+8 vs. AC; 1d6 + 6 damage.		
⚔ Dagger (standard; at-will) ♦ Weapon		
Ranged 5/10; +10 vs. AC; 1d4 + 5 damage.		
Belashyrra's Blade		
The cultist eyeblade gains combat advantage against any enemy marked by an ally.		
Combat Advantage		
The cultist eyeblade deals 1d6 extra damage on melee and ranged attacks against any target it has combat advantage against.		
Alignment Evil	Languages Common, Deep Speech	
Skills Acrobatics +9, Athletics +7, Stealth +9		
Str 13 (+2)	Dex 16 (+4)	Wis 15 (+3)
Con 13 (+2)	Int 10 (+1)	Cha 12 (+2)
Equipment short sword, 3 daggers, holy symbol of the Dragon Below		

2 Orc Wardens (O)		Level 4 Soldier
Medium natural humanoid		XP 175 each
Initiative +4	Senses Perception +9; low-light vision	
HP 56; Bloodied 28; see also <i>warrior's surge</i>		
AC 20; Fortitude 17, Reflex 14, Will 15		
Speed 6 (8 while charging)		
⚔ Greataxe (standard; at-will) ♦ Weapon		
+11 vs. AC; 1d12 + 4 damage.		
⚔ Tongueworm* (minor; encounter)		
+8 vs. AC; 1d6 + 1 poison damage. If the attack roll is a 1, the orc warden is dazed until the end of its next turn.		
⚔ Warrior's Surge (standard, usable only while bloodied; encounter) ♦ Healing, Weapon		
The orc warden makes a melee basic attack and regains 14 hit points.		
Belashyrra's Eye (minor; at-will)		
All enemies adjacent to the orc warden are marked until the end of its next turn.		
Warden's Wrath (immediate interrupt, when an adjacent enemy marked by the orc warden makes an attack that does not include the warden as a target; at-will)		
The orc warden makes a basic attack against the triggering enemy.		
Alignment Evil	Languages Common, Giant, Deep Speech	
Skills Athletics +11, Endurance +10		
Str 18 (+6)	Dex 13 (+3)	Wis 15 (+4)
Con 16 (+5)	Int 8 (+1)	Cha 9 (+1)
Equipment hide armor, greataxe, tongueworm*, holy symbol of the Dragon Below		
* See page 19. Only one of the orc wardens possesses this item and this power.		

TACTICS

Once battle is joined, the orc wardens close quickly. They use *Belashyrra's eye* to keep foes from engaging the eyeblades, laying into the closest PCs with greataxe attacks.

The eyeblades engage the PCs from range for as long as they can, targeting marked PCs for combat advantage. When challenged, they flank with short sword attacks for combat advantage.

One of the orc wardens possesses a *tongueworm* (see page 19) that he uses when bloodied. This cord of muscle lashes out from his mouth to strike an opponent. This should catch the PCs by surprise, as they realize the guards are not the simple farmers they appear to be.

CULTIST LORE

At first glance, the orc wardens appear to be village militia—potentially dangerous, but not obviously connected to the Cults of the Dragon Below. (Their holy symbols are tucked beneath their lizard-hide armor.)

The human eyeblades are a different matter. They are dressed in loose black clothing and their daggers are chipped from glittering volcanic glass—the same material the holy symbols are made from. Each eyeblade has a leather cord wrapped around its wrist, threaded through a number of mummified eyes—trophies claimed from previous victims.

If the PCs search the bodies of their defeated foes, each cultist possesses at least one additional eye somewhere on his body (Perception DC 17).

A character knows the following information about the cult with a successful skill check.

Religion DC 20: The Cults of the Dragon Below are splintered into dozens of sects, each following a different dark power. The theme of eyes found on these cultists suggests that this sect serves the daelkyr *Belashyrra*—called the Lord of Eyes, and said to have created the beholders.

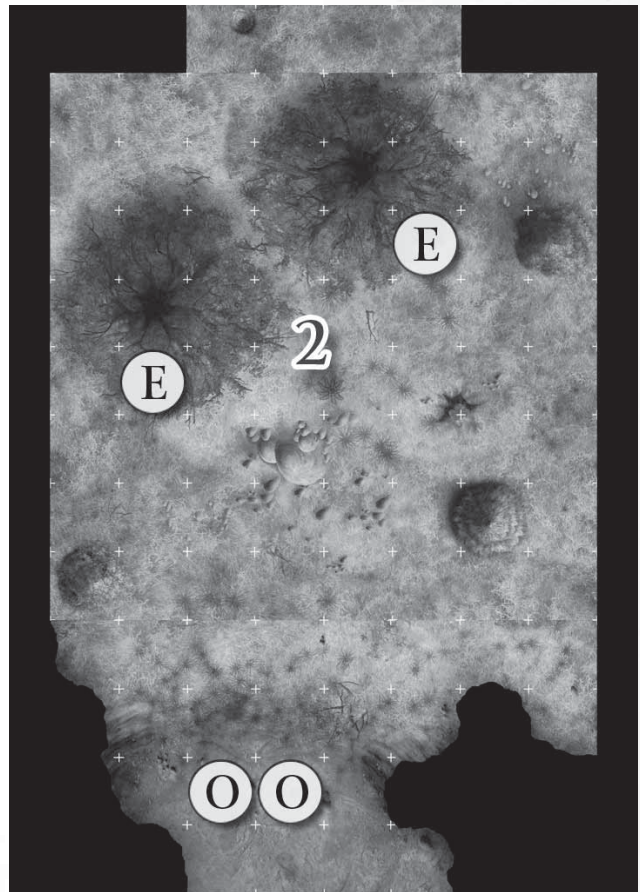
Additionally, if the cultists in this or any later encounter are taken alive and interrogated, they reveal the story of the Harvest. Paraphrase the information given in the “Background” section (page 1). Within hours, *Doria Veledaar* and a number of other villagers taken for the rites will be claimed by the Lord of Eyes.

FEATURES OF THE AREA

Illumination: Bright light if the PCs approach by day. At night, two smoky torches at the cave mouth provide bright light in a 5-square radius.

Foliage: The area shown is a clearing. Beyond the edges of the map, thick foliage and protruding roots create difficult terrain.

Treasure: One of the orc wardens possesses a *tongueworm* symbiont (see page 19) that the PCs can claim. Between them, the cultists are carrying 60 gp. Each of the cultists wears a holy symbol like the one in the *Veledaar* cottage. Note whether anyone takes these symbols and what they do with them. A character who wears a symbol openly is protected from threats in Encounters 4 and 5, but wearing a symbol under clothing or carrying it in a belt pouch or pack provides no benefit.



ENCOUNTER 3: THE HALL OF LIVING WORDS

This area holds neither a battle nor a skill challenge, but the PCs can use this encounter to improve their odds in upcoming encounters. There are no creatures in this long corridor. It simply sets the mood of what is to come, and might help or hinder the characters in Encounters 4 and 5.

When the PCs can see into this area, read:

The cavern ahead is dry and musty, the floors worn smooth by generations of passing footsteps.

The PCs find no sign of traps or waiting creatures.

As the PCs proceed, read:

Your footsteps are faint echoes as you descend deeper and deeper. Suddenly, an eerie crimson glow rises from the passage ahead.

Although there is no threat here, let the PCs take whatever precautions they wish. Keep the players in suspense for as long as possible.

When the party explores the light, read:

The walls of the cavern are covered with lines of red light—scrawls and scribbles painted in what looks like glowing blood. The symbols resemble some sort of writing, but although this is no language you know, the text is infuriatingly familiar. Suddenly you realize that the symbols are moving—crawling slowly across the walls and floor. Whether you stare or avert your eyes, you are overcome with the feeling that you might be able to force the wall to reveal its secrets to you, if only you put your mind to it.

LIVING WORDS

Any PC can attempt to decipher the living words of the cavern walls. It is not a question of reading a language, but rather of staring at the glyphs and forcing them to make sense with a DC 17 Arcana or Religion check. With a successful check, the character realizes that the glyphs are an endless scrawl of names, each capturing not just the identity but also the spiritual essence of a creature. These are the souls of long-dead cultists trapped here by the foul rites of the Harvest.

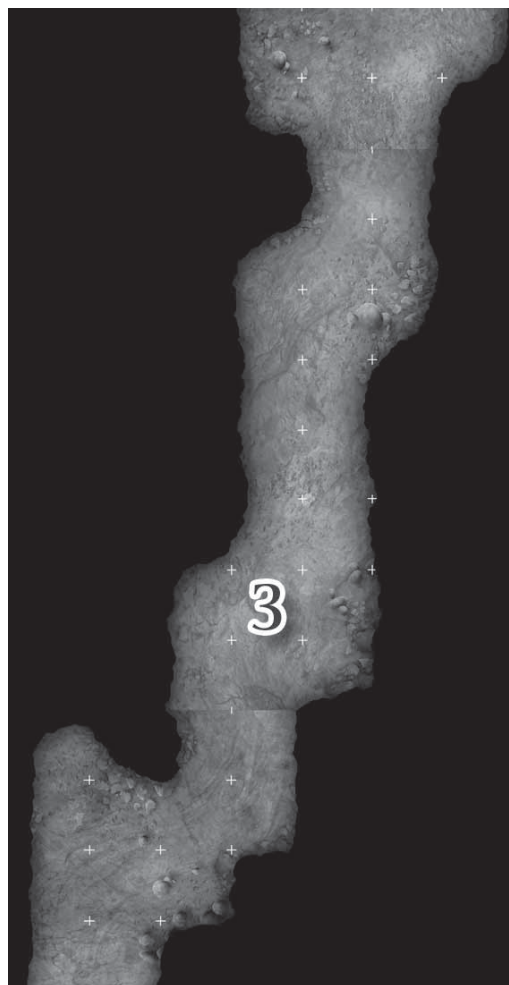
A character who tries to read the words and fails takes 1d6 + 4 psychic damage as the spiritual energy imbued within the symbols corrupts his soul.

PCs who attempt this check also gain advantage or penalty as the party proceeds through the caverns. See the next two encounters for more information.

FEATURES OF THE AREA

Illumination: The eerie writing crawling across the walls sheds dim light throughout the area.

Distant Sounds: A DC 20 Perception check or passive Perception check reveals faint chanting coming from farther along in the caverns. With a DC 25 Perception check, the listener can make out words. If he or she understands Deep Speech, the chanting is recognized as praise to “He who watches behind each eye.”



ENCOUNTER 4: GLYPHS OF MADNESS

Encounter Level 1 (500 XP)

SETUP

There are no monsters in this area, but a magical trap can set the cult's enemies against each other.

When the PCs enter this area, read:

Past the hall of living words, the cavern takes a sharp turn. A doorway to one side opens up to some sort of alcove. Around the corner, the floor ahead is covered with pulsing lines of crimson light—a pattern more prominent and sinister than the strange designs that cover the walls behind you.

The ominous chanting from ahead is louder now, melding with the whispers of the mystical glyphs set across the floor. This trap is the sole obstacle here, but the PCs have the choice of disarming it (dispersing its mystical energy) or simply forcing their way past it.

Glyphs of Madness

Trap

Elite Level 6 Obstacle

XP 500

A swirling mass of burning crimson lines covers the floor. The pattern slithers and shifts like a nest of vipers, and as you look at it, you hear strange whispers in the back of your mind.

Trap: The glyph covers the 2-square-by-2-square segment of the hallway between the room and the long corridor.

Perception

No check is required to see the glyph.

Additional Skill: Religion

DC 19: The character recognizes the nature of the glyph and the effect it has on those who touch it.

Trigger

The glyph attacks when a creature enters one of its four squares. A creature who attacks the glyph also triggers a retaliatory attack. This targets a random opponent at any range.

Attack ♦ Charm

Immediate Reaction **Melee**

Target: The creature that triggered the glyph. A creature wearing or showing a holy symbol of the Dragon Below is not attacked.

Attack: +10 vs. Will

Hit: The target is dominated and attacks its closest allies (save ends).

Countermeasures

- ♦ A character can engage in a skill challenge to disable the glyph: DC 19 Thievery or Arcana, Complexity 2 (6 successes before 3 failures). Success disables the trap. Failure causes the character making the final failure to be dominated as above, with a -2 penalty to the saving throw.
- ♦ A character who successfully read the walls in Encounter 3 gains a +2 bonus to checks to disable the trap and to saving throws against the dominate effect.
- ♦ A character who attempted to read the walls in Encounter 3 and failed takes a -2 penalty to checks to disable the trap and to saving throws against the dominate effect.
- ♦ A character who makes a DC 20 Athletics check (DC 10 with a running start) can jump over the glyph.

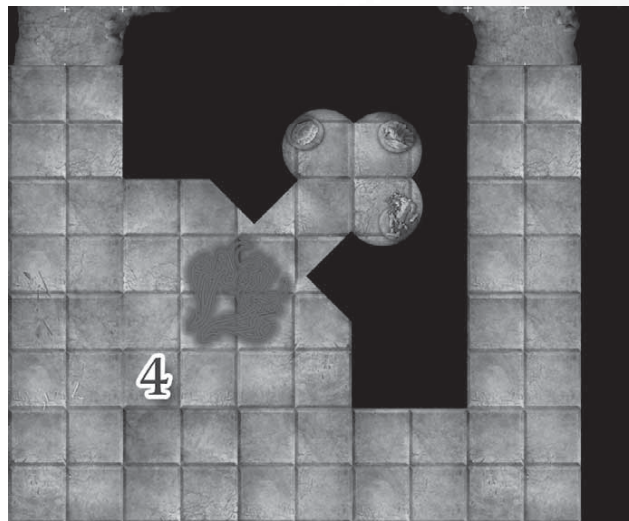
FEATURES OF THE AREA

Illumination: The luminous glyphs fill the area with dim light.

Ceiling: 20 feet high.

Alcove Shrine: A doorway opens up to reveal three circular alcoves. These contain small shrines to Arawai, Balinor, and Olladra, but all three have been badly chipped and defaced.

Distant Sounds: A DC 15 Perception check or passive Perception check reveals chanting coming from farther along in the cavern. With a DC 20 Perception check, the listener can make out words. If he or she understands Deep Speech, the chanting is recognized as praise to “He who watches behind each eye.”



ENCOUNTER 5: THE BALEFUL EYE

Encounter Level 3 (773 XP)

1 dolgaunt acolyte (A)
1 orc warden (O)
8 cult fanatics (C)

SETUP

A dolgaunt servant of Belashyrra has come up from Khyber for the Harvest, and is currently leading the cultists in prayer. Drawing on the power of Xoriat, a massive eye is embedded in the wall of this chamber—a mystical warden guarding the passage to Khyber.

When the PCs can see into this area, read:

The tunnel opens into a wide cavern chamber whose walls have been painted with pictures of eyes and savage acts of sacrifice. However, far more horrific than these images is the massive living eye embedded in the wall directly across from you—a great golden orb set with twin pupils and a cold, alien gaze. The cavern floor beneath this monstrous apparition is a mottled patch of rough stone.

Beneath the living idol, a foul creature leads a group of human and orc villagers in a dark rite. Long tentacles rise from the shoulders of this gaunt figure, and its eyes are hollow sockets filled with writhing cilia. Glowing red sigils flow across its gray skin—a match to the markings on the walls of the hall of living words.

Where the kneeling villagers' clothes have been stripped off, all bear extra inhuman eyes embedded in their flesh. As the cultists moan and chant, each waves a curved, glittering blade chipped from volcanic glass. However, you see no sign of Doria or of any other exit from the cavern.

Dungeoneering Check

DC 15 *The creature leading the rite is a dolgaunt—a one of the high-ranking servants of the daelkyr.*

Unless the PCs draw attention to themselves, the cultists are distracted at the start of combat. Unlike the cultists at the cavern entrance, however, this group cannot be bluffed.

8 Cult Fanatics (C)		Level 2 Minion	
Medium natural humanoid; human, orc, or half-orc		XP 31 each	
Initiative +5	Senses Perception +3		
HP 1; a missed attack never damages a minion.			
AC 16; Fortitude 15, Reflex 14, Will 14			
Speed 6			
⊕ Glass Dagger (standard; at-will) ♦ Weapon			
+7 vs. AC; 4 damage.			
↓ Death Strike (when reduced to 0 hit points)			
The cult fanatic makes a dagger attack against each adjacent enemy.			
Alignment Evil	Languages Common, Deep Speech		
Str 17 (+4)	Dex 14 (+3)	Wis 14 (+3)	
Con 12 (+2)	Int 9 (+0)	Cha 11 (+1)	
Equipment glass dagger, holy symbol of the Dragon Below			

The baleful eye becomes immediately aware when any character not wearing or presenting a holy symbol of the Dragon Below enters the chamber. The PCs can get a surprise round on the cultists, but the eye can act in that surprise round as well.

Dolgaunt Acolyte (A)		Level 4 Controller	
Medium aberrant humanoid (blind)		XP 175	
Initiative +3	Senses Perception +9; blindsight 20		
HP 55; Bloodied 27			
AC 18; Fortitude 15, Reflex 15, Will 17			
Immune gaze			
Speed 6			
⊕ Leaching Tentacle (standard; at-will)			
Reach 2; +9 vs. AC; 1d6 + 5 damage, and the dolgaunt acolyte gains 5 temporary hit points.			
✂ Warp Flesh (standard; at-will)			
+9 vs. AC; 1d6 + 6 necrotic damage, and the target is immobilized (save ends).			
⚡ Maddening Whispers (standard; recharge ⓂⓂⓂ)			
Close blast 5; targets enemies; +5 vs. Will; 1d6 + 4 psychic damage and the target slides 3 squares.			
Alignment Evil	Languages Common, Deep Speech		
Skills Athletics +8, Acrobatics +9			
Str 13 (+3)	Dex 14 (+4)	Wis 14 (+4)	
Con 15 (+4)	Int 14 (+4)	Cha 18 (+6)	

Orc Warden (O)		Level 4 Soldier	
Medium natural humanoid		XP 175	
Initiative +4	Senses Perception +9; low-light vision		
HP 56; Bloodied 28; see also warrior's surge			
AC 20; Fortitude 17, Reflex 14, Will 15			
Speed 6 (8 while charging)			
⊕ Greataxe (standard; at-will) ♦ Weapon			
+11 vs. AC; 1d12 + 4 damage.			
↓ Tangler* (minor; encounter)			
Reach 3; +7 vs. Reflex; the target is immobilized (save ends). If the attack roll is a 1, the orc warden is immobilized (save ends).			
⊕ Warrior's Surge (standard, usable only while bloodied; encounter)			
♦ Healing, Weapon			
The orc warden makes a melee basic attack and regains 14 hit points.			
Belashyrra's Eye (minor; at-will)			
All enemies adjacent to the orc warden are marked until the end of its next turn.			
Warden's Wrath (immediate interrupt, when an adjacent enemy marked by the orc warden makes an attack that does not include the warden as a target; at-will)			
The orc warden makes a basic attack against the triggering enemy.			
Alignment Evil	Languages Common, Giant, Deep Speech		
Skills Athletics +11, Endurance +10			
Str 18 (+6)	Dex 13 (+3)	Wis 15 (+4)	
Con 16 (+5)	Int 8 (+1)	Cha 9 (+1)	
Equipment hide armor, greataxe, tangler*, holy symbol of the Dragon Below			
* See page 19.			

Baleful Eye

Trap

Level 4 Lurker

XP 175

The great golden eye turns its twin pupils upon you, its power surging in your mind.

Trap: The eye mounted in the wall of the chamber wards the path to Khyber and attacks all but the faithful of the Dragon Below.

Perception

No check is required to see the eye.

Additional Skill: Religion or Insight

◆ DC 15: The character recognizes that the eye is not only a trap but a sensor, scanning the PCs for signs of their faith.

Initiative +6

Trigger

The eye rolls initiative when a creature enters the chamber. It continues to attack until there are no valid targets in the area.

Attack ◆ Charm**Standard Action** Ranged sight

Target: The closest creature not wearing or presenting a holy symbol of the Dragon Below

Attack: +8 vs. Will

Hit: 1d6 + 4 psychic damage. In addition, roll 1d6:

1-3: The target is immobilized (save ends).

4-5: The target is dazed until the end of the eye's next turn.

6: The target is dominated and attacks its closest allies until the end of the eye's next turn.

Countermeasures

◆ A character who successfully read the walls in Encounter 3 gains a +2 bonus to Will against the eye's attack and to saving throws against its effects.

◆ A character who attempted to read the walls in Encounter 3 and failed takes a -2 penalty to Will against the eye's attack. In addition, add 3 to the die roll to determine the effect of the eye's attack (maximum result 6).

◆ A character can attack the eye: AC 15, Fortitude/Reflex/Will 13, 60 hit points, resist 5 to all damage. Destroying the eye disables the trap and opens the deep gate.

TACTICS

The orc warden and the fanatics try to keep the party away from the dolgaunt and the baleful eye, giving the eye time to bring its power to bear on all the PCs. The warden wears a *tangler* symbiont (see page 19) on its arm. It and the dolgaunt use their immobilization abilities to keep PCs from closing with the eye.

DEVELOPMENT

After the cultists are defeated, the PCs can proceed through the deep gate (see "Features of the Area").

DOLGAUNT LORE

These repulsive creatures are grim, emaciated humanoids with disease-hued flesh. Their empty eye sockets gape above a mouth with a protruding, wormlike tongue. Writhing cilia cover their bodies, with longer tendrils around their heads. Two wiry tentacles protrude from their bare shoulders.

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

Dungeoneering DC 20: Descended from hobgoblins tortured by the daelkyr, the cunning dolgaunts often serve as officers in the terrifying armies of the lords of madness. They speak to one another silently using a kind of tentril sign language, and can sense messages from up to 30 feet away.

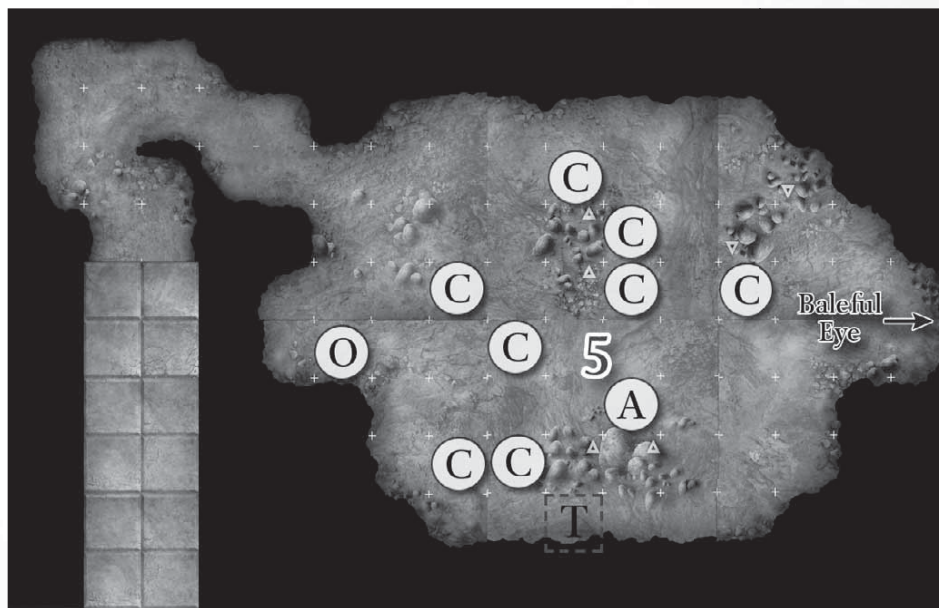
FEATURES OF THE AREA

Illumination: The baleful eye fills the area with bright light.

Ceiling: 30 feet high.

Deep Gate: This rough patch of floor (marked "T" on the map) conceals a secret entrance into the depths. A DC 15 Perception check made to search the area notes a crack running through the middle of the rough stone. If two or more creatures wearing holy symbols of the Dragon Below touch the stone for 1 round, or if the baleful eye is destroyed, the crack splits and the stone floor swings wide to reveal a tunnel leading down. The deep gate also opens if the baleful eye is destroyed.

Treasure: The orc warden wears a *tangler* symbiont (see page 19) that the PCs can claim. The cultists carry 60 gp in loose coin, and the dolgaunt wears a platinum bracelet inlaid with images of eyes—slightly disturbing, but worth 110 gp.



ENCOUNTER 6: THE BLOOD OF KHYBER

Encounter Level 2 (700 XP)

4 dolgrim warriors (D)

DESCENDING INTO KHYBER

Until this point, the cultists' secret shrine has been set within natural caverns. Now, the party descends into the underworld of Khyber—a place twisted by the madness of Xoriat and the darkness of Mabar. The passage down is narrow, and the PCs must walk single file.

Establish a marching order, then read or paraphrase the following:

Clambering along this rough, narrow passage seems unpleasantly akin to climbing down the throat of some great beast. The walls are studded with glowing Khyber dragonshards, though so cracked and pitted that they would have no market value. You are forced to walk single file, and in some places to squeeze through narrow gaps. The shaft twists and turns, but always it descends—and the farther you go, the stranger it becomes.

You feel a terrible chill, though your breath does not freeze in the air. Whispers twist around you—mad voices that fade as soon as you try to hear their words. The stone of walls and floor grows soft and spongy. More troubling, your light begins to flicker and dim, seemingly swallowed by the darkness.

The influence of Mabar affects any light sources the PCs are carrying as they approach this chamber. See “Features of the Area.”

SETUP

This chamber holds a pool of mystical liquid that can help the PCs recover from their previous battles—once the creatures on guard have been defeated. The dolgrims here have no reason to fear intruders getting past the baleful eye above. Unless the PCs draw attention to themselves, these guards are distracted.

As the PCs approach this area, read:

The sound of shrill voices rises from ahead as the narrow passage finally widens into a larger cavern. A dim red light flickers within, flaring from a pool of glowing liquid. Two small figures stand on guard at the poolside—goblins by the look of it.

The dolgrims speak Deep Speech, but a PC who recognizes the language can hear that the conversation consists of nothing but inane babble.

Perception Check

DC 10 *Though the creatures on guard appear to be goblins, the flickering light of the pool reveals a horrid headless form with two mouths and four misshapen arms.*

Dungeoneering Check

DC 15 *These misshapen creatures are dolgrims—servants of the daelkyr.*

4 Dolgrim Warriors (D)

Small aberrant humanoid

Level 4 Skirmisher

XP 175 each

Initiative +6 **Senses** Perception +3; low-light vision

HP 53; **Bloodied** 26

AC 18; **Fortitude** 16, **Reflex** 15, **Will** 16

Vulnerable 5 psychic

Saving Throws +2 against fear and charm effects

Speed 6; see also *dolgrim tactics*

⚔ **Club** (standard; at-will) ♦ **Weapon**

+8 vs. AC; 1d6 + 3 damage.

🏹 **Crossbow** (standard; at-will) ♦ **Weapon**

Ranged 10/20; +8 vs. AC; 1d8 + 3 damage.

Dolgrim Tactics (immediate reaction, when missed by a melee attack; at-will)

The dolgrim shifts 1 square.

Double Actions

At the start of combat, the dolgrim warrior makes two initiative checks. Each check corresponds to one of the warrior's brains, and the warrior takes a turn on both initiative counts. The warrior has a full set of actions on each of these turns, and its ability to take an immediate action refreshes on each turn.

Combat Advantage

The dolgrim warrior deals 1d6 extra damage against any target it has combat advantage against.

Alignment Evil

Languages Common, Deep Speech

Str 17 (+4)

Dex 16 (+4)

Wis 13 (+2)

Con 13 (+2)

Int 8 (+0)

Cha 8 (+0)

Equipment 2 clubs, crossbow with 20 bolts

TACTICS

The dolgrims begin with ranged attacks if they can, using *double action* to stay out of reach of the PCs. Once melee begins, they fight together, flanking for combat advantage and trying to find positions where it is difficult for the PCs to flank them.

The dolgrims often fall prey to bloodlust. If a bloodied character attempts to flee from a dolgrim, there is an excellent chance that it will pursue, heedless of provoking opportunity attacks and ignoring any penalties associated with being marked.

While fighting, the dolgrims shout out continuously in Deep Speech, typically criticizing their own actions from the depths of their broken minds.

FEATURES OF THE AREA

Illumination: The glowing pool of the Blood of Khyber sheds dim light within five squares.

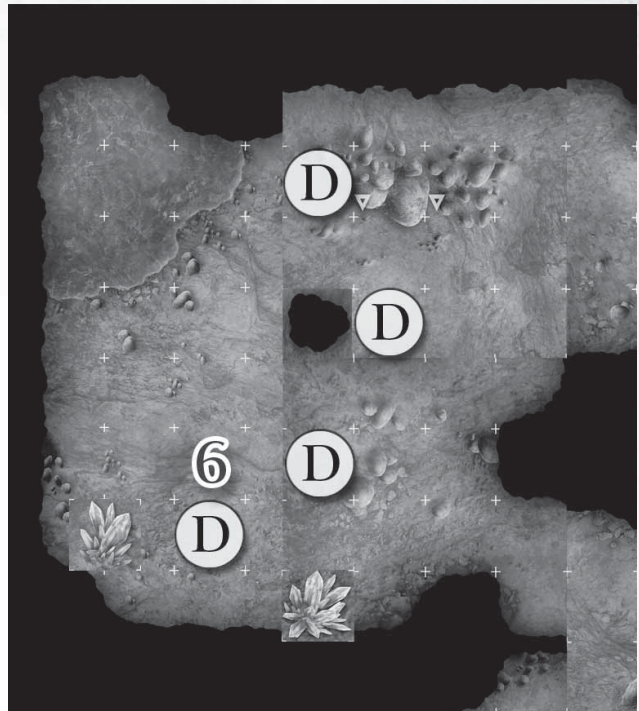
Due to the proximity of the well of darkness (Encounter 7), all sources of light brought into this area are muted. Bright light becomes dim light within the cavern, while dim light sources have their light negated. (Fires are not extinguished by this effect; the darkness of the cavern simply swallows the light they give off.)

The light of the Blood of Khyber pool is unaffected.

The Blood of Khyber: The glowing pool is filled with a viscous purple liquid. A character who makes a DC 15 Dungeoneering check recognizes this as the Blood of Khyber—a mystical fluid that runs through the veins of the underworld. By taking a short rest adjacent to the pool, characters can absorb its ambient energy, gaining the benefit of an extended rest. Once any character takes a short rest adjacent to the pool, its energy is spent. The pool cannot be used again for 24 hours.

Treasure: If suitable containers (such as waterskins or empty potion vials) are on hand, the party can collect two *potions of healing* from the pool (before or after taking a short rest beside it).

Between them, the dolgrims carry 60 gp in loose coin and a Khyber dragonshard worth 100 gp.



ENCOUNTER 6: THE BLOOD OF KHYBER

DOLGRIM LORE

First formed by the merging of two goblins into a single body, the dolgrims are twisted, wretched creatures spawned by the daelkyr. They wear armor of ragged leather, beneath which their skin is covered in a variety of repulsive, corpse-white tattoos. A dolgrim's stunted body boasts four arms and a pair of twisted mouths that gibber and slather at the front of its headless torso. On occasion, a dolgrim's mouths carry on demented conversations and arguments with one another. Despite this, however, dolgrims possess only a single sadistic and bloodthirsty personality.

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

Dungeoneering DC 20: The daelkyr first created the repulsive dolgrims by combining two tortured goblins into a single body. The two brains of the dolgrim allow it to act with astonishing speed and to resist charm effects, though its shattered consciousness leaves it vulnerable to psychic damage.



ENCOUNTER 7: THE WELL OF DARKNESS

Encounter Level 2 (500 XP)

1 living darkness (L)

SETUP

This area is the nexus of Mabar's influence in these caverns—a zone of shadow patrolled by living darkness.

As the PCs approach this area, read:

The chill of the caverns grows stronger—cold fingers that reach deep inside you. The darkness grows deeper with each step, the passage in front of you eventually filled with a haze of pure shadow that no light seems able to banish.

The living darkness uses Stealth to hide within the shadow of the well of darkness (see “Features of the Area”). It waits until the first PC is adjacent to it, then attacks with surprise.

Living Darkness (L)		Level 6 Elite Brute
Large aberrant beast (blind, ooze)		XP 500
Initiative +7	Senses Perception +5; blindsight 10	
HP 168; Bloodied 84		
AC 18; Fortitude 17, Reflex 19, Will 17		
Immune gaze, poison; Resist insubstantial (does not apply to radiant damage); Vulnerable 10 radiant		
Saving Throws +2		
Speed 7; see also <i>engulf</i>		
Action Points 1		
⊕ Slam (standard; at-will) ◆ Necrotic		
+7 vs. Fortitude; 2d8 + 4 necrotic damage.		
⊖ Engulf (standard; at-will) ◆ Necrotic		
Targets one or two Medium or smaller creatures; +7 vs. Reflex. On a hit, the target is grabbed and pulled into the living darkness's space; the target is dazed and takes ongoing 10 necrotic damage until the grab ends. A creature that escapes the grab shifts to a square of its choosing adjacent to the living darkness. The living darkness can move normally while creatures are engulfed within it.		
Cloud Drift (move; recharge ☹☹)		
The living darkness shifts its speed and can move through enemies' spaces. It must end this movement in an unoccupied space.		
Chilling Move ◆ Necrotic		
On its turn, if the living darkness moves through a creature's space, that creature takes 5 necrotic damage.		
Alignment Unaligned	Languages —	
Skills Stealth +12		
Str 14 (+5)	Dex 18 (+7)	Wis 14 (+5)
Con 14 (+5)	Int 5 (+0)	Cha 11 (+3)

TACTICS

The living darkness *engulfs* the closest targets, then uses its blindsight to target other PCs with its *cloud drift* power. While it waits for *cloud drift* to recharge, it makes slam attacks against lightly armored foes.

If the living darkness takes radiant damage from a PC's attack, it flies into a rage and focuses slam attacks on that character. It provokes opportunity attacks or any other penalties necessary to pursue the target.

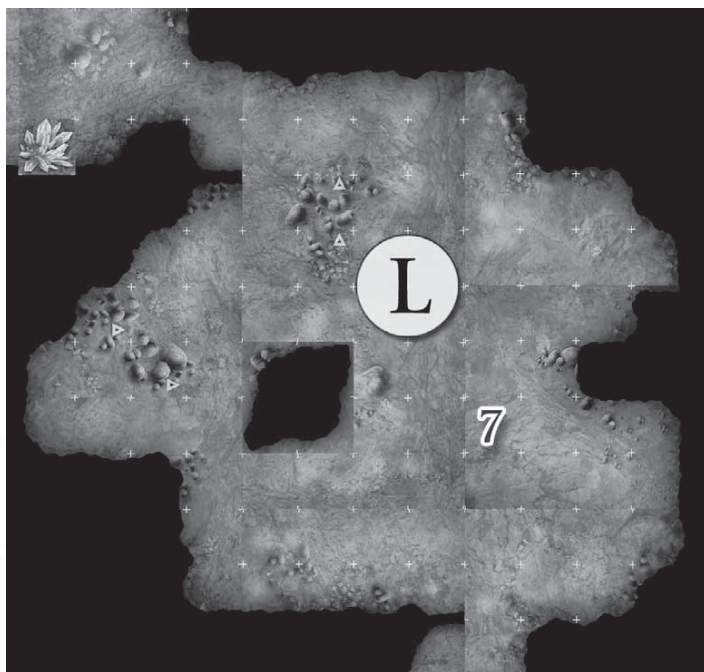
FEATURES OF THE AREA

Illumination: The powerful influence of Mabar absorbs all light within the well of darkness. A PC carrying a light source can see only his or her own square clearly. Creatures and objects in squares adjacent to the light source have concealment (whether they have light sources of their own or not). Creatures more than 1 square away from each other (as well as creatures that do not have a light source) have total concealment.

Ceiling: 20 feet high.

Influence of Mabar: The energy of Mabar permeates this cavern. Any attack that has the necrotic keyword gains a +1 bonus to the attack roll. Any attack that has the radiant keyword takes a -1 penalty to the attack roll.

Treasure: When the living darkness is destroyed, it turns to dust. A DC 15 Perception check made to search the area allows the PCs to collect 90 gp worth of residuum from the creature's remains.



ENCOUNTER 8: THE HUNGRY ROOM

Encounter Level 4 (875 XP)

- 1 dolgaunt acolyte (A)
- 3 dolgrim warriors (D)
- 5 hungry mouths (M)

SETUP

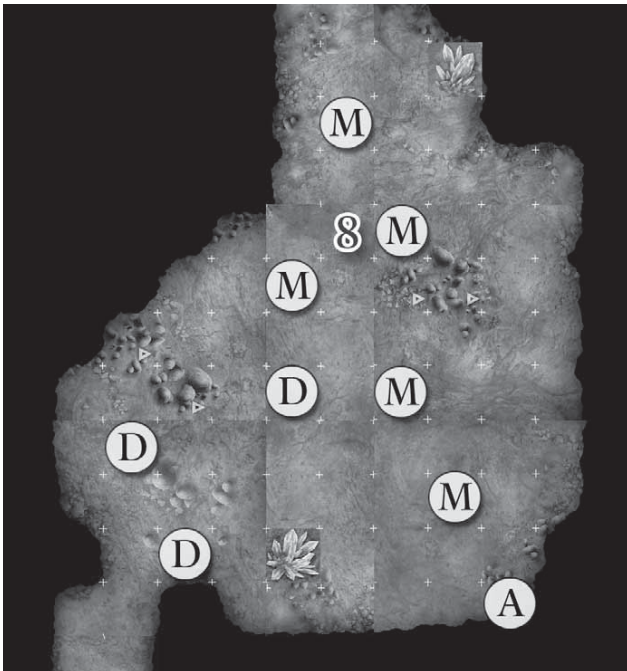
The servants of the daelkyr stand watch over the path to the prisoners, and the floor itself is set to devour unwary intruders. Unlike their fellows in Encounter 6, these guards are alert at all times.

As the PCs approach this area, read:

You make your way forward with your newly returned light, the floor and walls of the cavern gleaming as they become increasingly slick and soft—more like flesh than stone. As you approach a large cavern, the slimy floor begins to ripple beneath your feet like a slab of raw muscle. Across the long hall, three dolgrims raise crossbows as a dolgaunt hisses a warning behind them.

Dolgaunt Acolyte (A) Medium aberrant humanoid (blind) HP 55; Bloodied 26	Level 4 Controller XP 175
See page 10 for full statistics, but add the following power:	
Coercive Gauntlet (free; encounter) The dolgaunt makes a <i>warp flesh</i> attack that deals psychic damage instead of necrotic damage. If the attack hits, the target slides 1 square.	

3 Dolgrim Warriors (D) Small aberrant humanoid HP 53; Bloodied 26	Level 4 Skirmisher XP 175 each
See page 12 for full statistics.	



TACTICS

The guardians here know to avoid the hungry mouths, and they rely on ranged attacks for as long as possible.

The dolgaunt acolyte uses its *maddening whispers* and its *coercive gauntlet* to slide PCs into the hungry mouths. If pressed, or if the fight is going badly, it throws itself at the closest PC with *leaching tentacle* attacks.

Hungry Mouths (M) Hazard	Level 4 Obstacle XP 175
------------------------------------	-----------------------------------

As you make your way across the treacherous floor, a fanged maw opens up below you to snap at your feet!

Trap: A number of hungry mouths are scattered across the cavern, each occupying a single square.

Perception

◆ DC 10: The character notices the mouth before entering the square.

Additional Skill: Dungeoneering

◆ DC 15: The character understands the nature of the living floor and can give his or her allies specific advice for avoiding its hazards. All subsequent Perception checks to notice the mouths gain a +2 bonus.

Trigger

An individual mouth attacks when a creature enters or begins its turn in its square.

Attack

Free Action **Melee**

Target: The creature in the mouth's space.

Attack: +9 vs. AC

Hit: 2d6 + 3 damage.

Countermeasures

◆ This hazard cannot be disabled or delayed—just avoided. A character who makes a DC 10 Athletics check (DC 5 with a running start) can jump over a mouth. However, the living floor makes it difficult to get a running start (see “Features of the Area”).

FEATURES OF THE AREA

Illumination: Worthless Khyber shards embedded in the walls shed dim light throughout the cavern.

Due to the proximity of the well of darkness (Encounter 7), all sources of light brought into this area are muted. Bright light becomes dim light within the cavern, while dim light sources have their light negated. (Fires are not extinguished by this effect; the darkness of the cavern simply swallows the light they give off.) The light of the Khyber shards in the walls is unaffected.

Living Floor: The floor is a mass of slick flesh that shifts and bucks beneath the feet of the PCs. A PC moving at more than half speed must succeed on a DC 10 Acrobatics check or fall prone. The dolgrims and the dolgaunt ignore this effect.

Treasure: The dolgrim acolyte wears a *coercive gauntlet* symbiont (page 19) that the PCs can claim.

ENCOUNTER 9: TORAASH'S LAST STAND

Encounter Level 3 (861+ XP; see “Reinforcements,” below)

Toraash (T)

1 dolgaunt acolyte (A)

1 cultist eyblade (E)

6 cult fanatics (C)

SETUP

The *Coat of Eyes* occasionally shares visions with its wearer, and the cult leader Toraash is aware of the PCs' approach. He has chosen this place to make a stand and face them—and he has Doria Veleदार (V) as a hostage.

The PCs cannot gain surprise without approaching unheard and unseen, but Toraash's passive Perception of 23 makes that a challenge. As soon as he catches sight of a PC in the hall, the cult leader hails them.

When Toraash sees the PCs, read:

“Outlanders!” The familiar voice of Toraash rings out across the cavern, the village reeve now wearing what appears to be a breastplate crafted of raw muscle, studded with over a dozen blinking eyes. A handful of cultists are scattered around the chamber, their glass knives glittering in the light of the Khyber shards along the walls. A dolgaunt stands with them, tentacles raised like vipers ready to strike. Before the foul creature, Doria Veleदार is bound and gagged, apparently unconscious but held tight in the dolgaunt's grasp.

“This futile battle is over,” Toraash says. “Lay down your arms if you wish your friend to live. The Harvest is upon us. Come. Let us show you the blessings of Belashyrra, and teach you to see with new eyes.”

TACTICS

Toraash and his companions are ready for battle—and to kill Doria if the PCs call his bluff. Doria has only 10 hit points remaining, and the dolgaunt is prepared to kill her with leaching tentacle attacks (assume that the creature automatically hits the unconscious inquisitive). Saving her requires the PCs to somehow push the dolgaunt away, and quickly.

Once battle is joined, the cultists focus on the PCs instead of Doria, though she might be targeted by the dolgaunt's *maddening whispers* attack.

The cult fanatics attack lightly armored PCs in pairs, flanking for combat advantage.

Toraash changes up targets to mark as many foes as possible with his *watchful eye* aura, focusing attacks on him in order to keep the cult fanatics in the fight longer. He uses *intimidating presence* each round, then follows up with a greataxe attack against the same (hopefully dazed) target.

The cultist eyblade focuses its attacks on PCs marked or dazed by Toraash.

Toraash (T)		Level 4 Elite Soldier
Medium natural humanoid, orc		XP 350
Initiative +4	Senses Perception +13; low-light vision, blindsight 5	
Watchful Eye aura 1; an enemy that begins its turn in the aura is marked until the end of its next turn.		
HP 112; Bloodied 56; see also <i>warrior's surge</i>		
AC 22; Fortitude 19, Reflex 15, Will 18		
Resist 10 psychic, 10 poison, 10 necrotic		
Saving Throws +2		
Speed 6 (8 while charging)		
Action Points 1		
⊕ Greataxe (standard; at-will) ♦ Weapon		
+11 vs. AC; 1d12 + 4 damage.		
↓ Warrior's Surge (standard, usable only while bloodied; encounter) ♦ Healing, Weapon		
Toraash makes a melee basic attack and regains 28 hit points.		
↓ Intimidating Presence (minor; at-will) ♦ Psychic		
+9 vs. Will; targets a marked enemy; 1d4 + 3 damage, and the target is dazed until the end of its next turn.		
↔ Furious Surge (free, when first bloodied; encounter) ♦ Psychic		
Close blast 5; Toraash makes an <i>intimidating presence</i> attack against each marked enemy within the burst, with a +2 bonus to the attack roll.		
Warden's Wrath (immediate interrupt, when an adjacent enemy Toraash has marked makes an attack that does not include him as a target; at-will)		
Toraash makes a basic attack against the triggering enemy.		
Alignment Evil	Languages Common, Giant, Deep Speech	
Skills Athletics +11, Endurance +10		
Str 18 (+6)	Dex 15 (+4)	Wis 16 (+5)
Con 16 (+5)	Int 8 (+1)	Cha 9 (+1)
Equipment greataxe, Coat of Eyes		

Cultist Eyblade (E)		Level 3 Skirmisher
Medium natural humanoid, human		XP 150
Initiative +6	Senses Perception +8	
HP 45; Bloodied 22		
AC 17; Fortitude 14, Reflex 16, Will 15		
Speed 6		
⊕ Short Sword (standard; at-will) ♦ Weapon		
+8 vs. AC; 1d6 + 6 damage.		
⊗ Dagger (standard; at-will) ♦ Weapon		
Ranged 5/10, +10 vs. AC; 1d4 + 5 damage.		
Belashyrra's Blade		
The cultist eyblade gains combat advantage against any enemy marked by an ally.		
Combat Advantage		
The cultist eyblade deals 1d6 extra damage on melee and ranged attacks against any target it has combat advantage against.		
Alignment Evil	Languages Common, Deep Speech	
Skills Acrobatics +9, Athletics +7, Stealth +9		
Str 13 (+2)	Dex 16 (+4)	Wis 15 (+3)
Con 13 (+2)	Int 10 (+1)	Cha 12 (+2)
Equipment short sword, 3 daggers, holy symbol of the Dragon Below		

Dolgaunt Acolyte (A)		Level 4 Controller
Medium aberrant humanoid (blind) XP 175		
Initiative +3	Senses Perception +9; blindsight 20	
HP 55; Bloodied 27		
AC 18; Fortitude 15, Reflex 15, Will 17		
Immune gaze		
Speed 6		
⊕ Leaching Tentacle (standard; at-will)		
Reach 2; +9 vs. AC; 1d8 + 4 damage, and the dolgaunt acolyte gains 5 temporary hit points.		
↗ Warp Flesh (standard; at-will)		
+9 vs. AC; 1d6 + 6 necrotic damage, and the target is immobilized (save ends).		
↖ Maddening Whispers (standard; recharge ☐☐☐☐☐☐)		
Close blast 5; targets enemies; +5 vs. Will; 1d6 + 4 psychic damage, and the target slides 3 squares.		
Alignment Evil	Languages Common, Deep Speech	
Skills Athletics +8, Acrobatics +9		
Str 13 (+3)	Dex 14 (+4)	Wis 14 (+4)
Con 15 (+4)	Int 14 (+4)	Cha 18 (+6)

6 Cult Fanatics (C)		Level 2 Minion
Medium natural humanoid; human, orc, or half-orc XP 31 each		
Initiative +5	Senses Perception +3	
HP 1; a missed attack never damages a minion.		
AC 16; Fortitude 15, Reflex 14, Will 14		
Speed 6		
⊕ Glass Dagger (standard; at-will) ♦ Weapon		
+7 vs. AC; 4 damage.		
⊕ Death Strike (when reduced to 0 hit points)		
The cult fanatic makes a dagger attack against each adjacent enemy.		
Alignment Evil	Languages Common, Deep Speech	
Str 17 (+4)	Dex 14 (+3)	Wis 14 (+3)
Con 12 (+2)	Int 9 (+0)	Cha 11 (+1)
Equipment glass dagger, holy symbol of the Dragon Below		

REINFORCEMENTS

Starting in the second round of combat and every two rounds thereafter, two more cult fanatics appear at the mouth of the tunnel at the far end of the cavern. (See “Encounter 10: Soul Prison” for more information.) They join the fray on the same initiative as the other cult fanatics. Adjust the XP awarded for this encounter accordingly.

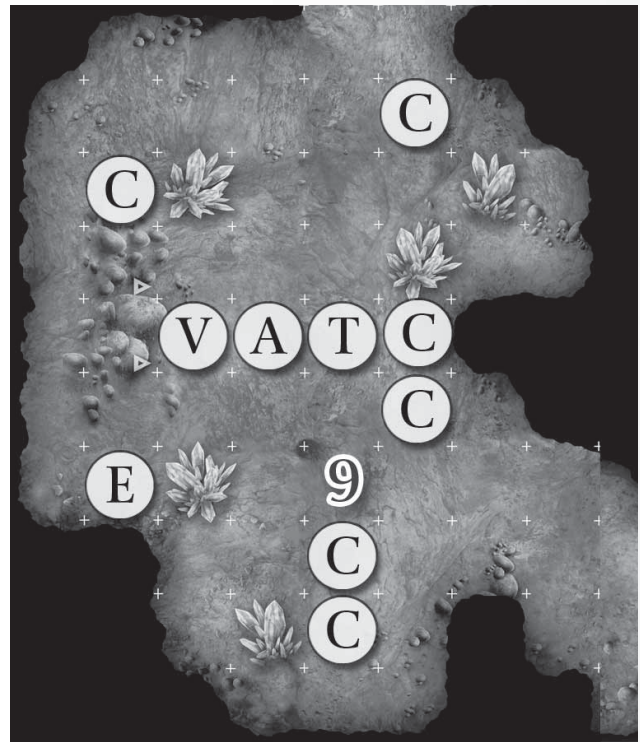
DEVELOPMENT

The cult forces fight to the death. When Toraash falls, he cries out “His eye! His eye will be upon you!” As he collapses, the *Coat of Eyes* releases from his corpse and crawls a few feet away of its own accord. The PCs can see where it was bound to Toraash’s bare flesh, the orc’s skin shredded as the symbiont’s tendrils pulled free.

FEATURES OF THE AREA

Illumination: Worthless Khyber shards embedded in the walls shed dim light throughout the cavern.

This area is free of the influence of Mabar. Light sources brought within the chamber illuminate as normal.



ENCOUNTER 10: SOUL PRISON

Encounter Level 5 (1,000 XP)

SETUP

The final challenge of the adventure is to disable the soul prison—a horrid eldritch machine transforming the villagers of Blackroot into servants of the daelkyr.

When the PCs enter this area, read:

Narrow alcoves line the walls of this chamber—coffins lined with pulsing Khyber shards. Some of these hold terrified villagers sealed behind panes of crystal. A crystal outcropping stands in the center of the room, surrounded by flowing sigils like those seen in the hall of living words above.

Twenty-four villagers originally occupied the cells. How many remain depends on how many appeared in Encounter 9. The members of Doria's family are in slots 6 (her father), 12 (her mother), and 16–19. The PCs must destroy the eldritch machine that is drawing out the villagers' souls before it's too late.

The soul prison (the crystal outcropping) goes dormant while the PCs undertake the skill challenge. However, if they don't do so in a timely fashion, have the prison create a new pair of cult fanatics from villagers every 2 rounds.

STOPPING THE SOUL PRISON

Purple light flows around the crystal outcropping—glyphs that mark those souls the eldritch machine has trapped.

Setup: The characters must disrupt the eldritch energy of the soul prison.

Level: 5 (XP 1,000)

Complexity: 5 (requires 12 successes before 3 failures).

Special: The eldritch energy of the soul prison runs unchecked through this area. Each time a character makes a failed skill check in the challenge, he or she takes 3d6 damage.

Primary Skills: Arcana, Athletics, Dungeoneering, Religion, Thievery.

Arcana (DC 10): By sensing the flow of mystical energy within the crystal, the PC can disrupt it.

Athletics (DC 15): By shattering one of the crystalline panes, the PC disables a cell and allows the villager within to safely escape.

Dungeoneering (DC 15): The PC manipulates the power of Khyber to staunch the prison's flow of eldritch energy.

Religion (DC 15): By countering the dark magic of the Dragon Below, the PC's blessings help to break the soul prison's power.

Thievery (DC 10): By damaging the workings of the crystal cells, the PC helps disable the prison.

Secondary Skills: Perception.

Perception (DC 5): The PC studies the prison and its symbols, searching for flaws and patterns. Using this skill does not count as a success or failure in the skill challenge. With a successful check, the next skill check made in the challenge gains a +2 bonus.

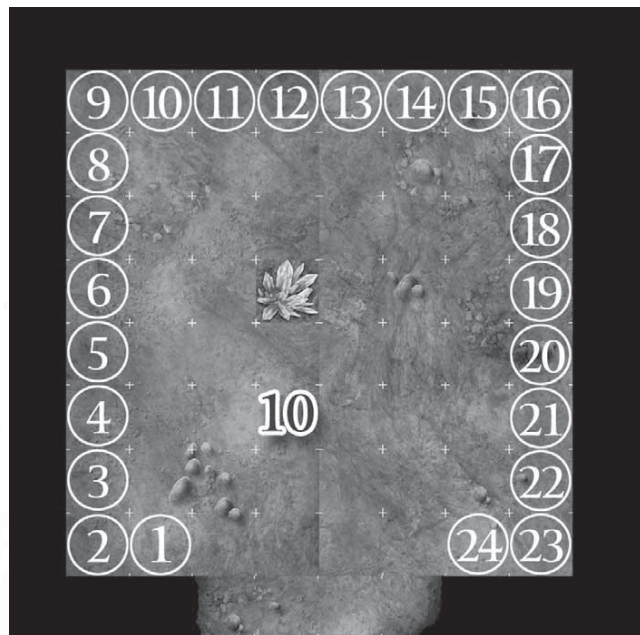
Success: The light fades from the crystal as the flow of blood-red sigils flares and vanishes. These once-trapped lost souls can pass on to Dolurrah and whatever lies beyond. With the threat of the prison ended, the remaining villagers can be freed.

Failure: The prison is shut down, but doing so unleashes a final blast of eldritch energy that deals 4d6 damage to each PC in the chamber.

FEATURES OF THE AREA

Illumination: Bright light.

Treasure: Most of the Khyber shards in the villager's prisons are worthless, but the PCs can liberate a total of five shards worth 100 gp each. See "Conclusion" for more treasure.



CONCLUSION

With Toraash defeated and the survivors freed, the threat to Blackroot is ended. When the conjunction between Mabar and Xoriat ends in a few hours, the deep gate (see Encounter 5) will close and stay sealed for decades. Any surviving cultists are freed from the influence of Khyber and can return to their lives.

In gratitude, the grateful villagers offer the PCs a level 6 magic item (your choice) that was an heirloom of a family slain by the cultists.

WHAT'S NEXT?

Whether the PCs were sent to find the *Coat of Eyes* or not, they need to decide if they want to take it in the aftermath of the adventure. Regardless, the *Coat of Eyes* remains tied to the daelkyr Belashyrra. Consider the following possibilities.

- ◆ The daelkyr have no desire to see the world fall to the Dreaming Dark or the Lords of Dust. Though Belashyrra remains as rapacious as all of his kind, he might offer guidance through the *Coat* to help the PCs defeat other forces of evil.
- ◆ The *Coat* might give its bearer visions of wonders deep within Khyber, suggesting places the PCs could explore. This could be a source of adventure, but what motivates the artifact?
- ◆ The *Coat* and its wearer have roles to play in the Prophecy. Both the dragons of the Chamber and the Lords of Dust might try to gain the PCs' favor—or to control them.

NEW MAGIC ITEMS: SYMBIONTS

Symbionts are living tools crafted by the daelkyr—the dreadful lords of madness. A symbiont possesses a nominal sentience, and bonds both physically and psychically with its bearer. However, the mind of a symbiont is as alien as its creator's, and it is impossible for a natural creature to communicate with a symbiont except to activate its powers.

A symbiont draws on the life force of its bearer for sustenance, reflected by its use of healing surges. If a symbiont makes an attack using a fixed attack bonus (as the *tangler* and *tongueworm* do), the attack is made by the symbiont, not by the PC carrying the item. It does not receive any bonuses from the bearer's feats, abilities, or powers. For example, a rogue can't add sneak attack damage to a *tongueworm* attack. However, if the PC has combat advantage against a target, the symbiont does as well.

A symbiont must be fully exposed in order for its powers to be used, but their alien and disturbing nature sometimes makes this difficult. These are weapons shaped from muscle and bone, which bond to the flesh and whisper strange words in the back of the bearer's mind.

Moreover, symbionts are associated with the cults of the Dragon Below, and wearing one might negatively affect NPC reactions toward a character.

Most symbionts have a negative effect when the wielder rolls a 1 on his or her attack roll while using the item. Aberrant creatures are immune to this effect.

Tongueworm

Level 3

This thin strand of quivering muscle takes root in your throat, its toothed maw ready to shoot out at your foes.

Item Slot: Head 680 gp

Power (Healing Surge): Minor Action. The *tongueworm* makes an attack: +8 vs. AC; 1d10 + 1 poison damage. If the attack roll is a 1, you are dazed until the end of your next turn.

Tangler

Level 4

This wormlike symbiont wraps around your arm, spitting a glob of glutinous goo to entangle your enemies.

Item Slot: Arm 840 gp

Power (Healing Surge): Minor Action. The *tangler* makes an attack: Reach 3; +7 vs. Reflex; the target is restrained (save ends). If the attack roll is a 1, you are restrained (save ends).

Coercive Gauntlet

Level 5

An unblinking alien eye stares out from the palm of this gauntlet of living flesh and bone.

Item Slot: Hands 1,000 gp

Power (Healing Surge) ◆ Psychic: Free Action. The next implement power you use that deals damage of a particular type deals psychic damage instead. If the attack is successful, you slide the target 3 squares. If the attack roll is a 1, you are dominated by the target creature until the end of your next turn.

SYMBIONT LORE

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

Dungeoneering DC 7: Symbionts are living tools created by the foul spawn of Khyber. Although disturbing in appearance, they are not inherently evil. A symbiont bonds to the flesh of its wearer, though it can be released when the wearer wishes it.

Dungeoneering DC 12: A symbiont draws sustenance from its host creature, which gives of its own vitality when the item is used.

Dungeoneering DC 17: Tales say that the symbionts were created by the powerful beings known as the daelkyr. While harmless to aberrant creatures, symbionts are said to sometimes turn their power against other types of creatures that wield them.

NEW ARTIFACT: THE COAT OF EYES

The *Coat of Eyes* is appropriate for heroic tier characters. The *Coat* is a symbiotic item that bonds to the wearer's flesh when it is donned. The *Coat of Eyes* can be removed against the item's will only with the aid of a Remove Affliction ritual, with a -15 penalty to the Heal check.

The Coat of Eyes

Heroic Level

Crafted by the daelkyr Belashyrra, this leather jerkin is formed from chitin and raw muscle. Dozens of eyes are set across it, taking in everything that happens around the wearer.

The *Coat of Eyes* is a suit of +1 leather armor.

Enhancement: AC

Property: You gain resist 5 psychic and resist 5 poison.

Property: You gain a +1 item bonus to Perception checks but take a -1 penalty to Insight checks.

Property: You gain the ability to speak, read, and write Deep Speech fluently.

Power (At-Will): Minor Action. Change the *Coat of Eyes* into hide armor (it retains its enhancement and properties).

Power (At-Will): Immediate Interrupt, when you are struck by an effect that would blind you. Negate the blinded condition.

GOALS OF THE COAT OF EYES

- ◆ Attach itself to a character touched by the Prophecy, who will see the events that shape the future.
- ◆ Evaluate the bearer and his allies, to assess their usefulness or threat to the daelkyr.
- ◆ Observe events that enlighten and amuse the daelkyr Belashyrra.

ROLEPLAYING THE COAT OF EYES

The *Coat of Eyes* communicates its desires through strange whispers and bursts of alien emotion that surge in the wearer's mind. The wearer feels the *Coat's* pleasure when it observes something interesting through him or her, but feels its fury if the wearer intentionally avoids sights or experiences that the *Coat* deems worthy. Occasionally, the wearer feels the presence of another mind, seemingly held within his own: perhaps Belashyrra, gazing out through his creation.

Concordance	
Starting Score	5
Owner gains a level	+1d8
Owner observes an event of interest to Belashyrra (maximum 1/day)	+1
Owner discovers a Prophecy Mark	+1
Owner kills a Gatekeeper druid (maximum 1/encounter)	+1
Owner covers the <i>Coat of Eyes</i> (initial action, and every hour it remains covered)	-1

PLEASED (16–20)

“Soon I will know all that I need.”

The *Coat of Eyes* knows that its wearer is touched by destiny, and Belashyrra has learned much through the wearer's eyes.

Property: The artifact's item bonus to Perception checks increases to +3, but the penalty to Insight checks increases to -3.

Property: You gain resist 10 psychic, resist 10 poison, and resist 10 necrotic. This supersedes the normal resistances granted by the artifact.

Power (Daily): Standard Action. You gain blindsight 5 until the end of the encounter.

SATISFIED (12–15)

“I hunger for more knowledge.”

The *Coat of Eyes* is eager to see what its wearer can accomplish.

The *Coat's* enhancement bonus to AC increases to +2.

Property: You gain low-light vision.

Property: The artifact's item bonus to Perception checks increases to +2, while the penalty to Insight checks increases to -2.

NORMAL (5–11)

“Show me what this world has to offer.”

The *Coat of Eyes* is hungry to see new and important things, and its wearer can feel the artifact's desire.

UNSATISFIED (1–4)

“Do not hide your secrets from me.”

The *Coat of Eyes* urges its wearer to seek worthy sights, even as its alien emotions become distracting and hostile.

Property: You take a -3 penalty to Perception checks and Insight checks. This supersedes the bonuses and penalties normally granted by the artifact.

Property: You lose the resist 5 psychic normally granted by the artifact.

ANGERED (0 OR LOWER)

“You take my sight? I will take your life!”

The *Coat of Eyes* seeks to punish its wearer, urging him or her to abandon the artifact so that it can be found by someone else.

Property: You take a -3 penalty to Perception checks and Insight checks. This supersedes the bonuses and penalties normally granted by the artifact.

Property: You lose the resist 5 psychic normally granted by the artifact and gain vulnerable 5 psychic.

MOVING ON

“Together, we have seen all that can be seen.”

Belashyrra has seen enough of the world through the wearer's eyes, and he wishes to sever the connection before the character grows too powerful.

When the wearer next gains a level, the eyes that stud the *Coat* wither, leaving a suit of +2 *deathcut leather* or +2 *deathcut hide*. In addition, the wearer gains a permanent +1 bonus to Perception checks but takes a permanent -1 penalty to Insight checks—along with the eerie sensation that Belashyrra is still using his or her eyes to see the world.

If the *Coat of Eyes* moved on because it was unsatisfied with the user, the armor crumbles into worthless dust.

DWARF PALADIN

Name: _____ Gender: _____

A proud heir of House Kundarak and champion of the Sovereign Host, you use your dragonmark to protect the weak and innocent from the depredations of evil, not just to ward the riches of the wealthy. This puts you at odds with some members of your house, but you were meant to ward, and called by the gods to a higher purpose.

Level 2

Hit Points 41 _____

Bloodied 20 Healing Surge 10 Surges Per Day 12

Initiative +1 _____ Action Points _____

DEFENSES

AC	Fortitude	Reflex	Will
22	15	15	16

ATTACKS

Melee Basic Attack: +5 (+1 frost warhammer) vs. AC
Damage: 1d10 + 2

AT-WILL ATTACK POWERS

Bolstering Strike Paladin Attack 1

You attack your foe without mercy or reprieve, and your accuracy is rewarded with a divine gift of vigor.

At-Will ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +7 vs. AC

Hit: 1d10 + 4 damage, and you gain 3 temporary hit points.

Enfeebling Strike Paladin Attack 1

Your brutal weapon attack leaves your foe weakened.

At-Will ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +7 vs. AC

Hit: 1d10 + 4 damage. If you marked the target, it takes a -2 penalty to attack rolls until the end of your next turn.

ENCOUNTER ATTACK POWER

Shielding Smite Paladin Attack 1

A translucent golden shield forms in front of a nearby ally as you attack with your weapon.

Encounter ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +7 vs. AC

Hit: 2d10 + 4 damage.

Effect: Until the end of your next turn, one ally within 5 squares of you gains a +4 power bonus to AC.



DAILY ATTACK POWER

Radiant Delirium Paladin Attack 1

You engulf your enemy in searing ribbons of radiance.

Daily ♦ Divine, Implement, Radiant

Standard Action Ranged 5

Target: One creature

Attack: +7 vs. Reflex

Hit: 3d8 + 3 radiant damage, and the target is dazed until the end of your next turn. In addition, the target takes a -2 penalty to AC (save ends).

Miss: Half damage, and the target is dazed until the end of your next turn.

UTILITY POWERS

Divine Challenge Paladin Feature

You boldly confront a nearby enemy, searing it with divine light if it ignores your challenge.

At-Will ♦ Divine, Radiant

Minor Action Close burst 5

Target: One creature in burst

Effect: You mark the target. The target remains marked until you use this power against another target, or if you fail to engage the target (see below). A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.

While a target is marked, it takes a -3 penalty to attack rolls for any attack that doesn't include you as a target. Also, it takes 6 radiant damage the first time it makes an attack that doesn't include you as a target before the start of your next turn.

See *Player's Handbook*, page 91, for more information.

Divine Mettle Paladin Feature

Your unswerving faith in your deity empowers a nearby creature to resist a debilitating affliction.

Encounter ◆ **Divine**

Minor Action Close burst 10

Channel Divinity: You can use only one channel divinity power per encounter

Target: One creature in burst

Effect: The target makes a saving throw with a +3 bonus.

Divine Strength Paladin Feature

You petition your deity for the divine strength to lay low your enemies.

Encounter ◆ **Divine**

Minor Action Personal

Channel Divinity: You can use only one channel divinity power per encounter

Effect: You gain a +1 bonus to your damage with your next attack this turn.

Lay On Hands Paladin Feature

Your divine touch instantly heals wounds.

At-Will ◆ **Divine, Healing**

Minor Action Melee touch

Special: You can use this power 3 times per day, but only once per round.

Target: One creature

Effect: You spend a healing surge but regain no hit points. Instead, the target regains hit points as if it had spent a healing surge. You must have at least one healing surge remaining to use this power.

Sacred Circle Paladin Utility 2

You trace a circle around you with your hand, and it quickly expands into a wide circle of faintly glowing runes that glows brightly and protects you and your close allies.

Daily ◆ **Divine, Implement, Zone**

Standard Action Close burst 3

Effect: The burst creates a zone that, until the end of the encounter, gives you and allies within it a +2 power bonus to AC.

RACIAL TRAITS

Speed: 5 squares **Vision:** Low-light vision

Languages: Common, Dwarven **Alignment:** Good

Cast-Iron Stomach: +5 racial bonus to saving throws against poison

Dwarven Resilience: You can use your second wind as a minor action.

Stand Your Ground: When an effect forces you to move—through a push, a pull, or a slide—you move 1 square less than the effect specifies.

In addition, when an attack would knock you prone, you can make an immediate saving throw to avoid falling prone.

Ability Scores	Check Modifier	Ability Scores	Check Modifier
Str 12	+2	Int 10	+1
Con 15	+3	Wis 16	+4
Dex 11	+1	Cha 16	+4

FEATS

Mark of Warding: When you use a power that grants a bonus to one or more defenses, increase the bonus by 1 (already included).

When you mark a creature and that creature makes an attack that doesn't include you, it takes a -3 penalty to that attack instead of the normal -2 penalty (already included).

You can master and perform rituals in the warding category and the Fluid Funds, Knock, and Leomund's Secret Chest rituals as if you had the Ritual Caster feat.

Toughness: Gain 5 additional hit points (already included).

Key Skills	Modifier	Passive
Insight	+9	19
Perception	+4	14

Trained Skills	Modifier	Trained Skills	Modifier
Endurance	+7	Insight	+9
History	+6	Religion	+6

GEAR

Armor: +1 dwarven plate armor, heavy shield

Weapon: +1 frost warhammer

Neck Slot: +1 amulet of protection

Adventurer's Kit: This kit includes: a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days worth of trail rations, 50 feet of hempen rope, and a waterskin.

Holy Symbol of the Sovereign Host

Dwarven Armor Level 2

Crafted by the finest dwarf armorsmiths, this armor was once only available to dwarves, though now some armorsmiths will create a set for whoever can pay the price.

Enhancement: +1 AC

Property: Gain a +1 item bonus to Endurance checks.

Power (Daily ◆ Healing): Free Action. Regain hit points as if you had spent a healing surge.

Frost Weapon Level 3

A thin layer of frost coats the business end of this weapon.

Enhancement: +1 attack rolls and damage rolls

Critical: +1d6 cold damage

Power (At-Will ◆ Cold): Free Action. All damage dealt by this weapon is cold damage. Another free action returns the damage to normal.

Power (Daily ◆ Cold): Free Action. Use this power when you hit with the weapon. The target takes 1d8 cold damage and is slowed until the end of your next turn.

HUMAN ARTIFICER

Name: _____ Gender: _____

Trained in the forgeholds of House Cannith, you have spent your life putting your Mark of Making to good use. You always have the best interests of House Cannith at heart.

Level 2

Hit Points 31 _____

Bloodied 15 Healing Surge 7 Surges Per Day 9

Initiative +2 _____ Action Points _____

DEFENSES

AC	Fortitude	Reflex	Will
18	16	17	15

ATTACKS

Melee Basic Attack: +4 (mace) vs. AC

Damage: 1d8 + 1

Ranged Basic Attack: +5 (+1 *flameburst crossbow*) vs. AC

Damage: 1d8 + 2

AT-WILL ATTACK POWERS

Aggravating Force

Artificer Attack 1

When your infused weapon strikes an enemy, the weapon unleashes a force that rattles the foe.

At-Will ♦ Arcane, Force, Weapon

Standard Action Melee or ranged weapon

Target: One creature

Attack: +8 vs. AC

Hit: 1d8 + 5 force damage, and the next ally to attack the target before the end of your next turn gains a +2 power bonus to the attack roll.

If you use this power with your mace, your attack bonus is +7 and your damage is 1d8 + 4.

Magic Weapon

Artificer Attack 1

Your attack issues a burst of magical energy that enhances the weapons of allies close to you.

At-Will ♦ Arcane, Weapon

Standard Action Melee or ranged weapon

Target: One creature

Attack: +9 vs. AC

Hit: 1d8 + 5 damage, and each ally adjacent to you gains a +1 power bonus to attack rolls and a +2 bonus to damage rolls until the end of your next turn.

If you use this power with your mace, your attack bonus is +8 and your damage is 1d8 + 4.



Thundering Armor

Artificer Attack 1

Thunder ripples outward from your implement, coalescing around you or an ally before focusing its might on a nearby enemy.

At-Will ♦ Arcane, Implement, Thunder

Standard Action Close burst 10

Primary Target: You or one ally in burst

Effect: The primary target gains a +1 power bonus to AC until the end of your next turn. Make an attack.

Secondary Target: One creature adjacent to the primary target in burst

Attack: +6 vs. Fortitude

Hit: 1d8 + 5 thunder damage, and you push the secondary target 1 square away from the primary target.

ENCOUNTER ATTACK POWER

Burning Weapons

Artificer Attack 1

Flames dance across the weapons that you and your comrades wield.

Encounter ♦ Arcane, Fire, Weapon

Standard Action Melee or Ranged weapon

Target: One creature

Attack: +8 vs. AC

Hit: 1d8 + 5 fire damage. Until the end of your next turn, you and any ally within 2 squares of you deals 2 extra fire damage with weapon or fire attacks.

If you use this power with your mace, your attack bonus is +7 and your damage is 1d8 + 4.

DAILY ATTACK POWER

Life-Tapping Darts Artificer Attack 1

You launch a magical dart at an ally and a foe. The dart that strikes the foe transfers vitality to your comrade in a golden flash.

Daily ♦ Arcane, Implement

Standard Action Ranged 10

Target: One creature

Attack: +6 vs. Reflex

Hit: 2d10 + 4 damage, and one ally within 10 squares of you gains 10 temporary hit points.

Miss: Half damage, and one ally within 10 squares of you gains 5 temporary hit points.

UTILITY POWERS

Curative Admixture Artificer Feature

You use the magic of your infusion to heal the wounds of your target.

Encounter (Special) ♦ Arcane, Healing

Minor Action Close burst 5

Target: You or one ally in burst

Effect: The target regains hit points equal to its healing surge value + 3, and you expend an infusion crafted with your Healing Infusion class feature.

Healing Infusion: You can use two Healing Infusion powers per encounter, but only once per round.

Resistive Formula Artificer Feature

You channel the energy of your infusion into your target's armor, providing lasting protection.

Encounter (Special) ♦ Arcane

Minor Action Close burst 5

Target: You or one ally in burst

Effect: The target gains a +1 power bonus to AC until the end of the encounter, and you expend an infusion crafted with your Healing Infusion class feature. The target can end the bonus as a free action to gain temporary hit points equal to its healing surge value + 2.

Healing Infusion: You can use two Healing Infusion powers per encounter, but only once per round.

Restorative infusion Artificer Utility 2

You infuse a comrade with a restorative compound. That ally can then redirect excess vitality to your other allies.

Daily ♦ Arcane

Minor Action Ranged 5

Target: You or one ally

Effect: The target gains 20 temporary hit points. As a minor action, the target can transfer any number of these temporary hit points to an ally within 5 squares of him or her.

RACIAL TRAITS

Speed: 6 squares **Vision:** Normal

Languages: Common, **Alignment:** Unaligned
Dwarven

Ability Scores	Check Modifier	Ability Scores	Check Modifier
Str 12	+2	Int 18	+5
Con 14	+3	Wis 12	+2
Dex 12	+2	Cha 10	+1

FEATS

Mark of Making: You can create magic items and alchemical items of your level + 2 and lower, instead of your level and lower as normal. The component cost remains equal to the price of the magic item or alchemical item you create.

Ritual Caster: Master and perform rituals.

Alchemist: Master alchemical formulas.

Potent Restorables: When you use a power with the healing keyword, the target regains 2 extra hit points (already included).

Key Skills	Modifier	Passive
Insight	+2	12
Perception	+7	17

Trained Skills	Modifier	Trained Skills	Modifier
Arcana	+10	History	+10
Dungeoneering	+7	Perception	+7
Heal	+7	Thievery	+7

GEAR

Armor: +1 magic leather armor

Weapon: +1 flamburst crossbow

Implement: +1 rod of repair

Neck Slot: +1 cloak of resistance

Adventurer's Kit: This kit includes: a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days worth of trail rations, 50 feet of hempen rope, and a waterskin.

Flamburst Weapon Level 3

This ranged weapon packs a fiery surprise.

Enhancement: +1 attack rolls and damage rolls

Critical: +1d6 fire damage

Power (Daily ♦ Fire): Minor Action. The next ranged basic attack you make with this weapon before the end of your turn becomes a burst 1 centered on the target. Use your normal attack bonus for the basic attack, but against Reflex. Instead of normal damage, each target hit takes ongoing 5 fire damage (save ends).

Rod of Repair Level 2

The elemental runes on this thick baton mark it as an artificer's implement. It augments spells that protect against energy.

Enhancement: +1 attack rolls and damage rolls

Critical: +1d6 damage

Property: Whenever you use an artificer power that has the healing keyword, you regain 1 hit point.

HALF-ELF SORCERER

Name: _____ Gender: _____

Though the Mark of Storm is on your skin, House Lyrandar does not own your soul. You are as free as the storm that flows through your veins—as wild and as dangerous.

Level 2

Hit Points 31 _____

Bloodied 15 Healing Surge 7 Surges Per Day 8

Initiative +2 _____ Action Points _____

DEFENSES

AC	Fortitude	Reflex	Will
14	14	13	18

ATTACKS

Melee Basic Attack: +6 (+1 staff) vs. AC

Damage: 1d8 + 3

AT-WILL ATTACK POWERS

Burning Spray

Sorcerer Attack 1

You fling your arm in a wide arc, casting liquid fire at your foes.

At-Will ♦ Arcane, Fire, Implement

Standard Action Close blast 3

Target: Each creature in blast

Attack: +6 vs. Reflex

Hit: 1d8 + 7 fire damage, and the next enemy that hits you with a melee attack before the end of your next turn takes 2 fire damage.

Storm Walk

Sorcerer Attack 1

The thunder of your steps batters your foe.

At-Will ♦ Arcane, Implement, Thunder

Standard Action Ranged 10

Target: One creature

Attack: +6 vs. Fortitude

Hit: 1d8 + 8 thunder damage, and you slide the target 1 square.

Effect: Before or after the attack, you shift 1 square.



ENCOUNTER ATTACK POWERS

Thunder Slam

Sorcerer Attack 1

A shock wave of sound slams into the enemy.

Encounter ♦ Arcane, Implement, Thunder

Standard Action Ranged 10

Target: One creature

Attack: +6 vs. Fortitude

Hit: 2d10 + 8 thunder damage, you push the target 3 squares, and you slide the target 1 square.

Thunderwave

Wizard Attack 1

You create a whip-crack of sonic power that lashes up from the ground.

At-Will ♦ Arcane, Implement, Thunder

Standard Action Close blast 3

Target: Each creature in blast

Attack: +2 vs. Fortitude

Hit: 1d6 + 4 thunder damage, you push the target a number of squares equal to your Wisdom modifier, and you slide the target 1 square.

DAILY ATTACK POWER

Lightning Breath Sorcerer Attack 1

You exhale a blast of lightning at your foes. The lightning then forms a ring around you, repelling nearby attackers.

Daily ♦ Arcane, Implement, Lightning

Standard Action Close blast 3

Target: Each creature in blast

Attack: +6 vs. Reflex

Hit: 3d8 + 8 lightning damage and you slide the target 1 square.

Miss: Half damage.

Effect: Until the end of your next turn, whenever an enemy hits you with a melee attack, you push that enemy 1 square and it takes 5 lightning damage.

Sustain Minor: The effect persists.

UTILITY POWERS

Unseen Aid Sorcerer Utility 2

Invisible forces aid you in mysterious ways.

Encounter ♦ Arcane

Minor Action Personal

Effect: You gain a +2 bonus to a skill check you make this turn.

CLASS FEATURES

Dragon Soul: You gain resist 5 to lightning. Your arcane powers ignore any target's resistance to lightning up to 5.

Scales of the Dragon: The first time you become bloodied in an encounter, you gain a +2 bonus to AC until the end of the encounter.

RACIAL TRAITS

Speed: 6 squares **Vision:** Normal

Languages: Common, Elven, Primordial **Alignment:** Unaligned

Group Diplomacy: Allies within 10 squares get a +1 bonus to Diplomacy checks.

Ability Scores	Check Modifier	Ability Scores	Check Modifier
Str 14	+3	Int 11	+1
Con 14	+3	Wis 10	+1
Dex 13	+2	Cha 18	+5

FEATS

Mark of Storm: When you hit a creature with a power that has the thunder or lightning keyword, you can slide the target 1 square. When you grant yourself a fly speed, gain a +1 bonus to that speed.

You can master and perform the Endure Elements, Enhance Vessel, Summon Winds, and the Water Walk rituals as if you had the Ritual Caster feat.

Raging Storm: +1 damage with lightning or thunder power.

Key Skills	Modifier	Passive
Insight	+3	13
Perception	+1	11

Trained Skills	Modifier	Trained Skills	Modifier
Arcana	+6	Intimidate	+10
Athletics	+8	Nature	+6

GEAR

Armor: +1 repulsion cloth armor

Weapon/Implement: +1 magic staff

Neck Slot: +1 safewing amulet

Adventurer's Kit: This kit includes: a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days worth of trail rations, 50 feet of hempen rope, and a waterskin.

Repulsion Armor Level 2

Inlaid with esoteric runes, this armor can repel even the most persistent foes.

Enhancement: +1 AC

Power (Daily): Minor Action. Whenever an enemy moves into an adjacent square, you can push that enemy 1 square as an immediate reaction. This power lasts until the end of the encounter.

Safewing Amulet Level 3

This orange amulet reduces the damage you suffer when falling.

Item Slot: Neck

Enhancement: +1 Fortitude, Reflex, and Will

Property: When falling, reduce the distance by 10 feet for the purpose of calculating damage. You always land on your feet after a fall.

KALASHTAR INVOKER

Name: _____ Gender: _____

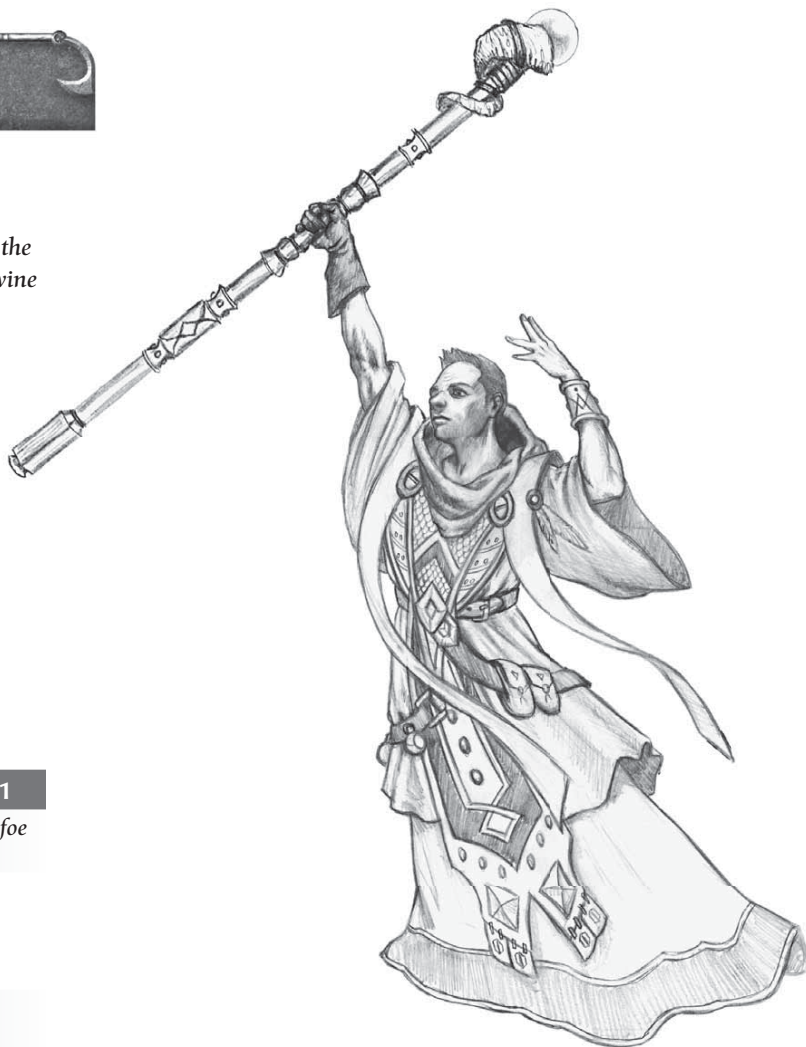
Many kalashtar look forward to a new age, when il-Yannah, the Great Light, will rise dominant once again. Through your divine magic, you invoke the first age of light, before the Dreaming Dark had come into being.

Level 2

Hit Points 27 _____

Bloodied 13 Healing Surge 6 Surges Per Day 7

Initiative +0 Action Points _____



DEFENSES

AC	Fortitude	Reflex	Will
17	13	14	16

Resist 6 psychic, 5 necrotic

AT-WILL ATTACK POWERS

Sun Strike

Invoker Attack 1

A beam of radiant energy extends from your hands to bathe a foe in searing light and force it to move.

At-Will ♦ Divine, Implement, Radiant

Standard Action Ranged 10

Target: One creature

Attack: +6 vs. Reflex

Hit: 1d8 + 5 radiant damage, and you slide the target 1 square.

Special: You can use this power as a ranged basic attack.

Vanguard's Lightning

Invoker Attack 1

Bolts of divine lightning arc from your hands to scorch the area before you. The bolts linger, ready to avenge any attacks made by your foes.

At-Will ♦ Divine, Implement, Lightning

Standard Action Area burst 1 within 10

Target: Each creature in burst

Attack: +6 vs. Reflex

Hit: 1d6 + 5 lightning damage. Whenever the target makes an opportunity attack before the end of your next turn, the target takes 2 lightning damage.

Rebuke Undead

Invoker Feature

Undead flee and then cower in your presence, their bodies seared by divine light.

Encounter (Special) ♦ Divine, Implement, Radiant

Standard Action Close burst 5

Channel Divinity: You can use only one channel divinity power per encounter.

Target: Each undead creature in blast

Attack: +6 vs. Will

Hit: 1d10 + 5 radiant damage. You push the target 2 squares, and it is dazed until the end of your next turn.

Miss: Half damage.

ENCOUNTER ATTACK POWERS

Blades of Astral Fire

Invoker Attack 1

Gleaming blades of radiant energy appear and strike your foes. The blades then transform into spectral shields that protect your allies.

Encounter ♦ Divine, Implement, Radiant

Standard Action Area burst 1 within 10

Target: Each enemy in burst

Attack: +6 vs. Reflex

Hit: 1d6 + 5 radiant damage.

Effect: Each ally in the burst gains a +3 power bonus to AC until the end of your next turn.

DAILY ATTACK POWER

Purging Flame

Invoker Attack 1

Divine fire washes over your foe, burning not only its physical form but the very stuff of its soul.

Daily ♦ Divine, Fire, Implement

Standard Action Ranged 10

Target: One creature

Attack: +6 vs. Reflex

Hit: 1d10 + 5 fire damage, and ongoing 10 fire damage (save ends).

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

UTILITY POWERS

Bastion of Mental Clarity Kalashtar Racial Power

You erect a psychic shield to protect your mind from assault, and you ward your allies as well.

Encounter

Immediate Interrupt Close burst 5

Trigger: An enemy hits or misses you with an attack against your Will.

Target: You and each ally in burst

Effect: Each target gains a +4 power bonus to Will until the end of your next turn.

Preserver's Rebuke Invoker Feature

You call upon the gods to punish the enemy that dares harm those entrusted to your care.

Encounter (Special) ♦ Divine

Immediate Reaction Personal

Channel Divinity: You can use only one channel divinity power per encounter.

Trigger: An enemy within 10 squares of you hits your ally

Effect: Before the end of your next turn, you gain a +2 bonus to your next attack roll against the triggering enemy.

Light Within Feat Power

An arc of light shoots from your chest and falls to the ground.

Encounter ♦ Divine, Implement, Healing, Zone

Minor Action Ranged 5

Channel Divinity: You can use only one channel divinity power per encounter.

Effect: You spend a healing surge, and a zone of healing light appears in an unoccupied square within range. Until the end of your next turn, any ally that ends its turn within the zone regains hit points equal to your healing surge value. In addition, all squares within 10 squares of the zone are illuminated by bright light until the end of your next turn.

Wall of Light Invoker Utility 2

You transform divine energy into the form of a long, glowing wall.

Daily ♦ Conjuration, Divine

Minor Action Area wall 5 within 10

Effect: You conjure a wall of divine energy. The wall is 1 square high, and it lasts until the end of your next turn.

While within the wall, any ally gains a +1 power bonus to AC, and each ally who starts his or her turn in the wall gains 5 temporary hit points.

Sustain Minor: The wall persists.

CLASS FEATURES

Covenant of Preservation: When you use a divine encounter or daily attack power on your turn, you can slide an ally within 10 squares of you 1 square.

RACIAL TRAITS

Speed: 6 squares **Vision:** Normal

Languages: Common **Alignment:** Lawful Good

Telepathy: You can communicate telepathically with any creature within 5 squares that has a language.

Dual Soul: At the start of your turn, you can make a saving throw against each effect currently rendering you dazed or dominated. If you fail the saving throw, you do not make a saving throw against the effect at the end of your turn.

Ability Scores	Check Modifier	Ability Scores	Check Modifier
Str 10	+1	Int 14	+3
Con 13	+2	Wis 18	+5
Dex 11	+1	Cha 14	+3

FEATS

Light Within: You can use the *light within* channel divinity power.

Quori Shield: You gain resist 6 to psychic damage.

Key Skills	Modifier	Passive
Insight	+10	20
Perception	+5	15

Trained Skills	Modifier	Trained Skills	Modifier
Arcana	+8	Insight	+10
History	+8	Religion	+8

GEAR

Armor: +1 chainmail of resistance (resist 5 necrotic)

Implement: +1 rod of hope triumphant

Neck Slot: +1 amulet of protection

Adventurer's Kit: This kit includes: a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days worth of trail rations, 50 feet of hempen rope, and a waterskin.

Rod of Hope Triumphant Level 2

As your foe falls, the divine power of this rod invigorates you, for justice has been served.

Enhancement: +1 to attack rolls and damage rolls

Critical: +1d6 damage

Property: When you reduce any enemy to 0 hit points with a divine attack power using this rod, you gain 1 temporary hit point.

WARFORGED FIGHTER

Name: _____

Fighting for Aundair in the Last War, you learned how to knock people down and make sure they stay down. Since the war ended, you've discovered that people pay pretty well for sheer brute strength. You're capable of more, of course, but war is what you were made for. Isn't it?

Level 2

Hit Points 37 _____

Bloodied 18 Healing Surge 9 Surges Per Day 12

Initiative +2 _____ Action Points _____

DEFENSES

AC	Fortitude	Reflex	Will
19	18	13	14

ATTACKS

Melee Basic Attack: +10 vs. AC

(+1 *inescapable greatsword*)

Damage: 1d10 + 5

AT-WILL ATTACK POWERS

Crushing Surge

Fighter Attack 1

The feel of your weapon crunching against the enemy puts your heart back in the fight.

At-Will ♦ **Invigorating***, Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: +10 vs. AC

Hit: 1d10 + 5 damage.

* If you hit, you also gain 3 temporary hp.

Reaping Strike

Fighter Attack 1

You punctuate your scything attacks with wicked jabs and small cutting blows that slip through your enemy's defenses.

At-Will ♦ **Martial, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: +10 vs. AC

Hit: 1d10 + 5 damage.

Miss: The target takes 6 damage.

ENCOUNTER ATTACK POWER

Spinning Sweep

Fighter Attack 1

You spin beneath your enemy's guard with a long, powerful cut.

Encounter ♦ **Martial, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: +10 vs. AC

Hit: 1d10 + 5 damage, and you knock the target prone.



DAILY ATTACK POWER

Brute Strike

Fighter Attack 1

You shatter armor and bone with a ringing blow.

Daily ♦ **Martial, Reliable, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: +10 vs. AC

Hit: 3d10 + 5 damage.

UTILITY POWERS

Warforged Resolve

Warforged Racial Power

It's difficult to take you down, even when you're faltering.

Encounter ♦ **Healing**

Minor Action Personal

Effect: You gain 4 temporary hit points and can make a saving throw against one effect on you that deals ongoing damage. If you are bloodied, you also regain 4 hit points.

Unstoppable

Fighter Utility 2

You let your adrenaline surge carry you through the battle.

Daily ♦ **Healing, Martial**

Minor Action Personal

Effect: You gain 2d6 + 3 temporary hit points.

CLASS FEATURES

Combat Challenge: Every time you attack an enemy, whether the attack hits or misses, you can choose to mark that target. The mark lasts until the end of your next turn. While a target is marked, it takes a -2 penalty to attack rolls if its attack doesn't include you as a target. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.

In addition, whenever an enemy marked by you is adjacent to you and shifts or makes an attack that does not include you, you can make a melee basic attack against that enemy as an immediate interrupt.

Combat Superiority: You gain a +1 bonus to opportunity attack rolls. An enemy struck by your opportunity attack stops moving, if a move provoked the attack. If it still has actions remaining, it can use them to resume moving.

RACIAL TRAITS

Speed: 6 squares **Vision:** Normal

Languages: Common **Alignment:** Unaligned

Living Construct: You have the living construct keyword.

You do not need to eat, drink, breathe, or sleep. You never make Endurance checks to resist the effects of starvation, thirst, or suffocation. All other conditions and effects affect you normally.

Unsleeping Watcher: You do not sleep and instead enter a state of inactivity for 4 hours to gain the benefits of an extended rest. While in this state, you are fully aware of your surroundings and notice approaching enemies and other events as normal.

Warforged Resilience: You have a +2 racial bonus to saving throws against ongoing damage. Also, when reduced to 0 hit points or fewer, you are less likely to die than others. When you make a death saving throw, you can take the better of your die roll or 10.

Ability Scores	Check Modifier	Ability Scores	Check Modifier
Str 18	+5	Int 11	+1
Con 16	+4	Wis 12	+2
Dex 13	+2	Cha 10	+1

FEATS

Warforged Tactics: +1 to melee attack rolls against a foe adjacent to your ally.

Warborn Fury Style: Augment your *reaping strike* power (already included).

Key Skills	Modifier	Passive
Insight	+2	12
Perception	+2	12

Trained Skills	Modifier	Trained Skills	Modifier
Athletics	+10	Intimidate	+8
Endurance	+11		

GEAR

Armor: +1 veteran's scale armor

Weapon: +1 inescapable greatsword

Neck Slot: +1 amulet of protection

Adventurer's Kit: This kit includes: a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days worth of trail rations, 50 feet of hempen rope, and a waterskin.

Veteran's Armor

Level 2

Battered and worn, this unassuming armor helps you get the most out of your experiences.

Enhancement: +1 AC

Property: When you spend an action point, you gain a +1 item bonus to all attack rolls and defenses until the end of your next turn.

Inescapable Weapon

Level 3

This weapon grows increasingly eager to strike those you have trouble hitting.

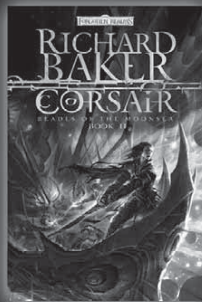
Enhancement: +1 attack rolls and damage rolls

Critical: +1d6 damage

Property: Each time you miss a target with this weapon, you gain a cumulative +1 bonus (up to the weapon's enhancement bonus) to your next attack roll with this weapon against the same target. The bonus ends if you attack a different target or when you hit.

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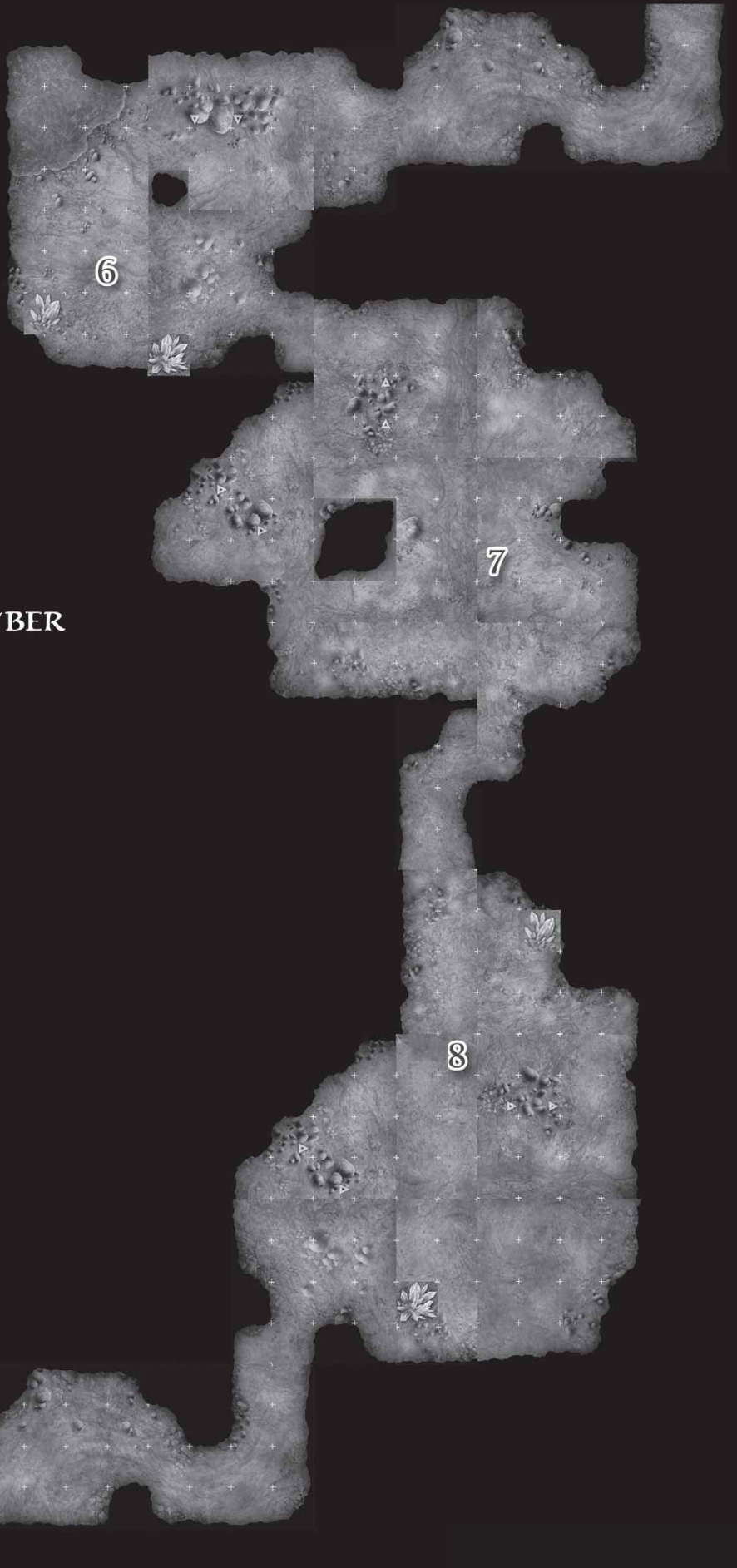
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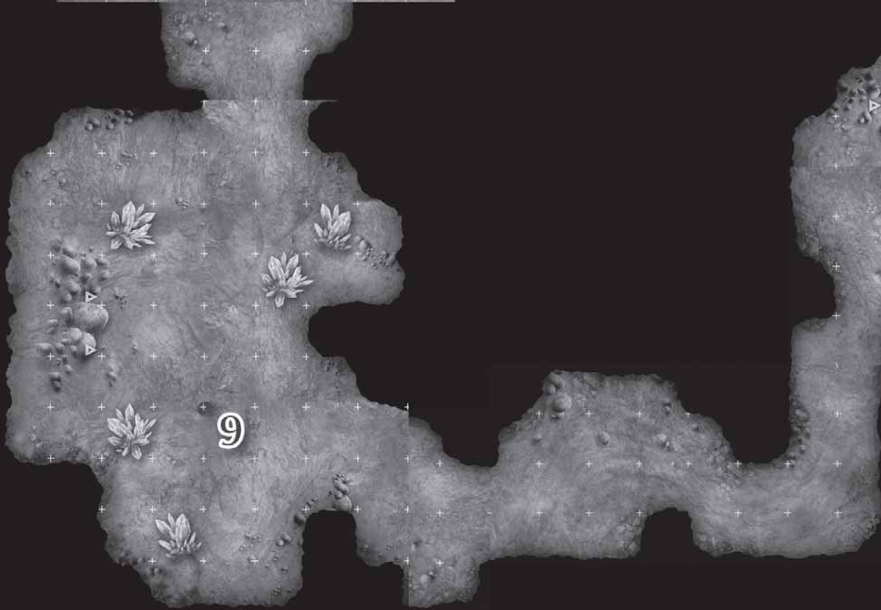
**DUNGEONS
& DRAGONS**






DESCENDING INTO KHYBER

One square = 5 feet





BEWARE THE EYES OF THE DRAGON BELOW

A trek across the Shadow Marches leads weary travelers to Blackroot, a quiet village of ramshackle huts nestled among the darkwood trees. Here, orcs and humans live in peace. However, all is not well. Something evil has crawled up from below, threatening to devour the village and its denizens. Only a party of brave heroes stands in its way.

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